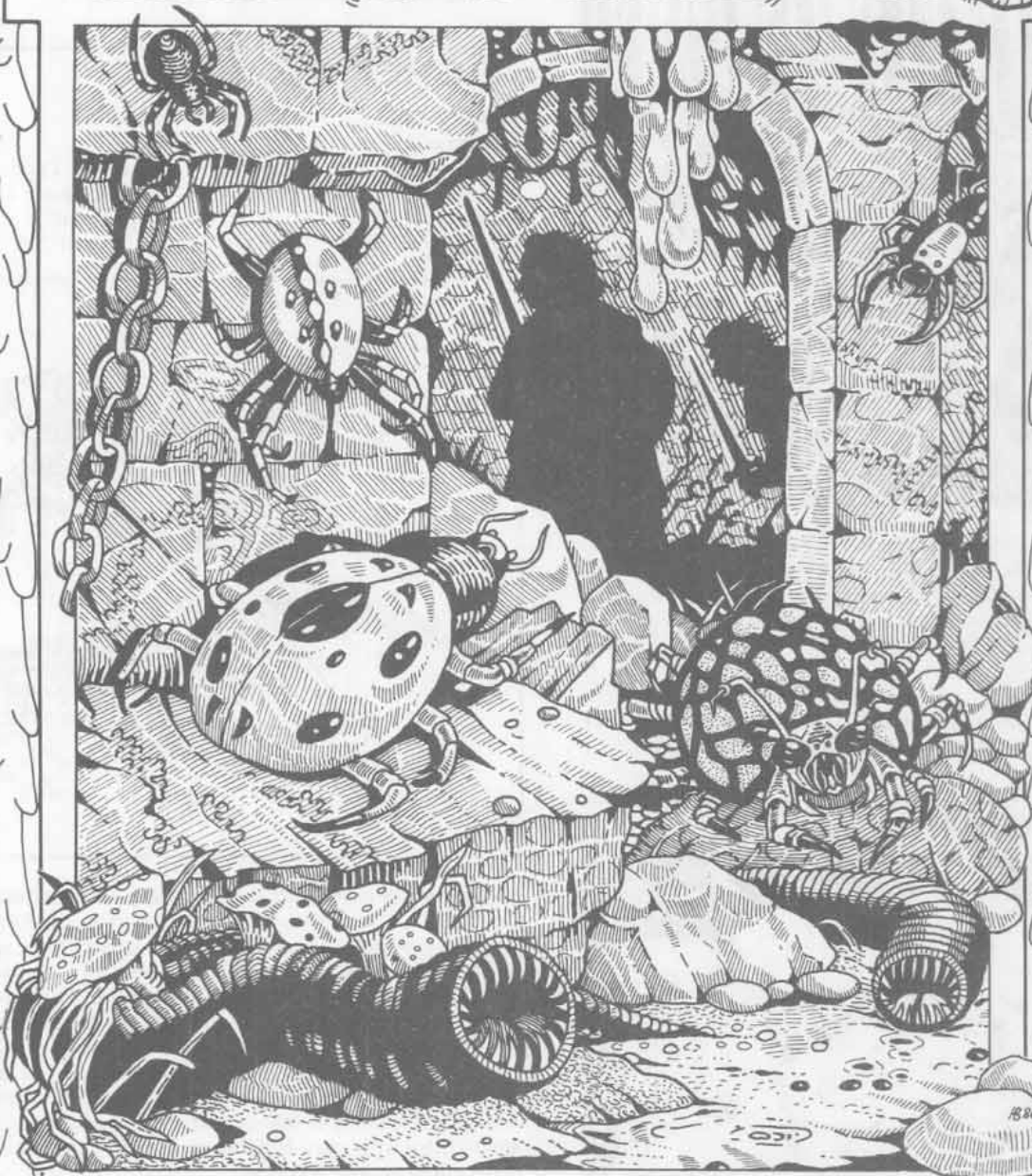


Louville



Plants, Bugs, Worms and Goos

Arachnoids (*Arachnoideus species*)



Scorpions (*Scorpiones species*)

Normal Scorpions

Scorpion	Normal
Type	Lowlife (Arachnids)
Climate/Terrain	Warm dry wilderness
	Subterranean
Frequency	Common
Organization	Swarm
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1d6(1d6)
Size	T; 2"-4"
ST	9
IN	1
WI	1
DX	8
CO	13
CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	1
HD	1*
HP	1d8
MV	6'(2')
THACO	20
Attacks	1 Sting
Damage	1
Attacks	2 Pincers
Damage	1 each
Special Attacks;	Poison Sting
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	NM
ML	10
XP	6
TT	0
Body Weight	5cn



Scorpions are eight-legged carnivorous arthropods. They are members of the order Scorpiones within the class Arachnida. There are about 2000 species of scorpions, found widely distributed south of about 49° N.

As well as lurking underground (daily), normal scorpions inhabit hot, dry parts of the world, scorching deserts, temperate woodlands, dark caves, tropical rain forests, and snow-covered mountains, preferring those places where they can hide easily (e.g. under stones, in rocky clefts, amid undergrowth, etc.). They attack only if disturbed or threatened, but a character could easily do this inadvertently while, for example, negotiating a confined passage, searching through debris or rubble, or even seeking for a secret door. Scorpions are sometimes put inside chests, boxes, jars and so on, to act as temporary "traps" for those attempting to steal the contents (this can be no longer than 4 months—then the

creature will have died by starvation).

Combat

Natural Poisons				
Type	cost	damage	Save	source
	investive	r / max		
A	2500 sp	1/4	+2	Normal Scorpion
B	5000 sp	2/15	+1	Normal Scorpion
D	15.000 sp	3/30	+2	Buthides Scorpion
E	20.000 sp	4/death	+1	Buthides Scorpion
F	25.000 sp	5/50	0	Leierus scorpion
G	30.000 sp	6/death	0	Leierus scorpion
I	40.000 sp	8/80	0	Andrctonus Scorpion
J	45.000 sp	9/death	0	Andrctonus Scorpion

All these poisons have an onset of 1 Round
 Not damaging poisons will always do their effect, even if saved.
 Any successful save results in minimal damage for 3 rounds
 adjusted by reversed constitution adjustments.
 a 17 con. Fighter saving against a poison H
 would get 5-2(con 17=+2)=3 rounds long 7 damage.

If a scorpion (of any size) gains surprise, it has a +2 bonus to hit for its first attack with its venomous sting. Different scorpion types have poisons with different potency. All scorpion species possess venom. In general, scorpion venom is described as neurotoxic in nature. One exception to this generalization is *Hemiscorpius lepturus* which possesses cytotoxic venom. The neurotoxins consist of a variety of small proteins that affect neuronal ion channels responsible for action potentials, which serve to interfere with neurotransmission in the victim. Scorpions use their venom to kill or paralyze their prey so that it can be eaten; in general it is fast-acting, allowing for effective prey capture. The effects of the sting can be severe.

Most of the 1500 or so species of normal scorpions presently known to exist in the real world deliver stings no more harmful than a bee sting. However, about 25 species have venom that is potentially lethal to humans. (It's a wise adventurer who always checks her boots before she puts them on when adventuring in the desert.)

Scorpion venoms are optimized for action upon other arthropods and therefore most scorpions are relatively harmless to humans; stings produce only local effects (such as pain, numbness or swelling). A few scorpion species, however, mostly in the family Buthidae, can be dangerous to humans. Among the more dangerous are *Leiurus quinquestriatus*, otherwise ominously known as the deathstalker (or Real World Israeli yellow scorpion), which has the most potent venom in the family, and members of the genera *Parabuthus*, *Tityus*, *Centruroides*, and especially *Androctonus*, which also have powerful venom. The scorpion which is responsible for the most human deaths is *Androctonus australis*, or the yellow fat-tailed scorpion. The higher death count is simply due to its being found more commonly, especially near humans.

Human deaths normally occur in the young, elderly, or infirm; scorpions are generally unable to deliver enough venom to kill healthy adults. Some people, however, may be allergic to the venom of some species. Depending on the severity of the allergy, the scorpion's sting may cause anaphylaxis and death. A primary symptom of a scorpion sting is numbing at the injection site, sometimes lasting for several days. Scorpions are generally harmless and timid, and only voluntarily use their sting for killing prey, defending themselves or in territorial disputes with other scorpions. Generally, they will run from danger or remain still.



Scorpions are able to regulate how much venom is injected with each sting using striated muscles in the stinger. There is also evidence to suggest that scorpions restrict the use of their venom using it only to subdue large prey, or prey that struggles. It has been found that scorpions have two types of venom: a translucent, weaker venom designed to stun only, and opaque, more potent venom designed to kill heavier threats. This is likely because it is expensive in terms of energy for a scorpion to produce venom, and because it may take several days for a scorpion to replenish its venom supply once it has been exhausted.

Scorpions use neither their visual or aural senses to detect their prey. Instead, they use the vibrations of the sand underneath them. Small sensors on their legs pick up and measure the strength of vibrations; a scorpion uses the minute differences in these vibrations picked up by each leg to locate its prey. When the scorpion has determined the distance and direction of its prey, it charges toward it with pincers extended. Normal sized scorpions have a range of 1 foot as the maximum distance a scorpion can sense vibrations. As a normal scorpion averages about 5 centimeters in length, which means the maximum detection distance is about six times the scorpion's length. At a distance of about twice its length, the scorpion is almost perfect in determining both direction and distance to a victim.

Main Prey; Animals, Insects, Main Predator; Bird, Rodents, Spiders.

Scorpion, Large (*Buthidus gigantes*).

Scorpion, Huge (*Leiurus quinquestriatus gigantes*).

Scorpion, Giant (*Androctonus gargantues*)

Scorpion	Large	Huge	Giant
Type	Lowlife (Arachnids)		
Climate/Terrain	Warm dry wilderness		
	Subterranean		
Frequency	Uncommon	Common	Very Rare
Organization	Swarm		
Activity Cycle	Any		
Diet	Carnivore		
AL	N	N	N
NA	1d6	1d4	1d4
Size	S; 1'-3'	M; 3'-5'	L; 5'+
ST	11	13	15
IN	1	1	1
WI	1	1	1
DX	7	6	5
CO	14	15	16
CH	9	9	9
Languages	0	0	0
Spellcaster Limits;	0	0	0
AC	5	4	3
AV	2	3	4
HD	2+2*	4+4*	5+5*
HP	2d8+2	4d8+4	5d8+5
MV	90'(30')	120'(40')	150'(50')
THACO	19	16	15
Attacks	1 Sting		
Damage	1	1d3	1d4
Attacks	3 Pincers		
Damage	1d4 each	1d8 each	1d10 each
Special Attacks;	Poison Sting		
Special Defenses;	0	0	0
Immune to;	Charm, Hold, Illusion		
Extra Vulnerable to;	Fire	Fire	Fire
AM	0	0	0
Save as;	F!	F2	F3
ML	9	8	8
XP	35	200	400
TT	0	0	0
Body Weight	50cn	150cn	250cn



Large Scorpion

Scorpions are vicious predators that live almost anywhere, including relatively cold places such as dungeons, though they favor deserts and warm lands. These creatures are giant versions of the normal 4-inch-long scorpion found in desert climes.

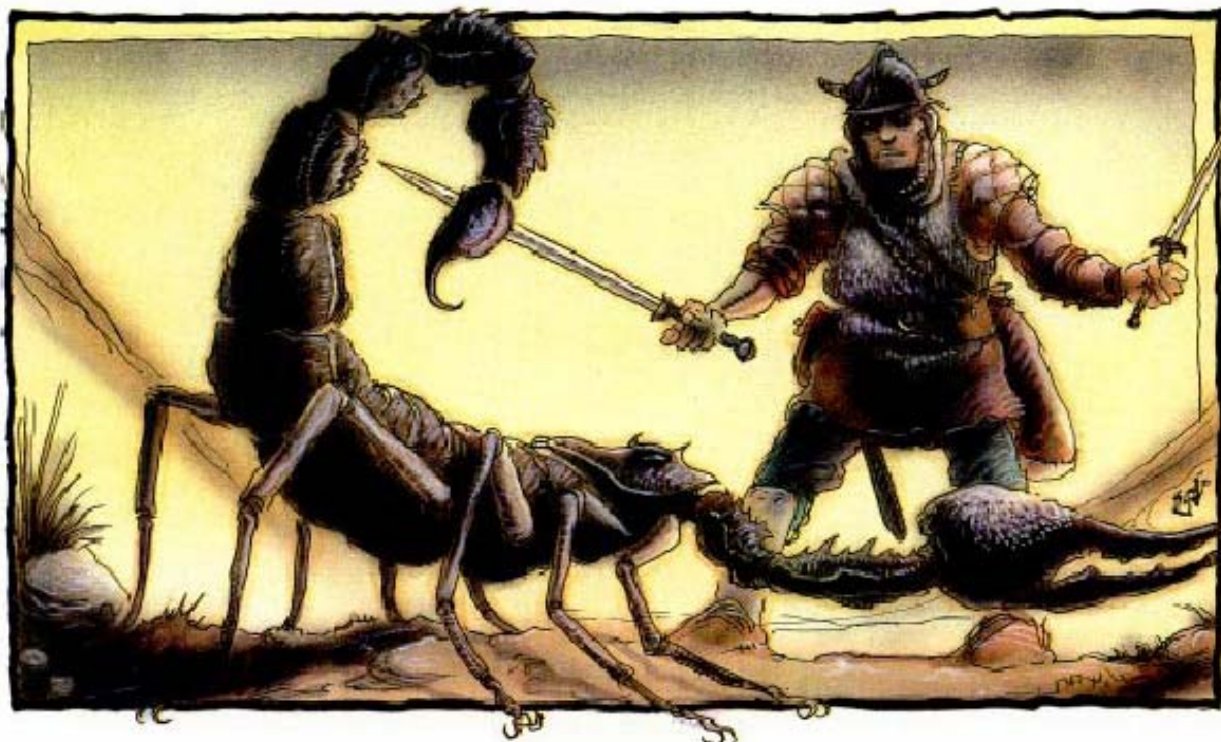
The giant scorpion has a green carapace and yellowish green legs and pincers. The segmented tail is black, with a vicious stinger on the end. Colors range from tan to brown and black, and rumors persist of rare white scorpions exist underground.

There is a bitter smell associated with the scorpion, which probably comes from the venom. They make an unnerving scrabbling sound as they travel across dungeon floors. There are three different species with a clearly

visible different size. These creatures may have similar behavior and attack forms, but can be genetically crossed.

For smaller versions it is easier to use the statistics of corresponding scorpions, as these are actually only truly differentiating in species and behavior.

Combat:



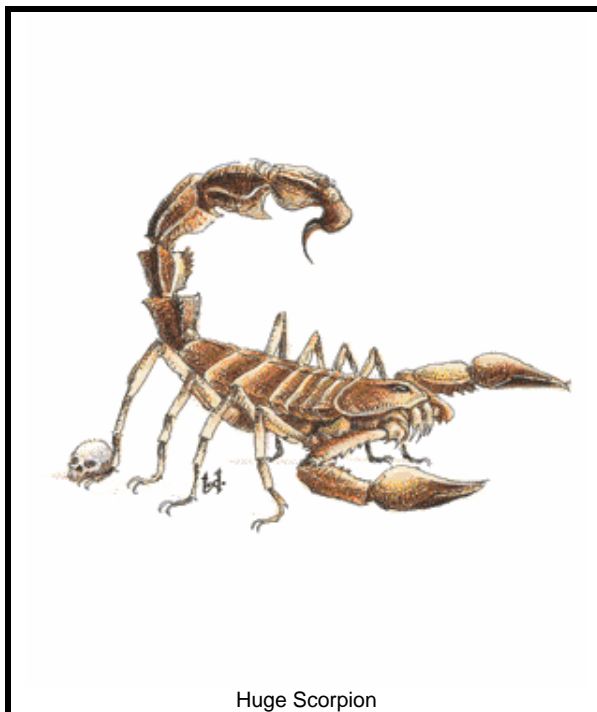
Up to a distance of about three times its length, the scorpion will always move to within a few feet of its target before attacking. If it makes a detection roll (1-90 on percentile dice), and if it rolls a hit against an unarmored foe (AC 10) at the end of its charge, its pincers have bumped against (but not grasped) its foe, and it may attack normally.

If its prey is farther than three times its length, the scorpion will move in the general direction of its prey up to that distance. (Generally speaking, the farther away the prey is, the more tentative the scorpion's movement toward it will be.) In any case, if the scorpion cannot strike at its prey after it has moved, it pauses for a segment, waiting for another vibration, and reacts to it using the above guidelines. Since the scorpion uses vibrations, rather than sight or sound, to track its prey, it is immune to most camouflaging devices. Invisibility will not even confuse a scorpion, as it attacks only if its pincers have touched its prey by the end of the charge toward the prey's expected location.

Likewise, tunneling underneath the scorpion gives no protection. The scorpion still realizes a character's presence and can dig the character out with its large pincers. It seems obvious that a scorpion is almost impossible to surprise by any attacker who travels upon or under the ground. The scorpion's detection ability should be immune to any attacks which directly affect any of the senses except touch, as that is the sense a scorpion's vibration sensors use. The scorpion's attack may be slightly affected by blinding attacks (-1 or -2 to hit, depending on the success or failure, respectively, of the initial detection roll), but sonic attacks should not affect it at all.

If a scorpion is immune to all these things, then what will affect it? It should be penalized 10% on its detection roll for each leg which is missing or crippled, as the loss of sensory data from that leg impairs its ability to locate by vibration. Also, if several adjacent legs are incapacitated, the scorpion will not be able to accurately detect the direction of prey which is at a 90° angle to its missing legs.

These ideas about scorpions should make for much more interesting and creative play. A scorpion is the ideal creature for demonstrating to a pesky thief or magic-user that invisibility is a vastly overrated ability. Standing perfectly still or levitating will also disturb the vibration sense of detecting prey/enemies, but its sensitive hairs might detect air motion or breathing, in effect the victim becomes 75% invisible (check each round attempted).

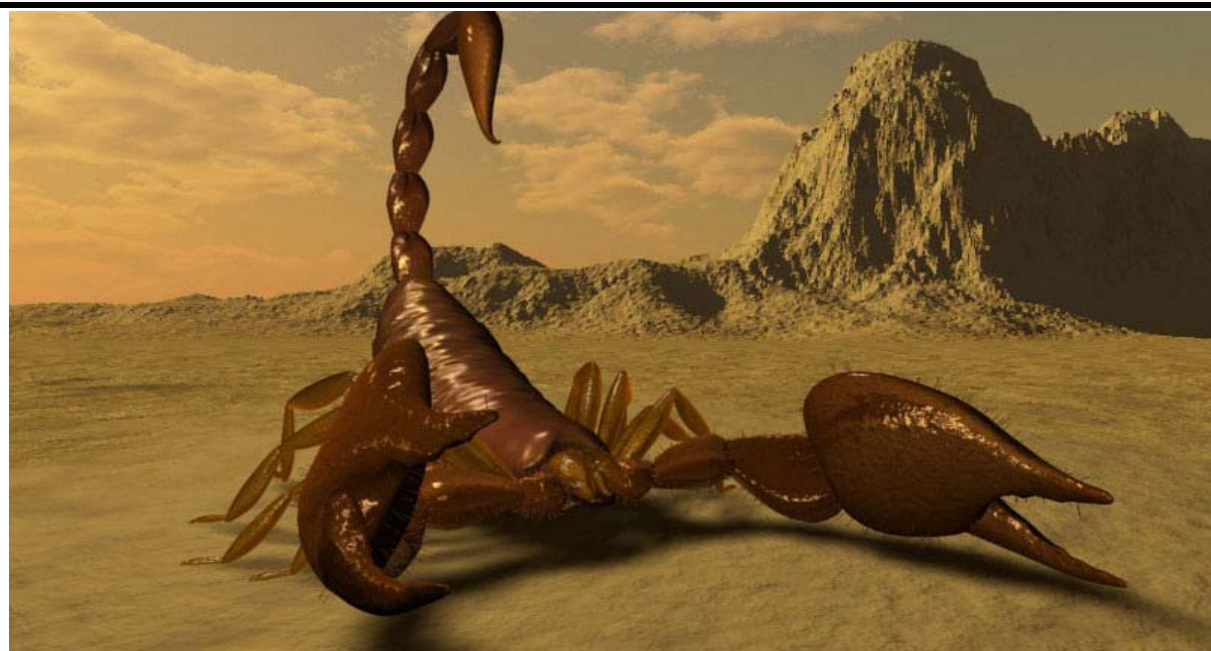


Huge Scorpion

The larger scorpions are 95% likely to attack any creature that approaches. The creature has a hard, chitinous carapace that gives it Armor Class 3. This monster attacks by grabbing prey with its two huge pincers, inflicting 1d10 points of damage each, while it lashes forward with its tail to sting. Thus, it can fight three opponents at once. If a giant scorpion manages to grab a victim in a pincer, it will automatically inflict 1d10 points of damage each round until it releases the victim. The victim has but one chance to escape. If he can make his strength check against the creature, he will escape the claw.

However, this can be the character's only action that round and it can be tried only once per combat. If the sting is employed against an untrapped victim, an attack roll is required for a successful attack, but a trapped character is automatically struck by any sting attack directed at him with no attack roll required. The sting inflicts 1d4 points of damage and the victim must save versus poison or die the next round (type F). Normal scorpions have enough venom for only one attack, and it takes a week to replenish the poison. A giant scorpion will use its stinger only against an opponent with an effective means of attack. There is a limit of two stinger attacks per week for large scorpions, four per week for huge scorpions, and five per week for giant scorpions.

Scorpions are not immune to their own poison. If a scorpion is reduced to 1 or 2 hit points, it will go into a stinging frenzy, stinging everything in sight, gaining two attempts to hit per round with only the tail. Slain creatures are dragged to the scorpion's burrow to be eaten. In fact, the saliva liquefies the fleshy parts of the scorpion's meal. Victims killed and eaten by a giant scorpion are unrecoverable by magic, unless a wish spell or similar means is used.



Giant Scorpion

Because of the camouflaging (hiding 50% chance) and their ability to remain motionless for long periods of time, scorpions have a greater chance of surprising the party (-2 to party's roll to detect them). Giant scorpions cannot be surprised unless the players can think of a way to nullify the advantage given by the sensitive hairs, which detect all movement through the air, visible or not, within a 90' radius. Large and huge scorpions have 30' and 60' radii of detection, respectively. A giant scorpion may simply ignore others in favor of its meal, leading those ignored to think they were still unnoticed. These hairs are sensitive enough to allow the scorpion to attack invisible opponents with no penalty. In addition, a large, huge, or giant scorpion can attack any flying creature which comes within range of its pincers, again with no penalty.

One interesting note; All scorpions radiate UV light. No one knows why scorpions glow. Some have suggested that scorpions could glow to lure their prey, although it seems that insects actually avoid fluorescent scorpions. The glow could warn predators or help scorpions to recognise each other, although neither possibility has been tested. They seem to radiate this UV light more in sheltered darker areas, so it may also be linked to their visual sense somehow, it may also be responsible for the Darkvision the creature has. The creature itself is however invisible in Infravision until it moves, then it will be 50% detectable.

Habitat/Society:

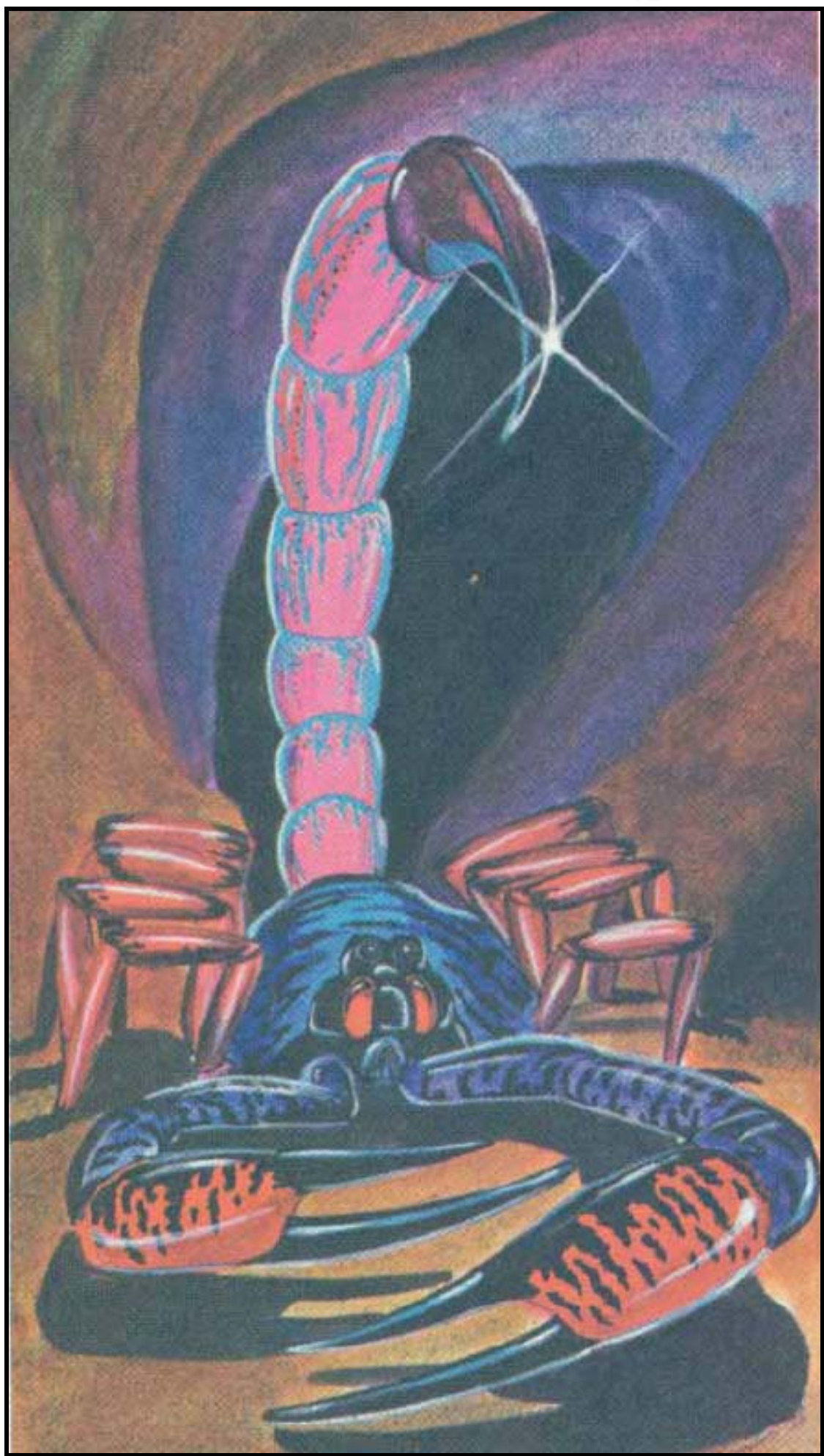
Larger Scorpions live in underground burrows or dungeons. Scorpions do not actually lay eggs. The eggs hatch inside the mother, and the female gives birth to live young. After they are born, they climb on her back and ride there until they are old enough to fend for themselves. At the DM's option, 5% of scorpion encounters can be with a mother scorpion carrying 5d4 young on her back. Since the young do not eat or have effective attacks, it is possible that adventurers could sell those babies that survive to interested alchemists or wizards. These beasts eat any living creature that is unfortunate enough to stray too close to their lair. Any treasure found comes from the bodies of human or demihuman victims that have been dragged here to be consumed. Armor is rarely found intact, since the scorpion will surely have used its pincers to cut up its prey. As befits a species with cannibalistic tendencies, scorpions are usually solitary creatures. However, during the colder months of the year, they do congregate in large groups of a hundred or more individuals. Encounters with these groups probably started the rumor that scorpions live and hunt in swarms.

Ecology:

These bizarre creatures contribute to the ecosystem by feeding on other giant versions of *Anthropods* such as spiders and ants. They themselves are prey for purple worms and other huge, subterranean creatures. Alchemists and assassins prize the scorpion's venom because of its potency. Large and Huge Scorpions, often found in dungeons and wildernesses, are merely smaller (or even young) versions of the giant scorpion. Colors range from tan to brown to black, and rumors persist of rare white scorpions deep underground. All attack with pincers and tail stinger. If struck by the stinger, the victim must save versus poison or die the next round. However, the poison of the large scorpion is weaker than normal (type A, 15/0 points damage), giving the victim a +2 on his saving throw. Huge scorpions have deadly (type F) poison and can pin a victim in a way similar to the giant scorpion, but with the huge scorpion, the victim can still fight back. It is not unusual to see scorpions of various sizes fighting with each other.

Senses; Tremorsense 30', Scent medium, other senses low.

Main Prey; Animals, Insects, Main Predator; Spiders, Dragon.



Spider, Giant and normal (*Arachnid species*)

Spiders are aggressive predators, dwelling both above and below ground. Most listed here are poisonous and bite prey first, because unconscious victims are easier to carry to a lair. Spiders have eight legs and eight eyes. They usually fit into two categories: web-spinners, which have bulbous abdomens and thin, sleek legs; and hunting spiders, which have smaller bodies, larger heads and fangs, and hairy bodies and legs. Giant spiders are simply huge versions of normal spider species. All giant spiders can be dangerous, and many are poisonous. Most are carnivores. There is a Real World Herbivorous spider (*Bagheera kiplingii*) which is social, and its members protect its eggs and spiderlings. A few spiders are social instead of individual; Real World *Anelosimus eximius* can form colonies of up to 50,000 individuals. Spiders either trapping their prey in webs or jumping at victims by surprise. However, they are rarely intelligent, and will often flee from fire. All spiders can walk on floor, wall and ceiling with equal ease and speed.

Spiders are air-breathing chelicerate arthropods that have two body segments, eight legs, and no chewing mouth parts. About 40,000 species have been identified, and only a few are interesting or large enough to be listed here. Their abdomens bear appendages that have been modified into spinnerets that extrude silk from up to six types of silk gland within their abdomens. Spider silk provided a combination of lightness, strength and elasticity that superior to that of synthetic materials. As a result of their wide range of behaviors, spiders have become common symbols in art and mythology, symbolizing various combinations of patience, cruelty and creative powers.

All spiders have the skill to move silently as a thief equal to their HD. Within their webbing this is increased by a further 50%, making these creatures dangerous silent predators indeed.

There are two major groups in spiders; Mygalomorph's with fangs pointing straight down (tarantulas and funnel-web spiders) which could impale a victim of half their size or less on a critical hit. Areneomorph's with opposing fangs that can be used for pinching and holding an opponent on a critical hit.(automatic damage next round until freed).



Webbing

All spiders have webbing which they use differently. These are a line, a wall or a mass of sticky strands which are difficult to destroy except with flame. It can be laid on the ground as alarm or trip wire, or as a blockade, or as a net, or as a line shot, or as a covering fully, or as a surface covering (mostly used to strengthen burrows), etc. etc. it literally has so many uses that most mages don't think about, but the creature often does. Even in today (real world) times, scientists are studying to make use from webbing, like organic operation threads, bulletproof clothing, special roes, wall strengthening materials etc.

It usually blocks the area affected. Flames (from a torch, for example) will destroy the web in 2 rounds, but all creatures within the web will be burned for 1d6 damage. If used on a siege weapon it will render it useless. Strength can also break free and the stronger the easier the web will be broken. See table. Remember this strength also include magical induced strengths. The web can also be dissolved with acid, but only those with a Strength greater than vinegar. Any being in the web can be killed with a single stroke of a sharp or pointed weapon, spiderbite or any other sharp pointed attackform. Any fire or acid used against the web will damage them for half the normal damage done, as if applied directly to them.

Strength Creature Webbed	Duration to free by Strength	Strength Checks
24+ (Giants)	directly as if no web exists	none
22-22 (Giants)	1 round	1
20-21 (Giants)	2 rounds	1
18-19 (Ogres and Giants)	4 rounds	1
16-17	1 Turn	1
13-15	1d4 Turns	1
9-12	2d4 Turns	1
6-8	2 hours	1 per 2 Hr until succesfull
4-5	4 hours	1 per 4 Hr until succesfull
3 or lower	Impossible	0

Poison

The venom of relatively few common species is dangerous to humans, most giant spiders are however dangerous in their poison. These poisons are slow working, but may reduce the dexterity of the victim due to muscular numbness and itching. This poison could be used by other (on weapons) it has to be moist fresh poison. It loses its efficiency rapidly (2d3 hours) exposed to air, and it corrodes metal slightly, giving it a darker sheen.

Senses

Species that use webs or ambush tactics are extremely sensitive to vibrations in the air, ground (60'), and silk threads (the whole webbing) that they use as tripwires, while the active hunters have eyesight up to ten times as acute as that of dragonflies. Their other senses are humanlike.

Spiders have fine hairs growing over their legs. These hairs, called trichobothria, are each set into a pit with nerve endings on all sides. In this way, the slightest movement in the air shifts the position of the trichobothria, and the spider is able to pinpoint the source of the movement. This specialized sense allows the spider to "see" around it in areas with little or no light, and makes sneaking up on one next to impossible unless some magical means of becoming ethereal is used. Invisible creatures cannot escape detection from a Steeder (or any other spider, for that matter).

Most spiders have 8 eyes, but some have only six or are even blind. These often live in caves.



Ecology

Most Spiders capture prey by trapping it in sticky webs, waiting in ambush for it or running it down. A vegetarian species does exist but only in small 4" form feasting on nectar, but all others are predators, mostly preying on insects and on other spiders, but a few large species also take small mammals, birds and lizards, while the truly giant varieties even prey upon humanoids. However the young of many spiders supplement their diet with nectar and there is statistical evidence that even adults supplement theirs with pollen. Spiders' chelicerae are modified into fangs, which in most cases can inject venom into prey.

Some active hunters also use different tactics for different prey, and show signs of intelligence by trying a variety of tactics against difficult prey and by learning very quickly what tactics to adopt against unfamiliar prey. Spider's webs vary widely in size, shape and the amount of sticky thread used. It now appears that the spiral orb web may be one of the earliest forms. Orb-web spiders, although well-known and the most extensively studied, are a minority of spider species and spiders that produce other types of web are more abundant, possibly because their tangled webs present greater obstacles to predatory wasps.

Habitat/Society

In males spiders the pedipalps (appendages just below / behind the mouth) are modified as syringes that inject sperm into females' genitalia. To avoid being eaten before they can mate, male spiders identify themselves by a variety of complex courtship rituals.

Males of most species survive a few matings, limited mainly by their short life spans, and in a few species males live for a while in their mates' webs. However males of a few species impale themselves on the females' fangs while mating, perhaps because ensuring that their mates are well-fed increases the likely number of offspring.

Female spiders weave silk egg-cases, each of which may contain hundreds of eggs; the spiders then hatch as apparently miniature adults. Females of many species care for their young, for example by carrying them around or by sharing food with them. Social behavior ranges from precarious toleration, as in the aggressive widow spiders, to co-operative hunting and food-sharing. Although most spiders live for at most two years, tarantulas and other mygalomorph spiders can live up to 25 years.



Crab Spider: (*Thomisus gigantes*)

Giant Spider	Crab spider	Black Widow spider
Type	Lowlife (Arachnid)	
Climate/Terrain	Any,	Tropical Forest, Jungle
Frequency	Uncommon	Rare
Organization	Solitary	
Activity Cycle	Any,	
Diet	Carnivore	
AL	N	
NA	1d4(1d4)	1d3(1d3)
Size	M: 8'	M: 8'
IN/WI	1	1
ST/DX	12	11
CO/CH	9	10
Languages	0	0
Spellcaster Limits;	0	0
AC	7	6
AV	2	
HD	2*	3*
HP	2d8	3d8
MV	120'(40')	60'(20')
WB	no web	120'(40')
THACO	18	17
Attacks	1 Bite	
Damage	1d8	2d6
Special Attacks;	Poison	
Special Defenses;	Camouflage	0
Immune to;	Charm, Hold, Illusion	
Extra Vulnerable to;	Fire	
AM	0	
Save as;	F1	F2
ML	7	8
XP	25	50
TT	UO	
Body Weight	25 Lbs	125 LBS



They are called crab spiders because they resemble crabs, with two front pairs of legs angled outward and bodies that are flattened and often angular. Also, like crabs, they can move sideways or backward. Crab spiders do not build webs to trap prey, but are hunters and ambushers. With their flattened bodies, they hunt in the along trees and tree trunks or under foliage. This is a 5' long spider with a chameleonlike ability to blend into its surroundings, surprising on a roll of 1-4



(on 1d6). It clings to walls or ceilings and drops onto its prey. After the first attack, it can be seen and attacked normally.

These spiders have medium vision, and Tremorsense 60' all other senses are as a human.

Any victim of its bite must make a saving throw vs. poison or die in 1d4 turns. However, the poison is weak, and the victim gains a + 2 bonus to the saving throw roll.

Main Prey; Animals, Insects, Main Predator; Spiders, Dragon, Humanoid.



Black Widow Spider: (*Latrodectus terribilis*)

This vicious arachnid is 6' long, and has a red "hourglass" mark on its belly. It usually stays close to it's irregularly and chaotic webbed lair. The webs are as normal webbing but are treated as if the strength of the victim is 4 points lower than normal, as their webbing is extra strong. The webs may also be burned away. They flee the light and doesn't like open spaces.

The normal sized versions only attack in self-defense, or accidentally (seeing a finger as prey), giant versions however will hunt humans actively. These creatures hunt by webbing, and attack only those that have activated their Tremorsense in the webbing.

These spiders have excellent vision, darkvision and infravision 60', and Tremorsense 30' all other senses are as a human.

Any victim of the bite of a black widow spider must make a saving throw vs. poison or die in 1 turn. Even the normal 2 inch version has this dangerous poison, but it kills only after 3 Turns to 3 hours (3d6 turns).

Main Prey; Animals, Insects, Main Predator; Spiders, Dragon

Wolf or Tarantella spider: (*Lycosa tarantulla gigantes*)

Giant Spider	Tarantella
Type	Lowlife (Arachnid)
Climate/Terrain	Ruins Woods
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any,
Diet	Carnivore
AL	N
NA	1d4(1d4)
Size	Mt: 8'
ST	27
IN	2
WI	5
DX	13
CO	14
CH	10
Languages	0
Spellcaster Limits;	0
AC	7
AV	2
HD	4*
HP	4d8
MV	120'(40')
WB	no web
T HAC0	18
Attacks	1 Bite
Damage	2d8
Special Attacks;	Poison
	Magical Dance
Special Defenses;	irritating hairs
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F2
ML	8
XP	125
TT	UO
Body Weight	250 Lbs



A tarantella or wolf Spider is a 7' huge hairy magical Areneomorph spider. They make their lairs of their own webbing, thus creating a silken tube tent. This can be placed underground with trip wires leading several hundred feet outside the lair. They use ambush as their **primary method of capturing prey**. Instantly reacting to triggering of their trip wires, thus often surprising their intended prey. The first thing they intend to do is make a single bite, hoping

their venom will make the kill easier.

Colorations can differ, ranging from dark-blue to brown- black, tan, or even striped dark and light brown. There are sightings of mottled specimens. The eight legs, the two chelicerae with their fangs, and the pedipalps are attached to the prosoma. The chelicerae are two double segment appendages that are located just below the eyes and directly forward of the mouth. The chelicerae contain the venom glands that vent through the fangs. The fangs are hollow extensions of the chelicerae that inject venom into prey or animals that the tarantula bites in defense, and they are also used to masticate. These fangs are articulated so that they can extend downward and outward in preparation to bite or can fold back toward the chelicerae as a pocket knife blade folds back into its handle. The chelicerae of a tarantula completely contain the venom glands and the muscles that surround them, and can cause the venom to be forcefully injected into prey. The pedipalpi are two six-segment appendages connected to the thorax near the mouth and protruding on either side of both chelicerae. In most species of tarantula, the pedipalpi contain sharp jagged plates used to cut and crush food. As with other spiders, the terminal portion of the pedipalpi of males function as part of its reproductive system. Male spiders spin a silken platform (sperm web) on the ground onto which they release semen from glands in their opistoma. Then they insert their pedipalps into the semen, absorb the semen into the pedipalps, and later insert the pedipalps (one at a time) into the reproductive organ of the female, which is located in her abdomen. The terminal segments of the pedipalps of male tarantulas are moderately larger in circumference than those of a female tarantula. Male tarantulas have special spinnerets surrounding the genital opening. Silk for the sperm web of the tarantula is exuded from these special spinnerets. A tarantula has four pairs of legs and two additional pairs of appendages.

Two or three retractable claws are at the end of each leg. These claws are used to grip surfaces for climbing. Also on the end of each leg, surrounding the claws, is a group of hairs. These hairs, called the scopula, help the tarantula to grip better when climbing surfaces like glass. The fifth pair are the pedipalps which aid in feeling, gripping prey, and mating in the case of a mature male. The sixth pair of appendages are the chelicerae and their attached fangs.

In Infravision the behind of the body is more visible than its legs or body. This is the same in normal and giant sized versions. The warmer back end of the body is easily seen in infravision, while its appendages seem colder. In fact its underside would radiate more heat too, instead of its upperside carapace hiding the organs



A tarantula's blood is unique; an oxygen-transporting protein is present (the copper-based hemocyanin) but not enclosed in blood cells such as the erythrocytes of mammals. A tarantula's blood is not true blood but rather a liquid called haemolymph, or hemolymph. The heart pumps hemolymph to all parts of the body through open passages often referred to as sinuses, and not through a circular system of blood vessels. If the exoskeleton is breached, loss of hemolymph will kill the tarantula unless the wound is small enough that the hemolymph can dry and close the wound. This means that large wound, as with hammers, axes, polearms or sword cuts, on these creatures will mostly lead to the creature's death in a day or so. However, when the weapon still resides in the wound, as with arrows, or the wounds are small, as with sword or spear thrusts, the creature will survive.

Predators

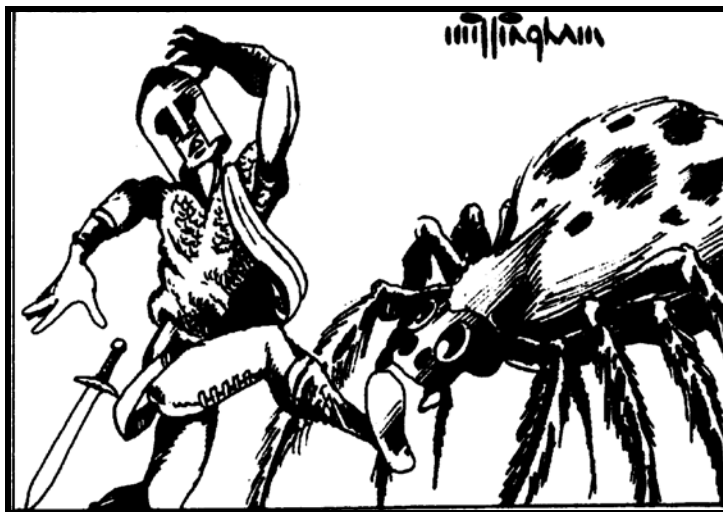
Regardless of their fearsome reputation, tarantulas are themselves an object of predation; the most specialized of these predators are the large members of the wasp family. Their poison paralyzes the spider and the wasp then drags it back into its lair before depositing an egg on the prey's abdomen. The wasp then seals the spider in a burrow and flies off to search for more hosts. The wasp larva hatches and feeds on the spider's non-essential parts and, as it approaches pupation, it consumes the remainder. In addition to animals, tarantulas are also considered a delicacy in certain cultures. They are usually roasted over an open fire to remove the hair and then eaten. The Karakara orcs are well known for this habit.

Besides the normal "hairs" covering the body, Giant Tarantulas (and some smaller versions) also have a dense covering of irritating hairs called urticating hairs that they sometimes use as protection against enemies. These hairs are usually kicked off the abdomen by the tarantula, but it is noteworthy that some may simply rub the abdomen against the target. These fine hairs are barbed and designed to irritate. They can be lethal to even giant animals such as rodents. Some people are extremely sensitive to these hairs, and develop serious itching and rashes at the site. Exposure of the eyes and respiratory system to urticating hairs should be strictly avoided. Tarantulas with urticating hairs can kick these hairs off: they are flicked into the air at a target using their back pairs of legs. Tarantulas also use these hairs for other purposes such as to mark territory or to line their shelters (the latter such practice may discourage flies from feeding on the spiderlings). Urticating hairs do not grow back, but are replaced with each molt. The intensity, amount, and flotation of the hairs depend on the species of tarantula. To predators and other kinds of enemies, these hairs can range from being lethal to simply being a deterrent. With humans, they can cause irritation to eyes, nose, and skin, and more dangerously, the lungs and airways, if inhaled. The symptoms range from species to species, from person to person, from a burning itch to a minor rash. In some cases, tarantula hairs have caused permanent damage to human eyes, which ultimately leads to permanent blindness.

The creature existed already in the Triassic era and could have been the ancestor of all giant spiders.

Normal sized versions of these creatures have a poison that causes extreme discomfort over a period of several days.

Its bite does not kill; instead, it causes the victim (if a saving throw vs. poison is failed) to have painful spasms that resemble a frantic dance. This dance has a magical effect on onlookers. Anyone watching the dance must make a saving throw vs. spells or start to dance in the same way. Dancing victims have a penalty of -4 on their attack rolls, and attackers gain +4 on their attack rolls. The effects of the bite last for 2d6 turns. However, dancers will drop from exhaustion. A character may dance for a number of rounds equal to his Constitution score. After this amount of time, a character must make a Constitution check each round (penalized by 1 for by 1 for each consecutive round until it ultimately fails.) or become exhausted for 5 turns, and they will then be helpless against attacks. Those caught while watching will dance as long as the original victim. The dancing victim suffers a -4 penalty to AC and a -10 penalty on saves, and is denied any AC bonus granted by a shield. The dancing subject provokes attacks of opportunity each round on its turn. The effects of the venom last for 2d6 minutes, or until a *neutralize poison* spell is cast on the bitten character. (A *dispel magic* spell will stop the dance on non bitten victims.) Exhausted characters move at half speed and take a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued (-2 penalty to Strength and Dexterity, cannot run or charge). After 8 hours of complete rest, fatigued characters are no longer fatigued.



These spiders have good vision, darkvision and infravision 60', and Tremorsense 30' all other senses are as a human.

They live mostly alone or in small groups several yards laired away from each other.

Main Prey; Animals, Insects, Main Predator; Spiders, Dragon, Orc (Karakara)

Funnel-Web Spider: (*Atrax veneficus*)

Giant Spider	Funnel-Web Spider	
	Female	Male
Type	Lowlife (Arachnid)	
Climate/Terrain	Ruins Woods	
Frequency	rare	
Organization	Solitary	
Activity Cycle	Any,	
Diet	Carnivore	
AL	N	
NA	1d4(1d4)	
Size	M: 7-8'	M: 8-9'
ST	27	28
IN	2	
WI	5	
DX	13	11
CO	14	15
CH	10	
Languages	0	
Spellcaster Limits;	0	
AC	7	
AV	2	
HD	4*	5*
HP	4d8	5d8
MV	120'(40')	
WB	no web	
THACO	18	17
Attacks	1 Bite	
Damage	2d8	
Special Attacks;	Poison	
Special Defenses;	irritating hairs	
Immune to;	Charm, Hold, Illusion	
Extra Vulnerable to;	Fire	
AM	0	
Save as;	F2	
ML	8	
XP	125	275
TT	UO	
Body Weight	250 Lbs	300 Lbs



This big aggressive Mygalomorph spider is poisonous, and especially to Primates (i.e. Apes, Humans, Halfling, Humanoids and Dwarfs and Gnomes), but also works on giant insects. Elves are however, (probably due their origin) immune to this poison as are fairies. This spider hunts from a dug tunnel, carpeted with interior webbing, but with sensitive strands radiating out from this Funnel-web (hence its name).. The male is somewhat smaller in width, but has longer legs. The female is more robust.

Combat

This spider hunts only from its Funnel-web, which radiates out from the lair about 100 feet. The ground is actually covered in near invisible strands, and any touching it will alert the spider. This will recognize the motions made on the strands. The victim will only notice that leaves might cling to its feet a bit more. When the spider senses that its intended prey is within 80 feet of its lair it will run out of its lair by a small jump and

sprint (1 round only triple speed), with an uncanny accuracy often surprising the victim.

When multiple victims enter the area, the spider might decide not to attack instead and remain hiding. Its lair is so well hidden that it can be found only at a 10% chance. There are no tracks of the creature.

The creature attacks only with a single bite after which it retreats into its lair, awaiting the effects of the poison. The poison gives of a scent easily followed by the creature, so it can later trace the victim and drag it back to its lar.

It it rolled a critical hit, the victim is impaled by its teeth and directly drawn tt its lar, droppen down (taking 1d6 falling damage)to die there and be eaten later. When the teeth are withdrawn from the body the victim will suffer an additional 2 points of bloodloss each round.

The poison (delta atracotoxin) causes inactivity of sodium ion channels in autonomic and motor neurons and also on the potassium and calcium ion channels of insects.. The male spiders are the most poisonous and it give severe hypotension in 4 to 10 rounds after the bite. This excessively low blood pressure can cause dizziness and fainting (Intelligence and Wisdom -8, Initiative -4, Dexterity -4) or indicate serious heart, endocrine or neurological disorders. Severely low blood pressure can deprive the brain and other vital organs of oxygen and nutrients, leading to a life-threatening condition called shock. This can be partially prevented by a saving throw vs. poison, with a penalty of -1 for each Hit Dice the victim is lower than the spider. This poison caused shock may lead to hypoxemia (a lack of oxygen in arterial blood) or cardiac arrest. This is prevented by a Constitution check. The constitution check must be made each Turn the poison is active. A victim poisoned, but which succeeded its saving throws will still be dizzy, and near to fainting (with all its effects) for a period of 2d4+2 Turns. The wound can become infected (see infection).

The effect of the poison can be severely weakened with consuming enough caffeine, but the patient must lie on his back with legs up, keeping the blood at the vital organs. This will reduce the time of the poison to rounds instead of Turns.

The lair is a deep near-vertical shaft (80 degrees angle) with a sideways-directed bend in it. (typically left or right) The first 10' before this bend are the creatures active resting area, where it resides when in hunting mode. The strands of webbing end here and are taught. The 15' or so beyond the bend, are use to sleep, keep eggs , and here the remains of victims can be found (including any treasure). If there are webbings here they are loose, an d are used as bedding for the creature or its eggs. When the young hatch they lift on the mothers back, until of about 1 foot size, then they start to set up their own life and lair. Their first prey will typically be larger insects, humanoids will be eaten when it gained enough Hit Dice. These spiders live for about 10 years and reproduce once a 3 three year period.

Predators

Regardless of their fearsome reputation, these spiders are themselves an object of predation; the most specialized of these predators are the large members of the wasp family. Their poison paralyzes the spider and the wasp then drags it back into its lair before depositing an egg on the prey's abdomen. The wasp then seals the spider in a burrow and flies off to search for more hosts. The wasp larva hatches and feeds on the spider's non-essential parts and, as it approaches pupation, it consumes the remainder. In addition to animals, spiders are also considered a delicacy in certain cultures. They are usually roasted over an open fire to remove the hair and then eaten. The Karakara orcs are well known for this habit.

Besides the normal "hairs" covering the body, they also have a dense covering of irritating hairs called urticating hairs that they sometimes use as protection against enemies. These hairs are usually kicked off the abdomen by the spider, but it is noteworthy that some may simply rub the abdomen against the target. These fine hairs are barbed and designed to irritate. They can be lethal to even giant animals such as rodents. Some people are extremely sensitive to these hairs, and develop serious itching and rashes at the site. Exposure of the eyes and respiratory system to urticating hairs should be strictly avoided. Spiders with urticating hairs can kick these hairs off: they are flicked into the air at a target using their back pairs of legs. Spiders also use these hairs for other purposes such as to mark territory or to line their shelters (the latter such practice may discourage flies from feeding on the spiderlings). Urticating hairs do not grow back, but are replaced with each molt. To predators and other kinds of enemies, these hairs can range from being lethal to simply being a deterrent. With humans, they can cause irritation to eyes, nose, and skin, and more dangerously, the lungs and airways, if inhaled. The symptoms range from species to species, from person to person, from a burning itch to a minor rash. In some cases, tarantula hairs have caused permanent damage to human eyes, which ultimately leads to permanent blindness.

Further the creature is similar to a Tarantula or wolfspider.

These spiders have good vision, darkvision and infravision 60', and Tremorsense 30' all other senses are as a human.

They live mostly alone or in small groups several yards laired away from each other.

Main Prey; Animals, Insects, Main Predator; Spiders, Dragon, Orc (Karakara).



Trapdoor Spider (*Ummidia horribiles*)

Giant Spider	Trapdoor Spider
Type	Lowlife (Arachnid)
Climate/Terrain	Tropical Forest, Jungle, Hills
Frequency	Rare
Organization	Solitary
Activity Cycle	Any,
Diet	Carnivore
AL	N
NA	1d3(1d3)
Size	Mt. 8'
ST	25
IN	1
WI	7
DX	15
CO	10
CH	8
Languages	0
Spellcaster Limits;	0
AC	6
AV	2
HD	4+4*
HP	4d8
MV	60'(20')
1 round sprint	480'(160')
WB	120'(40')
THAC0	17
Attacks	1 Bite
Damage	2d4
Special Attacks;	Poison
	Surprise 1-5 on 6
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F2
ML	8
XP	200
TT	UO
Body Weight	325 LBS



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A trapdoor spider is a huge hairy spider that hides in a small lidded burrow under the ground. It uses small threads of webbing and its very acute tremor sense to detect approaching targets and their movement and direction. The creature thus mostly gains surprise, especially due to its attack sprint of 480' from its burrow. This creature is able to use this speedy sprint and attack and return in the same round when the total distance from the burrow is less than 180'. All other attacks and movements are resolved as normal. The creature can initiate this attack sprint also when it is not within its burrow, but must have at least rested for 1 Turn to be able to do this. It has very good eyesight, Tremorsense 60' and Infravision of 120'. The giant trapdoor spider is a hunting spider which builds tunnels and surprises prey like a huge spider; it is brown or golden, with red strips around its legs. On a successful hit roll,

the spider can grab a victim and attempt to drag it into its lair. A victim can get free by making a successful Strength check, at -2 penalty, or be freed by companions, if their Strength totals 20+. The victim can make no attacks.

A giant trapdoor spider its poison causes an additional 1d6 points of damage if the victim fails a saving throw vs. poison.

Though it does not build webs, it can travel through webs of other spiders, and it can shoot web strands up to 3 feet. The web strands require normal attack rolls to hit; they cause no damage, but entangle a victim for 1d4 rounds.

Main Prey; Animals, Insects, Main Predator; Spiders, Dragon, Gnoll.



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Wandering (or Running) Hairy Spider (*Ctenidae capillus* and *Phoneutria ferox*)

Spider	Hairy Spider	Large Spider
Type	Lowlife (Arachnid)	
Climate/Terrain	Any non arctic land	
Frequency	common	
Organization	swarm	
Activity Cycle	Any,	
Diet	Omnivore	Carnivore
AL	NE	N
NA	2d10	2d4
Size	T; 6" or less	S; 2'diameter
ST	13	14
IN	6	1
WI	7	6
DX	18	17
CO	11	10
CH	13	10
Languages	0	0
Spellcaster Limits;	0	0
AC	8	8
AV	2	2
HD	1+1*	1+1*
HP	1d8+1	1d8+1
MV	120'(40')	60'(20')
WB	90'(30')	150'(50')
THACO	20	19
Attacks	1 Bite	
Damage	1	1
Special Attacks;	Poison	
	Webbing	
Special Defenses;	0	
Immune to;	Charm, Hold, Illusion	
Extra Vulnerable to;	Fire	
AM	0	
Save as;	NM	
ML	6	5
XP	50	125
TT	0	0
Body Weight	2-12 cn	20 to 40 cn



These are the vicious, black, hunting social spiders that are found in jungles, tombs, caverns, and throughout the Underground regions. Though spin no webs, they can move readily in the webs of other spiders, and they are immune to all known spider venoms. Hairy spiders hunt in groups, swarming over victims to bite. Up to 40 hairy spiders can swarm a human-sized victim, and bite with a +5 bonus to attack rolls once they are attached. Hairy spiders are remarkably resistant to crushing damage; rolling or crashing into walls is ineffective at removing or destroying hairy spiders. They must be individually struck or torn away. Hairy spiders are sometimes used as familiars, especially by drow wizards. They can carry small items and walk on walls and ceilings; they have 60-foot Infravision and are not afraid of fire. Some (40%) of these spiders can *detect invisibility*; they have a 4 in 6 chance, once per round. These familiars are sometimes given treasure by their masters. These spiders have medium vision, and Tremorsense 60' all other senses are as a human. They prey upon rodents and birds primarily. These are some of the biggest true spiders and have really impressive defensive display and are actually quite dangerous! *Phoneutria ferox* (fierce) is a huge aggressive fast running spider.

Both genus of these spiders use their webbing only to make lairs in corners or holes.

Victims receive a +2 bonus to saving throws vs. the hairy spiders' weak poison. If the saving throw fails, the victim's AC and attack rolls are penalized by 1, and Dexterity is penalized by -3 with respect to Dexterity checks. These effects begin one round after the bite and last for 1d4+1 rounds.

Main Prey; Animals, Insects, Main Predator; Spiders, Dragon, Bird.



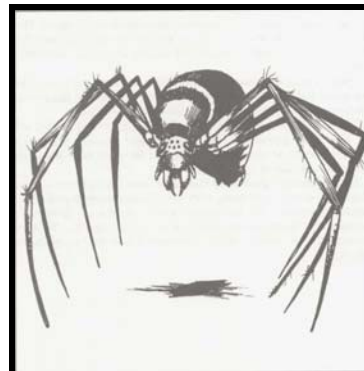
These spiders have medium vision, and Tremorsense 30' all other senses are as a human.

The large spider's poison is Type A, the onset time is 5 rounds. Victims take 15 points of damage at 1/round, or no damage if a saving throw vs. poison (with a +2 to the roll) is successful.

Main Prey; Animals, Insects, Main Predator; Bird, Spiders, Dragon.

Large Spider (*Paratropis enormis*)

Large spiders are web-spinners that build strong, sticky webs, and often lurk nearby waiting for victims to get stuck while examining the beautiful constructions of their own spinning. Any creature stuck in this spider's web can escape if given time. This webbing is weaker, and each creature's strength against the webbing is increased by 8. Meanwhile, of course as many spiders as possible will attack the defenseless victim during its struggle to free itself. Entangled characters can be attacked with a +4 bonus to hit, and lose all Armor Class adjustments due to Dexterity. They prey upon rodents and birds primarily.



Huge Spider (*Arachnus immensus*)

Giant Spider	Huge spider	Giant Spider
Type	Lowlife (Arachnid)	
Climate/Terrain	Any non arctic land	
Frequency	common	Uncommon
Organization	Pack	Nest
Activity Cycle	Any,	
Diet	Carnivore	
AL	N	CE
NA	1d12	1d8
Size	M: 6' diameter	M: 8'-12 diameter
ST	17	15
IN	5-7	6
WI	5	4
DX	13	12
CO	12	13
CH	13	10
Languages	0	
Spellcaster Limits;	0	
AC	6	4
AV	2	2
HD	2+2*	3+3* 4+4*
HP	2d8+2	3d8+3 4d8+4
MV	180'(60') no web	30'(10') 120'(40')
WB		
THACO	19	17 15
Attacks	1 Bite	
Damage	1d6	1d8
Special Attacks;	Poison	
	30' leap Surprise 1-5 on 6	
Special Defenses;	0	
Immune to;	Charm, Hold, Illusion	
Extra Vulnerable to;	Fire	
AM	0	
Save as;	F1	F2
ML	6	8
XP	35	75 200
TT	UO	
Body Weight	125 LBS	250 Lbs



Huge spiders are hunting spiders that prefer to hide in camouflaged tunnels and holes and wait to leap as much as 30 feet through the air at unsuspecting victims. Their opponents suffer a -6 to surprise rolls when attacked in this manner. The watch spider is a specially bred, huge spider used as a guard animal in cellars, warehouses, and some Shadow Elves' homes. It has Low Intelligence (5-7) and can be trained to obey a master, not attack beings designated by the master, and to disable spell casters. If starved for long periods, they often eat paralyzed prey.

These spiders have medium vision, and Tremorsense 120' all other senses are as a human.

Huge spiders possess a slightly variant Type A poison. The venom has an onset time of 1d2 rounds and causes paralysis for 2d4 turns, unless the victim makes a successful saving throw vs. poison (with a +1 on the roll). Victims take 15 points of damage at 1/round, or no damage if the saving throw vs. poison is successful. Then no damage will be inflicted. The Victim will still suffer a -2 on initiatives after the onset time for 2d4Turns.

Main Prey; Animals, Insects, Main Predator; Spiders, Dragon

Giant Spider (*Arachnus colosseaus*)



Most giant spiders are simply much bigger versions of the web-spinning large spiders. Mostly they are similar or even equal in Habitat/Society and Ecology, but often even in combat and behavior equal to the giant tarantula, although their poison is different, as are their statistics.

These spiders have medium vision, darkvision and infravision 60', and Tremorsense 60' all other senses are as a human.

Their poison is Type F, which causes death by neurotoxicity, if the victim fails the saving throw. If the saving throw was successful the character suffers only 4 points of damage.

Main Prey; Animals, Insects, Main Predator; Spiders, Dragon

Giant water spider (*Agyroneta aquacompanus*)

Giant Spider	Giant Water Spider	Giant marine Spider
Type	Lowlife (Arachnid)	
Climate/Terrain	Fresh water	Salt water
Frequency	Common	Uncommon
Organization	Nest	
Activity Cycle	Any.	
Diet	Carnivore	
AL	N	N
NA	1d10	1d6
Size	M: 8" diameter	L: 20" diameter
ST	22	
IN	2-4	2-5
WI	6	7
DX	12	11
CO	14	13
CH	9	
Languages	0	
Spellcaster Limits;	0	
AC	5	4
AV	2	2
HD	3+3*	7+7*
HP	3d8+3	7d8+7
WB	150/50'	
THACO	17	13
Attacks	1 Bite	
Damage	1d4	3d4
Special Attacks;	Poison	
Special Defenses;	0	
Immune to;	Charm, Hold, Illusion	
Extra Vulnerable to;	Fire	
AM	0	
Save as;	F1	F3
ML	8	
XP	75	1025
TT	UO	
Body Weight	375 Lbs	550 Lbs

as a human. .

Its bite causes only 1d4 damage.

Their poison is Type F, which causes death by neurotoxicity, if the victim fails the saving throw. If the saving throw was successful the character suffers only 4 points of damage.

Main Prey; Fish, Amphibians, Animals, Insects, Main Predator; Giant Frog/Toad, Spiders, Dragon

This is a small version giant spider. Similar to the diving bell spider in the real world. It lives in a burrow in a body of fresh water, and fills its burrow with bubbles of air. These spiders drag prey underwater to their lairs, where they can safely wrap it in cocoons for later repasts. It is faster than a normal giant spider (movement rate 15), but cannot travel through webs. It is only semi-intelligent (2-4) and has treasure as a huge spider.

These spiders have excellent vision, darkvision and infravision 120", and Tremorsense 60' all other senses are as a human.

Its bite causes only 1d4 damage.

Their poison is Type F, which causes death by neurotoxicity, if the victim fails the saving throw. If the saving throw was successful the character suffers only 4 points of damage.

Main Prey; Fish, Amphibians, Animals, Insects, Main Predator; Giant Frog/Toad, Spiders, Dragon

Giant marine spider (*Agyroneta alatonopus*)

Giant marine spiders are gargantuan water spiders with 7+7 Hit Dice, which live in burrows near bodies of saltwater (hence its name). Like their freshwater cousins, they carry prey to their lairs; though they collect no treasure, their lairs may contain incidental items from victims. Giant marine spiders are simply saltwater varieties of the giant water spider.

It lives in a burrow in a body of fresh water, and fills its burrow with bubbles of air. These spiders drag prey underwater to their lairs, where they can safely wrap it in cocoons for later repasts. It is faster than a normal giant spider (movement rate 15), but cannot travel through webs. It is only semi-intelligent (2-4) and has treasure as a huge spider.

These spiders have excellent vision, darkvision and infravision 120", and Tremorsense 60' all other senses are



Flying spider (*Arachnis aeromobilis*)

Giant Spider	Flying Spider
Type	Lowlife (Arachnid)
Climate/Terrain	Any non arctic land Davania only
Frequency	Very rare
Organization	Nest
Activity Cycle	Any,
Diet	Carnivore
AL	CE
NA	1d8
Size	M: 8'-12' diameter
ST	16
IN	6
WI	12
DX	19
CO	11
CH	10
Languages	0
Spellcaster Limits;	0
AC	4
AV	2
HD	3+3*
HP	3d8+3
MV	90' (30')
FL	90' (30')
MF	5B
THACO	3HD = 17
Attacks	1 Bite
Damage	1d8
Special Attacks;	Poison
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F2
ML	8
XP	75
TT	UO
Body Weight	525 Lbs



Sometimes just called a flying hunting spider, is a giant, winged, hunting spider. These creatures were created by the ancient mages of the Milenian Empire and their escape was one of the many reasons the empire took a decline and ultimately disappeared. Since then these creatures have spread all over Davania uncontrolled, until the dragons found that these creatures are deliciously tasting (to them at least). Since then the number of these flying dangers have dropped considerably, and now their number is so low that they would happen to be on the endangered species list if there were one. In total their number is averaged to a few thousand. They do not exist on any of the larger isles or other continents, as they apparently dislike the salty air above these waters. This held them confined to the continent of Davania. If they were ever introduced (by capturing one or their eggs) into

another environment, they would wreak havoc, then become noticed by the dragons and then rapidly decline. This could be done in a period of no less than 50 years.

Some say that these creatures already exist in other continents, in the gigantic caverns of the shadow elves, but this is unconfirmed so far. What the reason is that these creatures remain then underground is unknown.

They are 10 feet in diameter. Its great gossamer wings allow it to fly at the same rate as normal. These spiders can also leap up to 70 feet, and fall any distance without harm upon landing, as long as they use their wings.

These creatures can fly with a very sticky webbing line of about 100 feet long, trying to ensnare random (as even this creature is unable to control the movements of the line in the air due to its own movement—it can't hover in place—or local winds) prey, pulling it suddenly upward. It will use this attack form on more or less open places; else it could become entangled in trees or bushes. When this would happen, the creature needs to disengage the line of webbing (this needs one round) and then it can continue. A new line is made in 1 turn.

These spiders have excellent vision, darkvision and infravision 120', but all other senses are as human.

The Flying spider's poison is Type A, the onset time is 5 rounds. Victims take 15 points of damage at 1/round, or no damage if a saving throw vs. poison (with a +2 to the roll) is successful.

Main Prey; Animals, Insects, Main Predator; Birds, Spiders, Dragon

Steeder or Spider horse (Arachequus domarus)

Giant Spider	Steeder
Type	Lowlife (Arachnid)
Climate/Terrain	Subterranean
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1d8
Size	M; 4'high, 8'-12'long
IN/WI	6
ST/D X/CO/CH	10
Languages	0
Spellcaster Limits;	0
AC	7
AV	2
HD	4+4*
HP	4d8
MV	120'(40')
Load	2000/3000
Leap	240'/120'
BM	3
WB	no web
THACO	15
Attacks	1 Bite
Damage	2d8
Special Attacks;	Poison
Special Defenses;	0
Im mune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F4
ML	8
XP	125
TT	UO
Body Weight	250 Lbs



Steeders have eight eyes. Two of them are rather large and face forward. The other six are arranged in a semi-circle, three on either side, around the top of the steeder's cephalothorax. These simpler eyes are only used to detect movement, whereas the larger two provide eyesight equivalent to that of a dwarf (including 60' Infravision). These spiders have thus excellent vision,

darkvision, and Tremorsense 30' all other senses are as a human. Steeder spiders have fine hairs growing over their legs. These hairs, called trichobothria, are each set into a pit with nerve endings on all sides. In this way, the slightest movement in the air shifts the position of the trichobothria, and the spider is able to pinpoint the source of the movement. This specialized sense allows the spider to "see" around it in areas with little or no light, and makes sneaking up on one next to impossible unless some magical means of becoming ethereal is used. Invisible creatures cannot escape detection from a Steeder (or any other spider, for that matter).

Steeders combine the attributes of several types of spiders. While being predominantly a giant version of the tarantula, they differ from that species in their leaping ability. Steeders can leap up to 240 feet in any direction from a standing start, once every three rounds, even while mounted (then half this distance). This, plus their ability to stick to any surface if even one of their eight feet is touching it, allows them to escape from nearly any deadly situation. Steeders move at half-speed when walking along walls or ceilings.

Habitat/Society

Dwarves and Humanoids take advantage of the abilities of the creature as steed by constructing elaborate saddles for their mounts which enable them to remain seated even while the Steeder is bounding through the air or walking upside-down along a cavern ceiling. The saddles are equipped with numerous straps keeping the rider in place; once strapped in (a process which takes 2 to 4 minutes, depending upon the experience of the rider), it is virtually impossible to dislodge the rider from his Steeder. The saddles do have a "quick-release" system, allowing the rider to dismount relatively quickly (in one round) if the need arises.

In addition to being used as riding mounts, Steeders serve as a food source for the Humanoids and Dwarves that raise them. Keeping a full-grown Steeder takes time and effort, and the Humanoids and Dwarves are careful to allow only as many Steeders as they can use for mounts to survive beyond hatchling stage. The others are slain and eaten. Since female Steeders grow to be larger than the males (this is true of most spider species), the Dwarves and Humanoids prefer to use females as mounts. A few males are kept alive at all times to ensure future generations—while also used as riding mounts. They are usually held back from battle. Many male Steeders end up as beasts of burden, hauling carts back and forth through the streets of a Humanoid/Dwarven city. When strapped to a cart, the male Steeder is unable to perform the lengthy leaps for which Steeders are renowned.

Steeders breathe through holes in the sides of their abdomens, so they will never willingly enter water, as it is much easier for a Steeder to drown than a humanoid—it doesn't do a spider any good to hold its head above water, and it is unable to close off its air-intake holes. A Steeder immersed in water drowns in 1d3 Rounds.

Combat

A steeder's first attack in combat is with its front legs; if successful (requiring an attack against AC 10, adjusted for magic and Dexterity only), the sticky pads on the steeder's feet prevent the prey from escaping. A victim can escape by making a Dexterity or Strength check at -10. One attempt can be made each round, but the Steeder receives an automatic bite attack for 1d8 hp damage each round the victim is held. While held, the victim is at -2 to attack and damage rolls. Due to special hairs on the steeder's pedipalps and feet, the creature is able to taste what it touches. Once a Steeder has tasted something good in its forelegs, it usually won't let go until it has killed its victim.

Steeders have no poison attack, but this does not mean that they have no venom. Like all spiders, the Steeder has venom glands leading to its fangs, and while weak enough to prevent it from being used in battle, after the prey has been slain the venom is coated over the victim's body. It begins to dissolve the softer tissues of the prey, liquefying them so the soupy mixture can be sucked back up by the Steeder. The process is a slow one, and Steeders do not like to be interrupted during feeding. After the victim is dissolved, all that remains are the harder structures: bones, teeth, exoskeletons, carapaces, and any clothing, armor, and items carried. These items might be found in a "wild" steeder's lair; those domesticated by dwarves and humanoids or other species tend to have such valuables taken from the lair. Treasure means nothing to a Steeder in any case.

The rhythmic beating plays a part in the Steeders' courtship rituals. The male beats on the ground with his pedipalps, declaring his interest in the female. As he approaches, he shifts the object of his tapping from the ground to the female's carapace, then interlocks his front legs with hers, rears up, and hooks his legs over her fangs. Once she's in position, he transfers sperm from his pedipalps (placed there earlier, well before the courtship dance began) to a seminal receptacle in an epigastric furrow underneath the female's midsection. That done, the male scrambles to safety, since he's performed his function and is now expendable, at least in the eyes of the female. The Humanoids and Dwarves take advantage of the preprogrammed courtship rhythm, known instinctively to all Steeders, to allow them to get close enough to mount one. Of course, this only works on the females.

Female Steeders lay clutches of 10-40 eggs of 1 foot diameter at a time, usually hidden in the backs of their burrows. The eggs are webbed together in an egg Sac, which protects them from the elements and small predators. Unlike many spiders, this is the only time Steeders use webbing. The female guards the egg sac until they hatch (usually about seven weeks), although sometimes the eggs are taken by Humanoid and used as food. Like many spiders, the Steeder is born with "egg teeth," special ridges along its pedipalps (the small leg like appendages on either side of its Mouth) that assist it in cutting its way through the egg. These are lost during the steeder's first molt.

It is common after a hatching to devour its brothers and sisters. It is nature's way to ensure that only the strongest and fastest Steeders survive. Out of the original batch of eggs, only about half survive the initial feeding frenzy. The newborn spiders stop fighting only after there are enough dead to feed those still alive. After feeding, the survivors each go their separate ways and seek out a lair of their own, lest they be attacked by one of their siblings the next time he or she gets hungry.

Steeders continue to grow throughout their lives. Like all arachnids, they have hard exoskeletons which do not grow in size. Instead, once the creature becomes too large for its exoskeleton, it molts: the exoskeleton splits down the middle and the Steeder shrugs out of it like a hand pulling out of a glove. The new layer of exoskeleton underneath is somewhat softer (the Steeder drops to AV0 for a full day immediately after molting), but hardens quickly. Steeders molt twice a year for the first two years of life. After that, they continue to grow but at a slower rate, molting once a year for several years, then every second or third year after that. Male Steeders live for about 35 years, and Females occasionally reach 50, although this is rare—they are usually slain in battle before that.

Ecology

Like most spiders, a Steeder can go for Weeks or even months between meals. Due to the Liquefied nature of their food, they can go for up to a year without water. Humanoids feed captured Slaves to their Steeders every two weeks or so.

Steeders in the wild are solitary creatures and do not form lasting relationships with other beings, not even their mating partners. (More times than not, the female will attempt to devour the male immediately after mating.) The female will guard her egg sac until the newborns hatch, but from that point on, they're on their own. A Rider/mount "partnership" must developed slowly over the course of many years.

It is the simplest way to determine if an encountered Steeder is wild or domesticated—domesticated ones will always be saddled if they are large enough for battle training. The exceptions to this rule are the males, but they are usually kept confined to prevent their escape and/or death at the hands of one of the Underground region's many dangers. In a pinch, these control prods (strapped with leather around the wrist) can be used as a weapon, causing damage as a club. All Spider-riders are considered basically skilled in their use—this is, in effect, a bonus weapon slot.

Steeders are intelligent creatures, and those go through the years of training that mounts do can be taught to recognize several hand signals. These usually consist of the following commands: come here, remain where you are, attack that enemy, and fetch that object.

Body parts from Steeders can be used in the creation of **slippers of spider climbing** and **boots of Striding and springing**. They are not used in creating **Cloaks of arachnidia** because of the steeder's lack of a dangerous venom and its inability to travel over or to produce webs. They are also very edible themselves offering 10 day rations of arachnid meat (tastes like an oily-baked-thru chicken). Main Prey; Animals, Insects, Main Predator; Spiders, Dragon



Sword Spider (*Tetrablemma gladius*)

Giant Spider	Sword Spider	Gargantuan
Type	Lowlife (Arachnid)	
Climate/Terrain	Any (Jungle preferred)	Any non arctic land
Frequency	Very rare	
Organization	Solitary	Nest
Activity Cycle	Any,	
Diet	Carnivore	
AL	CE	
NA	1	1d6
Size	H: 12'diameter	G: 10'long, 20'diameter
ST	21	19 18
IN	4	2
WI	6	5 4
DX	18	15 14
CO	11	12 13
CH	13	10 9
Languages	0	0
Spellcaster Limits;	0	0
AC	6	4
AV	2	2
HD	5+5*	7+7* 8+8*
HP	5d8+5	7d7+7 8d8+8
MV	60'(20')	90'(30')
CL	90'(30')	30'/10'
WB	90'(30')	120'(40')
T HACO	15	13 11
Attacks	1 Bite	
Damage	2d4	2d8
Attacks	varies	
Damage	2d6 each	
Special Attacks;	impaling	Poison
Special Defenses;	0	
Immune to;	Charm, Hold, Illusion	
Extra Vulnerable to;	Fire	
AM	0	0
Save as;	F3	F4
ML	9	
XP	300	1025 1400
TT	UO	
Body Weight	125 LBS	2500 Lbs



This giant hunting spider is native to jungles, but has been introduced into the Underground regions by Shadow Elves' traders. It has a sleek, hairy, black body with brown stripes. Its legs have bony plates with sharp, raised ridges that cut like sword blades.

Against formidable prey, a sword spider leaps horizontally as far as 30 feet, and lands legs forward, impaling its prey. Only one attack roll is made for the creature. If the attack is successful, the victim is struck by a number of legs based on its size: size S, three legs; size M, four legs; size L, five legs; size H, six legs; size G, all eight legs. If the spider's leap is greater than 20 feet, each leg receives a +1 bonus to damage.

Any upward attack against the leaping spider receives a -4 to the attack roll, due to the impaling blades which protect the spider.

These creatures poison is used only in its digestion and not as a way of attack. (similar to a Steeder).

These spiders have medium vision, darkvision and infravision 60', and Tremorsense 30' all other senses are as a human. Main Prey; Animals, Insects, Main Predator; Spiders, Dragon

Gargantuan Spider (*Arachnus supremor*)

The gargantuan spider, are actually two spiders very similar; the Tomb-and Whisper spider. Both are hunting spiders with red eyes, a black body, and two gray stripes along its abdomen. They usually live in huge webs in a forest or a cave, keeping treasure from prey in a small hole, or in the bole of a tree. It does not share the whisper spider's special abilities.

The whisper spider is similar but has 8+8 Hit Dice. It can flatten itself to become 80% undetectable; it is so silent that opponents suffer a -5 penalty to surprise rolls. Using its webbing, it can make a false spider, a flapping banner, a filmy veil, or any shape it has ever seen; it uses these to mislead prey. The spider can make a web net to trap prey, or it can shoot web strands up to 2 feet to bind a foe. Either attack treats the spider's opponent as AC 10 and prevents the spider from making a melee attack that round. A victim caught by webbing is treated as if caught in a web spell. When bitten, a victim must make a successful saving throw vs. poison, with a penalty of -2, or fall into a coma for 2d4 turns.

These spiders have medium vision, darkvision and infravision 120', and Tremorsense 60' all other senses are as a human.

Both spiders have type F poison, which causes death by neurotoxicity, if the victim fails the saving throw. If the saving throw was successful the character suffers only 4 points of damage.

Main Prey; Animals, Insects, Main Predator; Spiders, Dragon



Giant Jumping Spider (*Sandalodes desultor*)

Giant Spider	Giant Hunting Spider
Type	Lowlife (Arachnid)
Climate/Terrain	Any,
Frequency	Rare
Organization	Solitary
Activity Cycle	Any,
Diet	Carnivore
AL	N
NA	1D4(2D6)
Size	M; 3'
ST	13
IN	1
WI	3
DX	12
CO	14
CH	13
Languages	0
Spellcaster Limits;	0
AC	8
AV	1
HD	2
HP	2d8*
MV	120/(40')
Jumping	40'
1 round sprint	360'(120')
WB	no web
THACO	17
Attacks	1 Bite
Damage	1d6
Special Attacks;	Webbing Surprise 1-3 on 6
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F2
ML	7 Tame 8 Wild
XP	20
TT	U
Body Weight	65 LBS



version, their ranges of jumping become halved, and suffer a -2 on their initiative. (see picture right).

They do use their webbing to entrap a bitten victim. Each round of successful attack the victim suffers a -1 in Attack, AC, ST, and DX, and initiative, and saves, however, he also gets a +1 AV due the clogs of webbing. The spider's attacks and any stinging or piercing weapon will not be affected by this extra Armor Value. The character can free himself in 4 rounds after a successful adjusted Strength check, doing nothing else. Any other character trying to free the victim must use a cutting weapon and must make a Dexterity check or bring the victim normal damage-AV.

These creatures poison is used only in its digestion and not as a way of attack.

Main Prey; Animals, Insects, Main Predator; Spiders, Dragon



Jumping or hunting spiders are fur-covered spiders the relative size of dogs, and are used as watch animals and hunters in several primitive cultures of humans and Humanoids alike. They may be found in any terrain, arctic to tropical, and the coloration of the fur of any individual spider will match the color of its normal surroundings.

These spiders have excellent vision, darkvision and infravision 120", and Tremorsense 60' all other senses are as a human.

Their front eyes are like humans big and focused to produce stereoscopic sight. They need this for their secondary movement way; jumping.

A Hunting spider can make as many jumps as it has hit points of 40' (forward, up or sideways, before tiring and needing to walk/run. They can thus jump, then run and after that they can move 120' each round for 13 rounds before needing to relax and rest. Without jumping running they can move 120'/round or 13 Turns before fatigue sets in. as can be seen these critters are difficult to evade by running away alone. This creature can also follow their prey by scent-tracking. Use this natural skill by rolling 1d20 below 8 to successfully track a victim. By doing this each turn, jump or losing sight of prey it is easy to determine if they lost track of their prey.

In the wild, hunting spiders run (and jump) in small packs (acting similarly like hunting dogs) to bring down their prey. They do not build webs, but stalk their prey over almost any terrain, and attack with their non-poisonous jaws. Tracking skills must be rolled individually if these creatures hunt in a pack. As long as one is successful in determining where their intended prey did go, all will follow. When tamed (somehow) or bred and trained, these creatures tend to overeat, and since they don't stop eating when getting food, they become obese varieties of the wild



Giant Sand murderer spider (*Sicarius sabulum*)

Giant Spider	Giant Sand Spider
Type	Lowlife (Arachnid)
Climate/Terrain	Near Rocky structures Temperate to warm
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any,
Diet	Carnivore
AL	N
NA	1d4(1d4)
Size	M: 6'
ST	17
IN	2
WI	4
DX	15
CO	13
CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	1
HD	2+1*
HP	2d8
MV	120'(40')
WB	no web
T HACO	18
Attacks	1 Bite
Damage	1d6
Special Attacks;	Poison
Special Defenses;	0
Im mune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F1
ML	7
XP	3
TT	U
Body Weight	250 Lbs



Sand spiders are carnivorous creatures six feet long, and beige in color with an orange and black blotch on their stomach. They have 6 eyes instead of the common eight for most spiders. They inhabit desert or barren regions. Sand spiders live in Underground burrows, usually near rocky structures and stones. Pyramids, large statues, rocky crags, and paved roads offer the best sites. This spider buries itself in the sand and strikes from ambush at prey that wanders too closely. Sand particles adhere to cuticles on its abdomen, thus acting as a natural camouflage if uncovered. If disturbed, it will run a short distance and bury itself again.

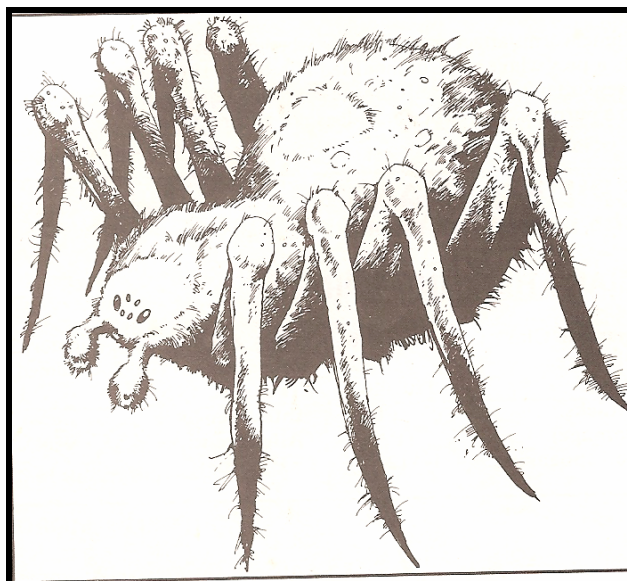
They do not build webs, but stalk their prey over almost any terrain, and attack with their poisonous jaws.

Toxicology studies have demonstrated that the venom is particularly potent, with a powerful hemolytic/necrotoxic effect, causing blood vessel leakage and tissue destruction. Envenomations of laboratory animals have yielded devastating results, with many of the test subjects developing multiorgan

breakdowns. Poison will thus result in a permanent reduction of constitution of -1 unless saved for each bite, which makes this loss "only" temporary (1d4 days adjust by current constitution adjustment. A negative adjustment is added to the number of days, a positive is subtracted). A Wish, or Restore spell could suppress the damage to be equal to the non-permanent version, or reduce the non-permanent version's duration to hours instead of days).

They do use their webbing to entrap a bitten victim. Each round of successful attack the victim suffers a -1 in Attack, AC, ST, and DX, and initiative, and saves; however he also gets a +1 AV due the webbing except to the spiders attacks (Any stinging or piercing weapon included). The character can free himself in after a successful adjusted Strength check, doing nothing else. Any other character trying to free the victim must use a cutting weapon and must make a Dexterity check or bring the victim normal damage-AV.

Main Prey; Animals, Insects, Main Predator; Spiders, Dragon



Huge Wood Spider (*Heteropoda sylvanus*)

Giant Spider	Huge Wood Spider
Type	Lowlife (Arachnid)
Climate/Terrain	Any woodlands Temperate to warm
Frequency	Uncommon
Organization	group
Activity Cycle	Any,
Diet	Carnivore
AL	N
NA	1d4 (4d4)
Size	M; 3'
ST	22
IN	2
WI	8
DX	16
CO	15
CH	11
Languages	0
Spellcaster Limits;	0
AC	6
AV	1
HD	1+3*
HP	1d8+3
MV	120' (40')
WB	no web
THACO	18
Attacks	8 legs
Damage	0 (sticky glob)
Attacks	1 Bite
Damage	1d6
Special Attacks;	Poison
Special Defenses;	Camouflage
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F1
ML	8
XP	19
TT	U
Body Weight	80 Lbs



Huge Wood Spiders live in areas of dark tangled woodlands. This variety of giant spider is 3 feet long and has long legs. It is green with irregular brown stripes, which allows it to blend in with the surrounding foliage, gaining surprise 1-4 on 1d6.

It has sticky pads on its feet (its own webbing actually) which it can use to cling to the sides of trees and even the underneath of branches (just like small spiders are able to do).

While searching for prey, Huge Wood Spiders lurk in the branches of trees, waiting to leap down (they suffer no falling damage within the first 100' fallen, however the passing victim (on any creature) they fall upon will suffer this damage—each 20' fallen will count as 10' for purpose of determining the victims

"falling" damage.

The sticky pads are also responsible for that the creature gets a +2 to its bite attack for each two legs that have hit successfully, as these are stuck with the victim. The victim must roll against the normal web strength table, but may add a +3 to his strength in order to see if his or her attempt to break free from one leg is successful. The victim will also suffer a -1 on its THACO for each leg that is stuck against the victim. The legs itself bring no damage whatsoever.

These spiders have excellent vision, darkvision and infravision 120', and Tremorsense 60' all other senses are as a human.

Their bite delivers a mild poison which inflicts an additional 1d8 points of painful damage and makes the victim sluggish for 2d4+2 rounds (both effects negated by a successful saving throw vs. poison +2). Sluggish creatures suffer a -2 on initiative and move at half speed until the effects wear off.

Main Prey; Animals, Insects, Main Predator; Spiders, Dragon

Phase Spider (*Arachnis aitherius*)

Giant Spider	Phase spider
Type	Lowlife (Arachnid)
Climate/Terrain	Monster(Conjuration)
Frequency	Any,
Organization	Rare
Activity Cycle	Webs
Diet	Any,
AL	Carnivore
NA	N
Size	1d4
	M: 14' diameter
ST	17
IN	7
WI	13
DX	17
CO	16
CH	10
Languages	0
Spellcaster Limits;	0
AC	7
AV	2
HD	5+5**
HP	5d8+5
MV	60'(20')
	150'(50')
THAC0	15
Attacks	1 Bite
Damage	1d6
Special Attacks;	Poison
Special Defenses;	Phasing
Im mune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F2
ML	8
XP	400
TT	E
Body Weight	175 Lbs

Phase spiders flee to the Ethereal plane when outmatched; there, they gain only a -1 modifier to initiative and can be attacked every round, regardless of the initiative result.

In the Ethereal Plane they can move by a form of Flight as fast as they can move in Webbing (150'/50')

These spiders have medium vision, darkvision and infravision 120', all other senses are as a human.

Phase spiders have Type F poison, which causes death by neurotoxicity, if the victim fails the saving throw. If the saving throw was successful the character suffers only 4 points of damage. And victims receive a -2 penalty on saving throws against it.

Main Prey; Animals, Insects, Main Predator; Spiders, Dragon



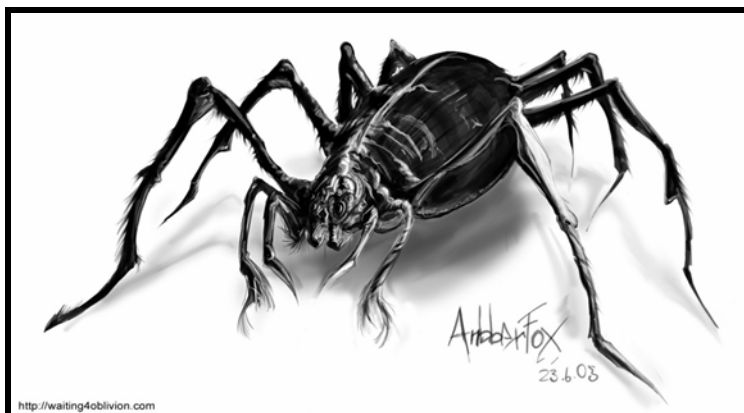
Phase (etherial) spiders are web-spinners with a raised thorax and a human-like head; they are often confused with Driders.

They have a unique ability to phase in and out of the Prime material plane. They phase in, attack, and phase out, all in a single round. This gives them a -3 modifier on initiative rolls; if a phase spider wins initiative by more than 4, it attacks and phases out before its opponent has a chance to strike back. Then too, a phase spider usually phases into existence behind its chosen victim, so they get a +4 modifier for attacking from behind.



Shroud Spider (*Nephytis nocturnis paralysis*)

Giant Spider	Shroud*
Type	Lowlife (Arachnid)
Climate/Terrain	Any,
Frequency	Rare
Organization	Solitary
Activity Cycle	Any,
Diet	Carnivore
AL	CE
NA	1d2 (1d3)
Size	M; 6'diameter
ST	24
IN	4
WI	6
DX	15
CO	10
CH	9
Languages	0
Spellcaster Limits;	0
AC	4
AV	1
HD	5***
HP	5d8
MV	120'(40')
WB	150'(50')
T HACO	15
Attacks	1 Bite
Damage	1d10+ paralysis
Attacks	1 Web Squirt
Damage	0+Paralysis
Special Attacks;	Paralysis
Special Defenses;	Numbing web
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F5
ML	9
XP	675
TT	C
Body Weight	185 LBS



Shroud spiders are 6 feet long and black all over, except for their 8 eyes, which glow with a very faint blue light (visible up to 50' away in the dark). These magical creatures are intelligent and very evil. They can only be hit by magical or silver weapons.

The spiders bite is poisonous. Any character bitten must save vs. poison or become paralyzed for 2d4 Turns. The spider uses this attack to take live victims for its food store.

The webs of the Shroud spider are strong as the webs of any other giant spider, but it is not very sticky. Instead, anyone touching it (fresh webbing only of less than 24 hours old) must save vs., TS/Paralyzation or be similarly paralyzed. Characters remain paralyzed as long as they remain in contact with the webbing and for 2 rounds there after unless bitten (which the spider always does if finding a paralyzed prey on its webbing. This paralysis is caused by the creature's poison spread automatically over the webbing as it is created—the spider's web spinners and poison glands are located against each other and act as one.

They don't usually make very large (main) webs as these are mostly only as twice as big in diameter than the spider itself. This main web is often placed, in such a way as to completely block the passage of a tunnel. The spider itself has made a passageway somewhere in this web to act on both sides of the web if need be.

This creature can shoot a single web strand at a single opponent up to 30' away. Any creature hit by a strand shot, may save at +1 to avoid paralysis. Shroud spiders also use their web strands as an alarm system in the areas they live in reaching up to 100 yards afar, or to trap victims in a paralyzing "shroud" before placing them in a food storage, and sometimes lay simple traps of web which they renew each day (eating it and excreting a new one) characters placed in the webbing in the food store remain in a state of suspended animation until the webbing is removed. They automatically fail their saving throw against bites. Others freeing the character must save each round doing so or accidentally touch a webbing and become paralyzed also.

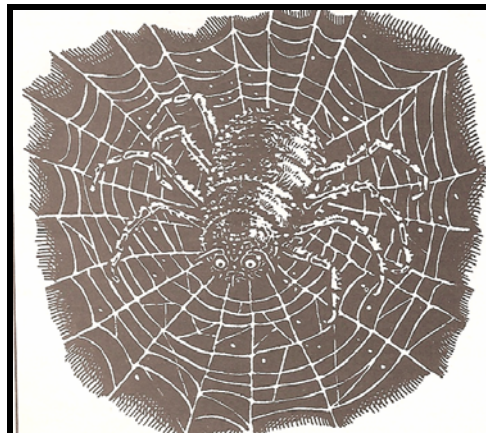
There are confirmations of individual spiders of this race, being able to generate a special form of Darkness. This darkness is a form of absorbing light in the webbing, and acts as a normal night darkness (thus not the Darkness or continual Darkness spells) minimizing vision and dimming light sources to the minimum. A torch thus held in the radius will shed only 5'light instead of 20', a candle only a feet of 2, while light spells

will have their strength of the light diminished to a tenth as normal. The radius of such spells remains the same, yet the strength of this magical light bulb is instead now 100 Watt, only 10 Watt. Thus creating more darkness and more shades for the creature to hide in.

These spiders have excellent vision, darkvision and infravision 120', and Tremorsense 60' Tremorsense Web 100% unlimited distance (The web trip wires can lead 500 yards away from the lair—anyone coming in contact with will be detected), all other senses are as a human.

This spider was created by Nephtys, an obscure female Immortal from the era of Nithia. The creature was created from common garden spiders (*Areneus species*), but where altered so greatly they became a different species. This is also the reason the creature can only be found in Thyatis, Ylaruam, Rockhome, Karameikos, Darokin, Vestland, Soderford, and the Isle of Dawn. The reason it was created is unknown.

Main Prey; Humans are its favorite catch Animals, Insects, Main Predator; Spiders, Dragon



Rhagodessa (*Rhagodessa camellus*)

Giant Spider	Rhagodessa
Type	Lowlife (Arachnid)
Climate/Terrain	Tropical Forest, Jungle, Hills
Frequency	Rare
Organization	Solitary
Activity Cycle	Night (Dark preferred)
Diet	Carnivore
AL	N
NA	1d4(1d6)
Size	M: 8'
ST	20
IN	1
WI	1
DX	16
CO	11
CH	12
Languages	0
Spellcaster Limits;	0
AC	5
AV	1
HD	4+2*
HP	4d8+2
MV	150'(50')
1 round sprint	300'(100')
WB	120'(40')
CL	120'(40')
CL with load	60'(20')
THACO	17
Attacks	1 Bite
Damage	2d8
Attacks	1 leg
Damage	0+ suckers
Special Attacks;	0
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F2
ML	9
XP	125
TT	U
Body Weight	185 LBS



A rhagodessa is a giant spider-like carnivore, about the size of a small horse. It has an oversized head colored yellow and massive jaws (mandibles), and a dark brown thorax. It has 5 pairs of legs; three pairs of walk legs, one pair of

thin tactile legs used for walking and reconnaissance and the front pair which end in suckers which help the creature grasp its prey, and are used like arms.

A hit with a front leg does no damage but means that the victim is stuck on with a strength of the creature (20). In the next round of combat, the victim is pulled to the mandibles and bitten (automatic hit—no hit roll needed for the next rounds until freed).

If harassed while biting prey, a Rhagodessa lifts its victim into the air and scurries away with it. The Rhagodessa can lift up to 700 LBS (7000cn) in this manner. Rhagodessa can climb most sheer surfaces if they are not smooth or slippery. They have more difficulty climbing when carrying a victim, but can manage even this feat if the surface is rough or cracked. Rhagodessa generally devour their prey alive at the first opportunity.

Rhagodessae are nocturnal - hunting only in the dark, are normally found in caves, and can climb walls.

These spiders have excellent vision, darkvision and infravision 60', and Tremorsense 60', and medium hearing; all other senses are as a human.

These creatures poison is used only in its digestion and not as a way of attack.

Main Prey; Animals, Insects, Main Predator; Spiders, Dragon

Spider-spy (Aranea espionatus)

Giant Spider	Spiderspaw
Type	Lowlife (Arachnid)
Climate/Terrain	Forest, Jungle
Frequency	very rare
Organization	webs
Activity Cycle	any
Diet	Carnivore
AL	N
NA	1d4+1
Size	S; "2'
ST	10
IN	6
WI	6
DX	16
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	1+1*
HP	1d8+1
MV	60'(20')
	WB 150'(50')
	CL 120'(40')
THACO	19
Attacks	1 Bite
Damage	1
Special Attacks;	Poison
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	NM
ML	9
XP	19
TT	0
Body Weight	1-2 LBS

Spider-spies are enchanted normal spiders of large size, developed by the Herathian mages (the original species unknown, but it did generate webbing threads of great length). The spider-spies are one of the more successful Herathian biological design endeavors. Unlike a regular spider, the webs of a spider-spy are usually large, gossamer-thin web-lines rather than thick, sprawling affairs. The lines are only slightly thicker than a human hair and can cover up to one square mile per hit point of the spider. These webs are not used to trap prey, but to relay messages to the spider-spy and then to the aranea controlling the spy. Any creature touching the web alerts the spy. The spider-spy can tell a remarkable amount about the creature in that single moment. For example, the spider-spy can identify the creature's exact location, approximate size, and upon physically (skin) contact its mental state (anxious, despondent, gloating, etc.), general alignment (evil, good, or neutral), magical abilities, race, sex, and approximate age. It can also determine whether the creature has Legacies. If the creature touching the web fails a saving throw vs. magic, the spider-spy also gets an indication of the creature's surface thoughts, as per the *ESP* spell.

The Herathians train the spider spies to filter out "noise" contacts, such as when one of their webs gets broken by a bird, cat, forest ray, etc. Spider-spy controllers are highly trained and valued individuals in aranean society. Communicating with the spider-spies is a difficult art requiring at least two language slots. Spider-spies communicate with their keepers via a soft chattering language, using sounds produced through their mouths and spinnerets, complemented by signs made with their legs.

The Red Curse: Spider spies acquire Legacies and require *cinnabryl*. Their aranean masters usually supply this metal for them.

Combat:

Spider-spies are trained to flee from combat if at all possible. The spider spies are too valuable to be risked in combat. If attacked, spider spies will immediately chitter to alert their caretakers. A spider-spy is usually linked to its controller via an ultra-thin web strand, so it can also send a silent distress call through this strand. If forced into combat, spider-spies will bite.

Their poison is weak version Type F, which causes death by neurotoxicity, if the victim fails the saving throw at+5. Onset time is about five minutes. If the saving throw succeeds, the victim still takes 8 points of damage. A single spider-spy can deliver up to three poisonous bites per day.

If more than one spider-spy is forced into combat, one will attempt to bite while the others hang back and shoot webs at the attackers. Spider-spy webs are so thin that they are essentially invisible. The webs can be discovered with a *detect invisibility* spell, as it enables the magical enchantment from the spiderspy in it. But even then they are difficult to find. A thief (or a person under a Detect Invisible influence) who suspects that the webs may be in the area can use the find/remove traps skill to detect the webs (this is 7% + dex adjustment in percentages for non thieves) .

Habitat/Society:

Spider-spies are found in small groups, always with an aranea controller nearby. Each group of 2 to 5 spider spies runs one web network (up to nine square miles). One spy sits at the center of the web and gathers information. The other spy(s) travels around the web, repairing breaks and occasionally checking in with the aranea controller. They rotate positions frequently.

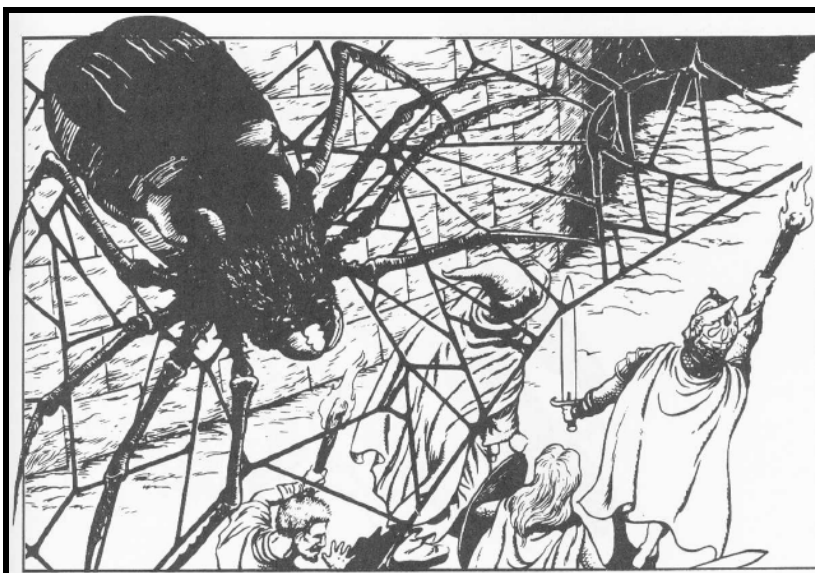
Ecology:

The spider-spies are not naturally occurring creatures, and their breeding is carefully controlled. Spider spies feed on a diet of small warm-blooded creatures and large insects. These spiders have excellent vision, darkvision and infravision 120", and Tremorsense 60', all other senses are as a human.



Plopped (*Polypedus corraniensis*)

Giant Spider	Ploppeds
Type	Lowlife (Arachnid)
Climate/Terrain	Silver Sierras only NW Darokin/SW Glantri Ruins Corran Keep
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	2d6
Size	T; 9" diameter
ST	17
IN	1
WI	3
DX	15
CO	12
CH	13
Languages	0
Spellcaster Limits;	0
AC	9
AV	1
HD	1/2**
HP	1d4
MV	120'(40')
1 round sprint	150'(50')
Jump	20'
WB	120'(40')
THACO	20
Attacks	1 Bite
Damage	2d8
Special Attacks;	Poison, Leap
Special Defenses;	Thief Abilities
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	NM
ML	6
XP	7
TT	U
Body Weight	8 to 14 cn



Ploppeds were once Tegenaria (active and agile House spiders) spiders hunting the shadowy corners of the Corran Keep in North Western Darokin. Subjected to the occasional energy pulses from the Mirror-Shield of Rheddrian, their genetic structure changed, and they grew quite large—their bodies are the size of oranges—and ended up with more legs than normal spiders.

Ploppeds have different numbers of legs, from six to twenty $(1d8+2)*2 = \text{number of legs an individual plopped has}$. Regardless of the number of legs they possess, they are black and hairy. The creatures were named by the learned Kazakk, who called them "Polypeds" (many-legged); the other Lightning Zombies simply called them "Ploppeds" for the sound they make when they land ("Plop!").

Ploppeds are very sneaky. They have the following thief abilities; Move Silently; 40%, Climb Walls; 91%, Hide in Shadows; 28%.

Combat

These creatures don't prey upon creatures bigger than rats; they prefer to hide in the shadowy areas when something large is in the immediate area. However, if startled, they will make a single attack and then run away (successful or not).

Ploppeds attack by leaping up to 20' at their prey; when attacking medium or large sized creatures, they leap for the neck or the face.

If they hit (on an ordinary attack roll), they sting, injecting a paralytic poison. The victim must save vs. poison or be paralyzed after 1 round for 1d6 Turns. Small creatures (3' or less) must save at -4 and will be paralyzed for 1d6x 10 Turns (enough for the Plopped to feast upon them). Normal Creatures save at normal rates, Large (8'+) at +2.

These spiders have medium vision, darkvision and infravision 60', and Tremorsense 30', all other senses are as a human.

Main Prey; Insects, Bugs, Beetles, Funghi, Main Predator; Birds, Rats.

Silk Spider (*Arachnis alphatiensis*)

Giant Spider	Silk Spider
Type	Lowlife (Arachnid)
Climate/Terrain	Alphatia Alphatian dimension Underground Very Rare
Frequency	Swarm (10'diameter)
Organization	Night
Activity Cycle	Carnivore
Diet	N
AL	1 swarm
NA	T; 1" diameter
Size	11
ST	1
IN	5
WI	14
DX	16
CO	9
CH	0
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	2**
HP	2d8
MV	30'(10')
1 round sprint	45'(15')
Jump	na
WB	120'(40')
THACO	18
Attacks	1 area effect
Damage	special
Special Attacks;	special
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire, Hold Monster
AM	0
Save as;	NM
ML	11
XP	30
TT	Raw Spider Silk
Individual Body Weight	0,3 to 0,5 cn

An individual Silk Spider is a small, unthreatening creature about 1" in diameter including legs. The creature's chitinous covering is a glossy brown (with a white or yellow dot on the hind end—giving away sex) and hairless, unlike Mystarean spiders, and they have ten legs instead of 8 like normal arachnids from Mystara (The Plopped is a magical exception to this fact).

Silk spiders are social spiders in the right environment, elsewhere they are as individual as most spiders, but then they are a fervent prey of Rats. The given statistics are Silk Spiders as they appear in a swarm—they're just a variety of the Insect Swarm. However, they have two special abilities instead of just one.

First, the Spider swarm can literally swarm over parties of adventurers (or any other victim for that matter), biting and stinging for 2 points of damage per character/creature each round—no saving throw. Rats, Mice, Wererats are fully immune.

The creatures' poison is too weak to affect any creature bigger than 2 feet, and is not used as a way of attack. It will only cause an itching rash or swelling. Only allergic persons could suffer severe pain, or anaphylactic shock—con. check or die in 2d4 Hr. A character of Alphatian descent (Glantrian Flaems or inhabitants of Alphatia, Norwold, Bellisaria have a 5% of being allergic, others only 3%)

Second, they can spin a gigantic web over intruders—and this web acts just exactly like the web spell (but lasts indefinitely—until burned, destroyed or eaten by the spiders). Swarming silk spiders will sting 60% of the time, and web the remaining 40% of the time. (01-60 and 61-00). It takes just 2 rounds to cover a small humanoid, 3 a medium humanoid, 5 a large Humanoid. The don't attack anything bigger than 9" tall, or Rats, Mice, Wererats which are fully immune to the webbing.

Prey thus covered will be left to attract the specially adapted insects (Use cockroach statistics, with Move on Webbing as Normal), which will feed on the covered corpses, breed and thus be food to the spiders.

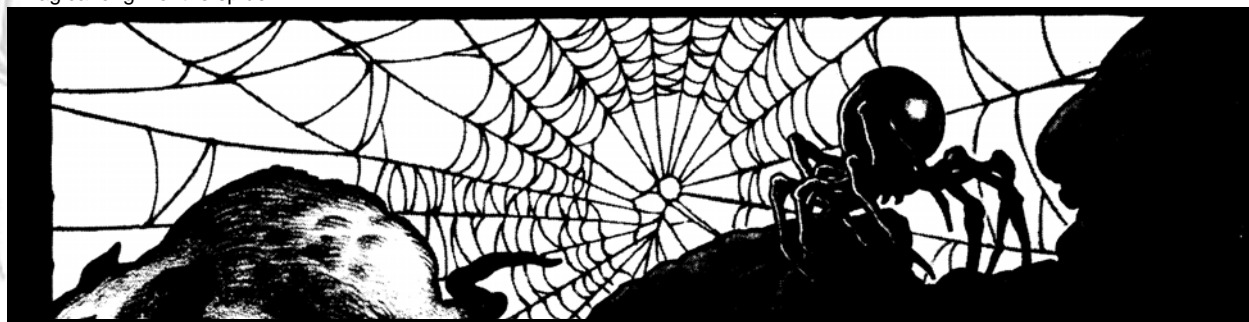
Silk spiders nest in dry caves and pits, covered totally with their webbing. A single swarm may thus cover a cave area of up to 100'diameter, but swarms tend to cling near each other, so huge caves covered by layers of webbing do exist. They are not native to the world of Mystara, and will die outside the special environments created for them by Alphatian wizards (with magically changed innocent insects as food), so there is little chance of encountering them in the wild outside Alphatian-controlled territory. On the other hand, there is no telling where an Alphatian wizard will set up shop.

Silk spiders are prized because of the webs they weave. They can be collected and processed into very light, very tough, material—lighter and tougher than ordinary silk (+2 on material saves and -25% weight). This is the prized clothing material in Alphatia, and commoners may not wear it (even by law here and there, but mostly only by social inacceptance). Each 10' x 10' x 10' area webbed by the spiders can be

turned into a piece of clothing suitable for an ordinary large gown, or several short tunics or other lesser garments. To collect the web, a spider keeper must use the Hold Monster spell, which affects these swarms of silk spiders as if they are a single 2 HD monster. This is the only exception to the Hold immunity these creatures have. The silk will be colored by the magic spell color.

Especially created environmental caves in Alphatia, Thyatis, Bellisaria, Norwold and Dawn are called Silkspider farms and may house up to 100 swarms. Thyatis has illegally stole the use and concept of these spiders from the alphatians and have recreated the silk spider farms. These are however, partially above ground in large enclosed building with altered climate (by magic), these farms are seen as a theft by Alphatians, but in Thyatis anybody with enough money will be allowed to wear this fine Silk.

Rats and mice (including Wererats) are immune to the Webbing and poison attacks of these creatures. The webbing refuses to cling to these creatures and they are immune to the stings of a swarm. They also feed on the spiders and are thus a great pest to Silkspider farms. Farmers use a single application of the Clothform spell to bond silk permanently (without seem) together, to create non-clingy rolls of Silk, or later (after cutting in shape to create or repair clothing). This is nondispellable, due to the Alphatian magical origin of the spider.



These spiders have excellent vision, darkvision and infravision 120", and Tremorsense 60' all other senses are as a human.

Main Predator; Rats, Main Prey; specially adapted insects.

Silk	Silkspider	roll 3' wide 25' long	10000 sp	400 cn
Panties	to beautify female legs, gives ample Warmth, protects from	wind, needs holders (Jarretels) to keep from rolling down ,	50 + (design) gp	1* cn
	easily damaged, made from silkspider silk with lace top and sole			

Spitting Spider (*Arachnis spuo*)

Giant Spider	Spitting Spider
Type	Lowlife (Arachnid)
Climate/Terrain	Temperate to tropical abandoned woodlands/ruins Underground
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	2d6
Size	L; 5' diameter
ST	20
IN	2
WI	6
DX	18
CO	15
CH	12
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	2+1*
HP	2d8+1
MV	120'/40'
1 round sprint	240'/80'
THACO	17
Attacks	1 bite
Damage	1d8
Special Attacks;	Poison Web spit
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F1
ML	7
XP	35
TT	0
Body Weight	1500 LBS



This 5'-long giant spider is yellow with black spots. The spider has six pearl-white eyes and a tough fluid-filled sac suspended from its thorax, just behind its jaws. This creature makes use of if its prey is surprised or not. If they're surprised, the leading PC does not get a saving throw to avoid the web.

Combat

This creature spits a poisonous web for its main attack, 30' away and completely encases any medium sized (up to 8' tall) target it hits, gleuing it to the floor and to any object within 3' in a web ball of about 10' diameter..

The spider does not need an attack roll to spray its web accurately. The victim gets a Dexterity check on 1d20 to avoid the web, but only if he's not surprised by the attack.

Any PC caught in the web must save vs. poison or become paralyzed. If the saving throw is successful, the PC can break free of the web as with any normal webbing depending on strength. The spider can spit only once every 10 rounds. It uses its bite attack in any round it can't spit.

This spider follows the PCs, attacking from behind when the PCs least expect it, unless the PCs dispatch it. Making use of its 1 round sprints. It can't spit while sprinting or vice versa. It must wait 10 rounds before sprinting again. It thus must divert its abilities to different characters at different moments. It will mostly pursue wounded or fleeing victims, but will attempt to hide when coming against a formidable opponent.

Habitat/Society

These spiders, though living in a group will always act as if solitary, up to the spot as seeing another of their kind combating a victim, by not intervening until the other spiders is satisfied, fled, incapacitated, or dead. However, a running by victim will be attacked while the following spider then will release the attack, returning to its other prey (if any).

When Spitting Spiders are in their mating period (every week around full moon), a male will try to approach a female bringing her some prey in hope of avoiding to get eaten while attempting to mate. The female will lay its eggs in a sac of webbing, hanging it out of reach of most predators, and leave the location. Three weeks later, from the 1d100 eggs about 25% will open and release a small spider (1 feet diameter) which will instantly start feeding on any other creature in the area around it (including its other siblings). This keeps the number of these creatures low, even while its mating is more often than any other spider species.

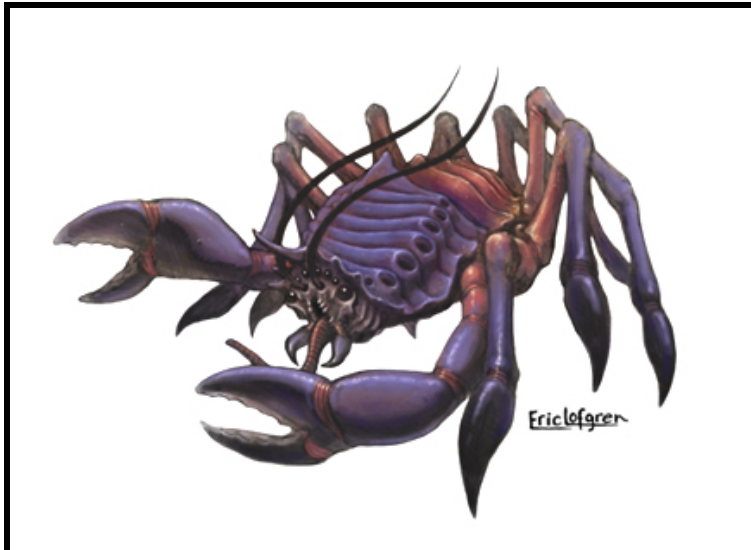
Ecology

If the PCs kill the spider, they may examine its body if the PCs carefully remove the sac and the jaw, they can use it to "spit" more poisonous web. This involves holding the sac between the PC's torso and one arm, aiming the jaw with both hands, and squeezing sharply on the sac. The player must roll as if his PC were using a missile weapon. The sac contains enough fluid for three complete web-spits.

Cave Fisher (*Arachnoideaus species*)

Cave Fisher (*Arachnoideaus cavernus*)

Arachnid	Cave Fisher
Type	Lowlife (Arachnid)
Climate/Terrain	Subterranean
Frequency	Rare
Organization	Group
Activity Cycle	Night
Diet	Carnivore
AL	N
NA	1d4
Size	M; 7' long
ST	19
IN	2-4
WI	8
DX	11
CO	12
CH	8
Languages	0
Spellcaster Limits;	0
AC	4
AV	4
HD	3*
HP	3d10
MV	12'(3')
THACO	17 or 15
Attacks	2 pincers
Damage	2d4 each
Special Attacks;	Adhesive webline
Special Defenses;	0
Immune to;	Hold, Charm, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F4
ML	8
XP	125
TT	UO
Body Weight	250 Lbs



The cave fisher is a large arachnid that has adapted to life below ground. It combines many of the characteristics of a spider and a lobster.

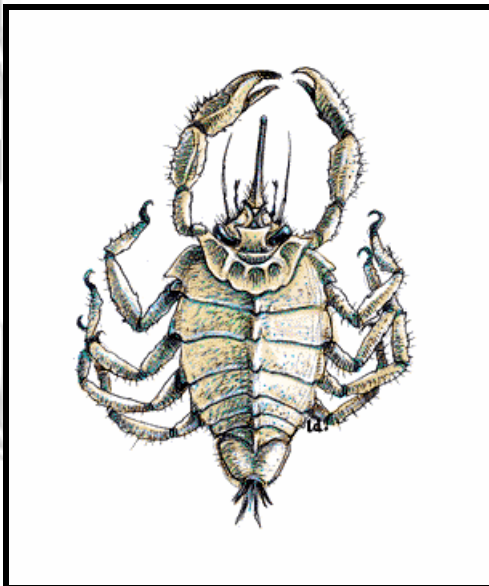
The cave fisher has a hard, chitinous shell of overlapping plates and eight legs. The 6 rear legs are used for movement and traction on stony walls and corridors. Because of these limbs, the fisher has no difficulty in moving up and down vertical walls. The front pair of legs are equipped with powerful pincers, which are used for killing and dismembering prey. The most unusual feature of the cave fisher is its long snout, which can fire a strong, adhesive filament. The monster can also use its adhesive to anchor itself in place on walls and ledges.

The adhesive on the sucker head also coats the filament, and this filament can be dissolved by liquids with a high alcohol content or a cave fisher's blood, which also contains a lot of alcohol. (and as thus could help in removing the filaments).

Combat:

The cave fisher has two ways of hunting. Its preferred method is to string a super-strong, highly adhesive filament which extends from its proboscis. This filament is 60-feet long, and tipped with a powerful adhesive sucker in the vicinity of its lair. The filaments are thin and strong, making them exceedingly difficult to detect or cut. There is only a 20% chance of noticing the strand at 10', and no chance at all of seeing them at a greater distance. A *detect snares and pits* spell will reveal a strand. The filament is coated with an adhesive which can only be dissolved by liquids with a high alcohol content (such as the cave fisher's blood). The filaments can only be cut by +1 or better edged weapons, and even then it takes 6 rounds- the magical bonus in times to do it.

The fisher's favorite foods are small, flying creatures like bats. Ever opportunistic, they are constantly trying to vary their diet by trapping a careless adventurer, foolish goblin, or Orc (provided that they think that they can get away with it). If more than one fisher inhabits a lair, they will frequently pool their resources to catch larger prey. Once the victim is trapped in the filament, the cave fisher draws its prey in,



reeling its filament in like a fishing line.

Should a tempting target escape the monster's neatly laid traps, the cave fisher will try another mode of attack. It will spend one round drawing its filament in and then shoot it at the prey, striking at THACO 14. It will then "reel in" its prey at a rate of 15 feet per round, using a complex organic winch housed in an armored protuberance behind its head. A cave fisher can pull in prey weighing up to 400 pounds (4000 cn weight). It will try to snare its prey in this manner so long as it remains within the fisher's established territory. In the event that a "tug of war" breaks out, the fisher has a strength of 19 with its strand.



When the cave fisher's prey is drawn in, the creature kills and dismembers it with its pincers, cutting it into pieces suitable for ingestion. Two of the cave fisher's 8 legs end in powerful pincers. These pincers act as if they are magical weapons of +5 enchantment only for this purpose. In this it can easily cut through any armor value as strong as banded armor (AV5 or less) at breaking 2 AV points each round.

Almost as soon as being snared, prey is butchered and eaten. Any armor is stripped away like a corn husk by the monster's claws while the prey struggles and screams, then it cuts off the victim's limbs and then cuts it in pieces, devouring even the bones. The other 6 legs are used by the creature to attach itself to the rock of its hiding place, cementing itself in place with the same adhesive that coats its filament.

When the cave fisher captures more prey than it can eat, it stores the 'extras' in a manner similar to a spider's. It wraps the prey in adhesive filaments, almost always tying down all of a victim's limbs. The fisher then uses its adhesive secretions to secure the victim to a wall or ledge nearby. When the creature desires to eat, it simply dissolves the bonds of the victim and dismembers the prey (this can lead to some interesting rescue scenarios). The cave fisher can survive on very little food, even a few bats a day if need be, but when there is a surplus available it can consume up to 200 lbs. of meat per day. The filaments, the adhesive secretion, and the dissolving secretion are all discharged through the creature's proboscis.

The filaments are stored in the organic winch behind the creature's head; the two secretions are stored in frontal cavities. Once removed from a cavity, the adhesive hardens within one turn. The dissolving secretion takes one round to work.

This creature has no poison glands, though it is arachnid.

Habitat/Society:

Cave fishers prefer living on ledges and caves located above well-traveled paths, sharing their lairs with others of their kind. No more than four cave fishers will be found in one lair. Their filaments are always strung before their lair, and they attempt to kill anything they trap, often storing food for future use.

Their territories are very small, and never larger than about 300 feet to either side of the lair. If the local animals learn to avoid a cave fisher's abode, it will dissolve its bindings and crawl on to a new area where the prey is less wary.



Anything man-sized or smaller is considered fair game by the cave fisher and Halflings are thought to be tasty treats. A single cave fisher would never attack a large, well armed party for the sake of a single meal. Still, they are cunning, and a group of the monsters might reel in their filaments and attempt an ambush if they thought they could get away with it. If hunting in one area becomes scarce, the cave fisher will simply find a new area to hunt, where the small game is more plentiful and careless.

Like all predators, the cave fisher is interested in survival. This means a steady supply of food and a mate. The cave fisher preys primarily on small flying game, and in the subterranean world this frequently means a diet of bats. It is not the top predator in its ecological niche, and has learned caution in dealing with other monsters. The cave fisher is sufficiently intelligent to know the dangers of preying on large, well-organized groups, who might grow tired of its depredations and hunt it to extinction. The monster instinctively picks the easiest route for survival, and relies on stealth and cunning to trap its prey and avoid being eaten itself.

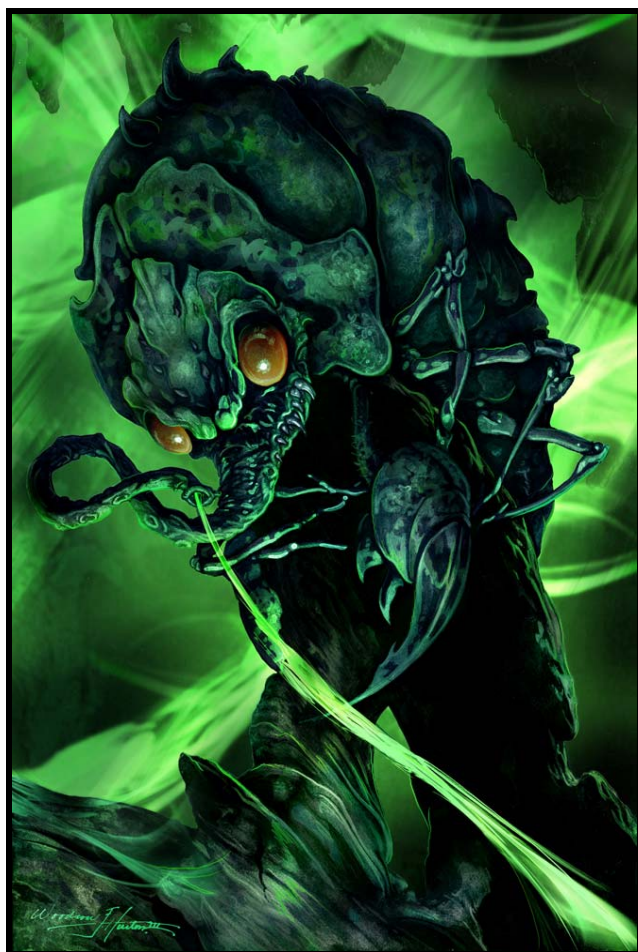
Cave fishers can live over 100 years. Once every 20 years, the female makes a high-pitched keening sound (above human or demi-human hearing) that brings all males within a 5 to 20 mile radius underground. The female mates with the first male to arrive, then kills him, rejecting the overtures of all others. Three days later, she lays a group of 5 to 9 eggs inside her mate's body and moves to a new spot. The eggs hatch within a month, and the young live for a short time on the carcass of their father. Three weeks after they are born, the young cave fishers are half grown, and they leave to establish lairs of their own. These half-grown cave fishers do half damage and 1+1 HD, but their armor class and movement remain the same. The young cave fishers reach full growth roughly one year after they are born.

Ecology:

The filaments of the cave fisher are highly prized by many thieves' guilds, for they can be made into thin and very strong rope which is nearly invisible. The filaments are wound onto reels and then specially treated to dilute the adhesive. The resulting strands can be made into ropes, while the diluted adhesive is turned into a special solution, which when applied to gloves and boots, greatly increases traction for climbing (but hinders greatly in loose sand/soil due to clogging).

A cave fisher's ledge or niche is usually covered with the bones and belongings of its victims. . Although the cave fisher does not collect treasure, its lair is often strewn with the possessions of its former victims. Cave-fisher lairs may have a large pile of equipment and treasure lying directly beneath them on a tunnel floor. Being semi intelligent, the cave fisher is able to reason that this seems to attract prey, but it is not capable of more detailed planning.

Cave-fisher eggs 10 days old or less are greatly prized because of their high alcohol content (65alcohol points each egg, losing 10 alcohol points per hour in warmth or after 10 days (whichever comes first) to a minimum remaining of 10 AP.) though they also contain other drug like substances. A single sip of the liquid found within the cave-fisher egg is enough to intoxicate a man for hours, bringing great delusions and hallucinations (save vs. poison or be confused for 1d4 hours; victim is merely slowed if he saves). Drinking an entire egg would be enough to kill a man (save vs. poison or die in 10d4 rounds). These fresh eggs bring 50-100 gp each in large cities. Neither the cave fisher's blood nor eggs older than 10 days have this property due to rapid spoilage or lack of life of the creature.



Senses:

The creature is blind. The great membranes that appear to be the cave fisher's eyes are actually ears. The 'eyes' of a cave fisher are actually multiple ears that allow it to capture its prey in the darkness with a high degree of accuracy. Because of this method of locating its prey, the cave fisher receives a bonus to hit when striking particularly noisy prey. Give the cave fisher a +2 bonus to hit against characters in metal armor or those who are talking. Give the fisher +1 to hit against characters performing less noisy actions such as carrying bags of coins or walking on hard ground. A thief (or an elf or Halfling without metallic armor, attempting to surprise) may go unnoticed by a cave fisher if he can move silently; if he fails this roll, the cave fisher still has a -2 to hit due to the character's assumedly reduced

noise. Tapping on the ground with a pole ahead of the party may induce a cave fisher to catch the pole instead (treat as AC 10). The cave fisher's ears may hear sounds both below and above the human hearing range. Cave fishers often use this skill to catch bats flying nearby. If a cave fisher is presented with a number of different sounds associated with prey, it will fire at the loudest first; thus, it would choose an ogre in nailed boots over a nearby barefoot Halfling. Casting a silence 15' radius spell on a cave fisher causes it to freeze, making claw attacks at -4 to hit if it is attacked' the creature's other senses are as a human.

Although the blood of the creature is highly alcoholic, it can't be used as a Drink It rapidly coagulates into a brown gunk. This gunk, however, can be used in the creation of potions of Resist Cold or Survival. They however also give the imbiber +8 Alcohol Points. Main Predator; Spider, Hulkers, Main Prey; Bats, Insects, basically any organic matter.

Kalin (*Arachnoideus aureatus*)

Arachnoidea	Kalin
Type	Lowlife (Arachnid)
Climate/Terrain	Desert underground
Frequency	Uncommon
Organization	Solitary or mated pair
Activity Cycle	Any
Diet	Carnivore
AL	LN
NA	1d6
Size	L; 10' long
ST	16
IN	2-4
WI	5-7
DX	15
CO	14
CH	9
Languages	0
Spellcaster Limits;	0
AC	5
AV	2
HD	7
HP	7d8
MV	180/60'
CL 85%	90/30'
THACO	13
Attacks	2 pincers
Damage	1d10 each
Attacks	1 Bite
Damage	2d6
Special Attacks;	Surprise Grapple
Special Defenses;	0
Immune to;	Hold, Charm, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F4
ML	11
XP	650
TT	0
Body Weight	175 LBS\

Kalin are large insectoid creatures that appear to be a monstrous mix of spider and ant, but is a relative to the cavefisher. Mottled brown to yellow chitinous plates cover their long bodies. Oversized, glowing eyes jut out over tremendous mandibles that look to be able to snap a small horse in half. Its sharp-edged forward limbs can make deadly slashing attacks, and the Kalin are equally at home on horizontal or vertical surfaces.

Combat:

Each Kalin can emit a sticky strand, like a spider's web, from its abdomen in order to lower itself from a cave ceiling to the ground below. Kalin often use this ability to surprise foes (-2 to opponents' surprise rolls). Kalin that strike from above with surprise and hit cause double damage in the first round of combat.

A Kalin attacks three times per round. Its two slashing limbs attack like swords, causing 1d10 points of damage with every hit. Its crushing mandibles deliver 2d6 points of damage. In addition, if the bite hits, the Kalin grapples its victim and holds it tight (causing only 1d6 points of crushing damage per round). The next round, the grappled victim is hit automatically by both slashing limbs and the crushing attack. A

grappled individual can break free of the mandibles by making a successful open doors roll (creatures without a Strength rating save vs. breath weapon). If the victim doesn't break free, the slashing and crushing attacks hit again automatically each round, until the victim escapes or is killed.

A Kalin ignores attacks made against it in favor of dealing with a victim grappled by its mandibles. However, if reduced to less than half its total hit points, a Kalin releases a grappled creature in order to defend itself.

Habitat/Society:

In the wild, Kalin live in subterranean tunnels and caves as nomadic, solitary predators. As they are only slightly less aggressive than wall walkers (see Wall Walker), only a few live in close proximity to each other. Mating season occurs in the late summer or fall. At this time, a mated pair will establish a nest and prepare to lay eggs. Kalin females lay eggs once per year, averaging 10 offspring per season. Eggs hatch three months after being laid, and the male remains with the eggs throughout their incubation period. After the eggs hatch, the parents and offspring go their separate ways. Kalin reach maturity in about six months' time and live to be about five years old.

Ecology:

Kalin compete for food and living space with wall walkers. Kalin eat meat, hunting giant beetles, spiders, tunnel worms, and the occasional humanoid.

Some primitive cave-dwelling cultures use the chitinous plates of the Kalin to fashion crude armor, weapons, and tools. They rarely kill Kalin for this purpose, but instead will search the nearby tunnels for wild Kalin that have expired.

Main Predator; Spider, Hulkers, Main Prey; Bats, Insects, basically any organic matter.

Kalin Riders

Some of these primitive cultures tame Kalin and use them for mounts (these are often Kobolds or Gnomes). "Tame" is a relative term: The Kalin are difficult to handle and must usually be separated from other mounts and each other to avoid trouble. A special saddle and tack are necessary for the rider, if the Kalin is to be ridden up walls and across ceilings.

Kalin riders are ferocious opponents. They are trained to fight in cooperation with their mounts; a Kalin and its ride can both attack the same foe in the same round of combat. Trained riders also receive the Kalin damage bonus when dropping from above with surprise. Elite units may have other bonuses (+1 to +3 to hit) due to their extremely aggressive attack style.



Wall-walker (*Arachnoideus subterraneus*)

Arachnoidea	Wallwalker
Type	Lowlife (Arachnid)
Climate/Terrain	Desert underground
Frequency	Uncommon
Organization	Hive
Activity Cycle	Any
Diet	Carnivore
AL	LE
NA	1-2 (4-16)
Size	M; 5'long
ST	16
IN	5-7
WI	5-7
DX	14
CO	11
CH	8
Languages	0
Spellcaster Limits;	0
AC	5
AV	4
HD	6**
HP	6d8
MV	90/30'
CL 90%	120/40'
THACO	13
Attacks	2 pincers
Damage	2d12 each
Attacks	and 1 Bite
Damage	2d8
Attacks	or 1 stinger
Damage	special
Special Attacks;	Paralization
Special Defenses;	Create Shadow Camouflage
Immune to;	Hold, Charm, Illusion
	Fire
Extra Vulnerable to;	
AM	0
Save as;	F4
ML	11
XP	775
TT	0
Body Weight	275LBS

Wall-walkers, subterranean predators that live in underground caverns and passages, are named for their climbing ability. They combine many of the characteristics of spiders and large reptiles. Wall-walkers have a reptile's armored scales, a spider's eight clawed legs, sharp fangs, and a stinging tail.

Wall-walkers communicate among themselves via sounds made by rubbing their legs together. No intelligent creatures have yet learned to communicate with them or figured out how to interpret the scraping sounds they make, like claws on slate.

Combat:

With its Shadow creating and camouflage (like a chameleon) powers, a Wall-walker can blend into the scenery. Its scales take on the texture and color of any nearby rock surfaces, ruined walls, or fungi. These predators use their highly developed senses to track and stalk victims. Wall-walkers hunt alone or in pairs. They use their climbing skills to best advantage, following prey from overhead or along a side wall. When a Wall-walker has an opportunity to attack with surprise while on the wall or ceiling, the prey has a -2 penalty to its surprise roll.

When operating as a pair, the Wall-walkers strike in separate rounds. This is to make best use of their surprise bonus and stinger attacks. When alone, a Wall-walker usually waits until its prey is separated from any companions before attacking. A Wall-walker typically attacks by leaping forward, spinning around, and stabbing with its stinger. A successful hit causes no appreciable damage, but the victim must make a saving throw vs. poison or be paralyzed for 1d6 rounds. If the saving throw is successful or the stinger misses, the victim can strike at the rear of the Wall-walker with a +2 bonus. If the saving throw is failed, and the Wall-walker is not otherwise engaged, it will move very close and stare into the eyes of a paralyzed victim, moving its mandibles back and forth in a threatening manner, its gaze displaying intelligence and malevolence.

After its initial stinger attack, the wall-walker usually abandons its stinger attack in favor of its claw / claw / bite routine. Its claws each inflict 2d6 points of damage; its bite inflicts 2d4 points. If faced by a foe it cannot defeat a wallwalker will flee to find other, more easily bested prey

Habitat/Society:

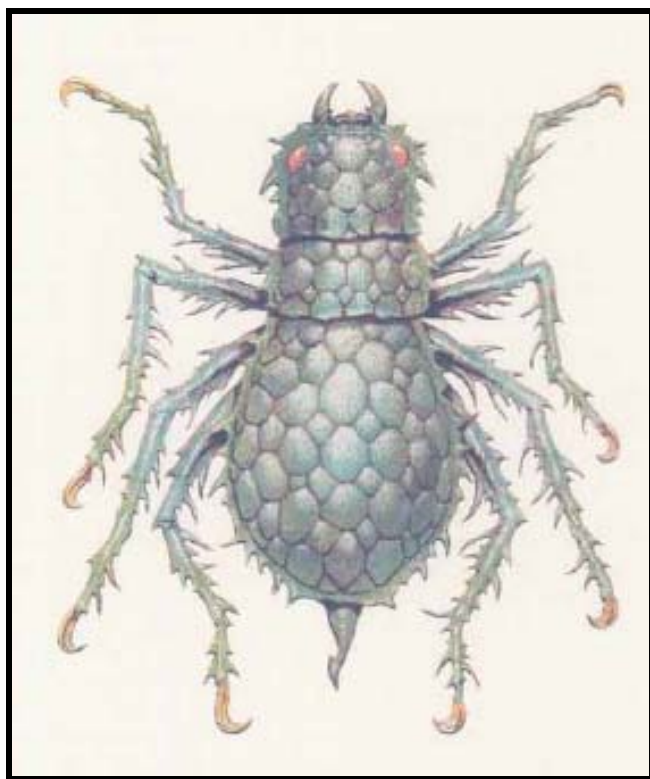
Wall-walkers build hives inside the walls of caverns. They use their powerful claws to scoop out rock and dirt, which then is deposited in great heaps at the base of the wall. They range far and wide through the Underground tunnels, seeking prey to feast upon and bring back to their hives. Wall-walkers can be encountered not only in the larger caverns, but in the tunnels connecting the caverns to each other as well. All of the Underground is their hunting ground, and they consider almost everything that passes near them to be prey

A Wall-walker delights in frightening and playing with it prey before moving in for the kill, and it uses all of its power to accomplish this.

Ecology:

The Wall-walker constantly looks for a steady supply, of food, and it takes great pains to protect its hive and it's young from other predators. Its one closest competitor is the Kalin. If a Wall-walker and Kalin come within sight of each other, a terrible battle usually breaks out. In fact, a pair of Wall-walkers will go out of their way to attack a nearby Kalin. The scaly hide of the Wall-walker can be used to craft armor and weapons. In many ways, the scaly hide of a wall-walker is superior to many other hides due its toughness and relatively light weight. It grants AV4 and weighs only 300 cn if properly prepared. It has a durability of about a decade.

Main Predator; Spider, Hulkers, Main Prey; Bats, Insects, basically any organic matter.



Solopugid (Solofugus species)

Large Solopugid (Solifugus terrestris and S. grandis, and S.supremis)

Solofugus	Large	Huge
Type	Lowlife (Arachnid)	
Climate/Terrain	Desert	
Frequency	Rare	Very Rare
Organization	Group	
Activity Cycle	Day	Any
Diet	Carnivore	
AL	N	N
NA	1d6	1d6
Size	S; 1' long	M; 7' long
ST	15	18
IN	1	1
WI	4	5
DX	19	18
CO	13	14
CH	10	11
Languages	0	0
Spellcaster Limits;	0	0
AC	6	5
AV	1	1
HD	3+3*	5+5*
HP	3d8+3	5d8+5
MV	90'(30')	
Sprint 2d10 r	240'/80'	
THAC0	17	15
Attacks	2 pincers	
Damage	0	
Attacks	1 Bite	
Damage	3d4	4d4
Special Attacks;	Grip	
Special Defenses;	0	
Immune to;	Hold, Charm, Illusion	
Extra Vulnerable to;	Fire	
AM	0	
Save as;	F2	F3
ML	8	
XP	75	400
TT	UO	UOx2
Body Weight	22 CN	44cn



Large Solopugid (Solifugus terrestris)

Variously known as false spiders, camel spiders, or sun spiders, the solifugids are arachnid in nature. They have powerful, hooked beaks and 10 legs, the first pair ending in sucker-like clamps.

There live three basic versions on Mystara (the large actually exists in two appearance forms); all with the same behavior and their only difference is their appearance, size and other statistics (as given in the tables). Therefore use this single explanation to all three versions and then imply these on the statistics as given in the tables.

Combat

When in combat, a solifugid will attempt to attack with each of its 2 front legs. Should either score a hit, no damage will be done but the character struck will be caught in the grip of the solifugid. On each melee round thereafter, the beak attack will gain +3 on its to-hit roll; note that only the beak can do actual damage (the amount indicated),

This bonus will continue for as long as a character is held; the only way to break the grip is to sever a limb by rolling a 5 or more above the normal number needed to hit.

Solifugae are the subject of many urban legends and exaggerations about their size, speed, behavior, appetite, and lethality. They are not especially large, the biggest having a leg span of perhaps 12 feet. They are fast on land compared to other invertebrates, the fastest can run perhaps 240'/80' (16 kilometers/hour-10 mph), nearly as fast as the fastest human sprinter.



Huge Solopugid (Solifugus grandis)

Members of this order of Arachnida apparently have no venom and do not spin webs.

Solofugus	Giant
Type	Lowlife (Arachnid)
Climate/Terrain	Desert
Frequency	Rare
Organization	Group
Activity Cycle	Night
Diet	Carnivore
AL	N
NA	1d4
Size	M; 7' long
ST	18
IN	1
WI	5
DX	22
CO	15
CH	11
Languages	0
Spellcaster Limits;	0
AC	4
AV	2
HD	6+6*
HP	6d8+6
MV	120' (40')
Sprint 3d10r	240' 80'
THACO	14
Attacks	2 pincers
Damage	0
Attacks	1 Bite
Damage	5d4
Special Attacks;	Grip
Special Defenses;	0
Immune to;	Hold, Charm, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F4
ML	9
XP	650
TT	UOx4
Body Weight	88cn

Habitat/Society

Due to their bizarre appearance many people are startled or even afraid of them. This fear was sufficient to drive a family from their home when one was discovered in a soldier's house near the Sind/Darokin border.

It is widely rumored among mercenaries all over the Know World and the Savage Coast that Solifugae will feed on living human flesh. The story goes that the creature will inject some anaesthetizing venom into the exposed skin of its sleeping victim, then feed voraciously, leaving the victim to awaken with a gaping wound. Solifugae, however, do not produce such an anaesthetic, and they do not attack prey larger than themselves unless threatened. Other stories include tales of them leaping into the air, disemboweling camels, screaming, and running alongside moving chariots all of these tales are dubious at best.

Ecology

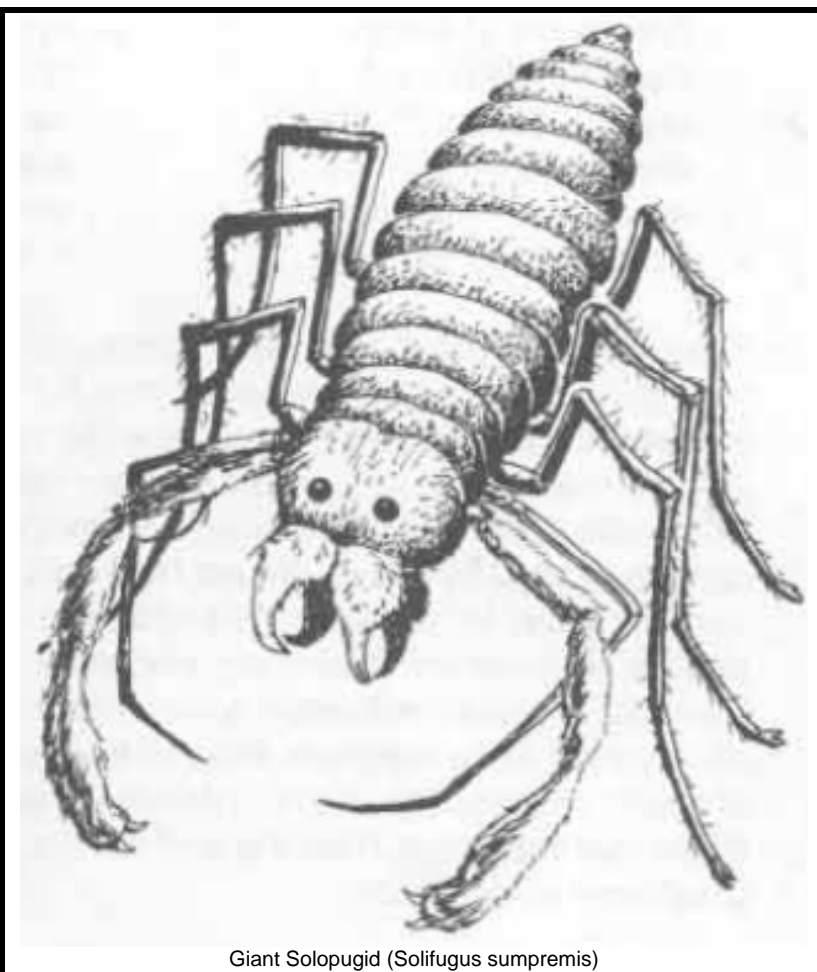
The greatest threat they pose to humans, however, is their bite in self-defense when one tries to handle them. There is essentially no chance of death directly caused by the bite, but, due to the strong muscles of their

chelicerae, they can produce a proportionately large, ragged wound that is prone to infection.

Main Prey; Insects, Bugs, Beetles, Funghi, Main Prey; bird, Dragon, Spider.

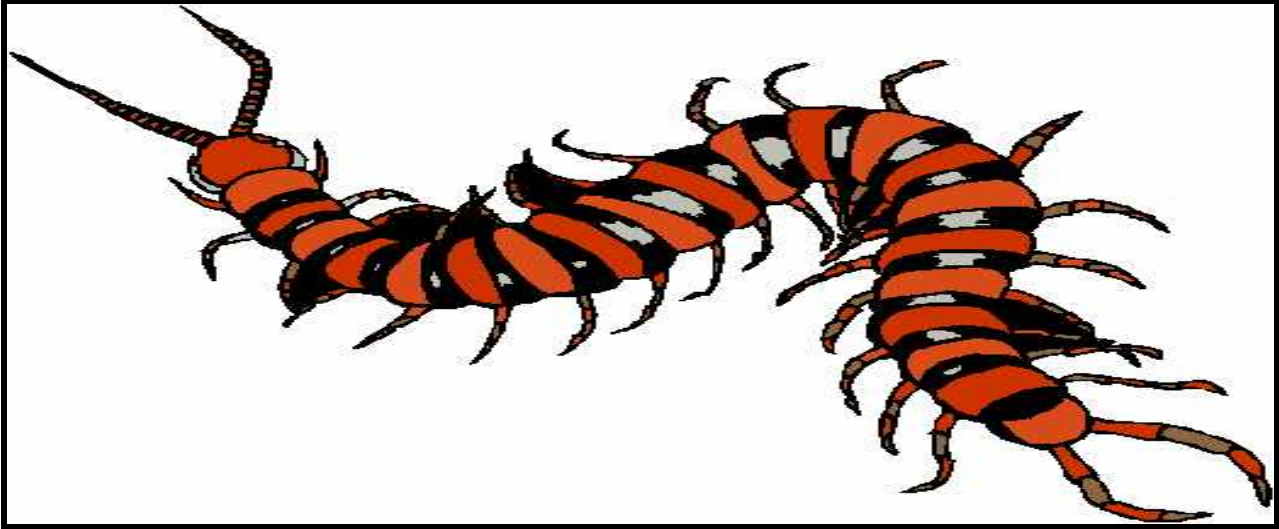


Large Solopugid (Solifugus terrestris)



Giant Solopugid (Solifugus sumpremis)

Multipeds (*Myriapoda species*)



Multipeds or **Myriapoda** are of arthropods containing millipedes, centipedes, and others. The group contains 13,000 species, all of which are terrestrial. Although their name suggests they have myriad (10,000) legs, myriapods range from having over 750 legs (*Illacme plenipes*) to having fewer than ten legs.

The fossil record of myriapods reaches back into the late Silurian, although molecular evidence suggests a diversification in the Cambrian Period, and Cambrian fossils exist which resemble myriapods.

Myriapods have a single pair of antennae and, in most cases, simple eyes. The mouthparts lie on the underside of the head, with an "epistome" and labrum forming the upper lip, and a pair of maxillae forming the lower lip. A pair of mandibles lies inside the mouth. Myriapods breathe through spiracles that connect to a tracheal system similar to that of insects. There is a long tubular heart that extends through much of the body, but usually few, if any, blood vessels.

Malpighian tubules excrete nitrogenous waste into the digestive system, which typically consists of a simple tube. Although the ventral nerve cord has a ganglion in each segment, the brain is relatively poorly developed.

During mating, male myriapods produce a packet of sperm, or spermatophore, which they must transfer to the female externally; this process is often complex and highly developed. The female lays eggs which hatch as much shortened versions of the adults, with only a few segments and as few as three pairs of legs. The young add additional segments and limbs as they repeatedly molt to reach the adult form.

Myriapods are most abundant in moist forests, where they fulfill an important role in breaking down decaying plant material, although a few live in grasslands, semi-arid habitats or even deserts. The majority are detritivorous, with the exception of centipedes, which are chiefly nocturnal predators. Pauropodans and symphylans are small, sometimes microscopic animals that resemble centipedes superficially and live in soils. Millipedes differ from the other groups in having their body segments fused into pairs, giving the appearance that each segment bears two pairs of legs, while the other three groups have a single pair of legs on each body segment.

Although not generally considered dangerous to humans, many myriapods produce noxious secretions (often containing benzoquinones) which can cause temporary blistering and discolouration of the skin.



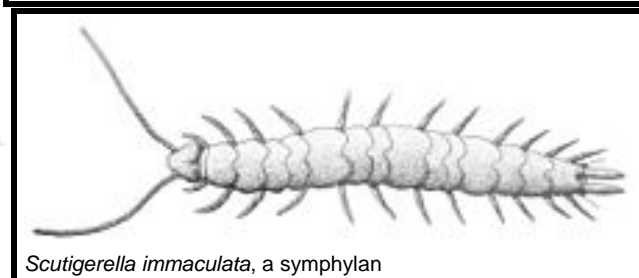
Scolopendra cingulata, a centipede

Centipedes

Centipedes make up the order Chilopoda. They are fast, predatory and venomous, hunting mostly at night. There are around 3,300 species, ranging from the diminutive *Nannarup hoffmani* (less than half an inch in length) to the giant *Scolopendra gigantea*, which may exceed 30 centimeters (12 in). The giant centipedes belong to this order, often *Tenebres species*.



Tachypodoiulus niger, a millipede



Scutigera immaculata, a symphylan

Pauropoda is another small group of small myriapods. They are typically 0.5–2.0 mm long and live in the soil on all continents except Antarctica. Over 700 species have been described. They are believed to be the sister group to millipedes, and have the dorsal tergites fused across pairs of segments, similar to the more complete fusion of segments seen in millipedes.

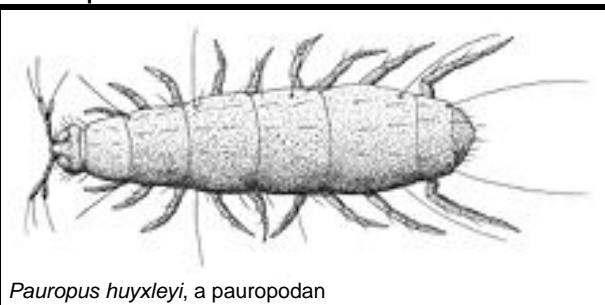
Millipedes

Most millipedes are slower than centipedes, and feed on leaf litter and detritus. They are distinguished by the fusion of each pair of body segments into a single unit, giving the appearance of having two pairs of legs per segment. Around 8,000 species have been described, which may represent less than a tenth of the true global millipede diversity. One species, *Illacme plenipes* has the greatest number of legs of any animal, with 750. The name "millipede" is a compound word formed from the Latin roots milli ("thousand") and ped ("foot"), although millipedes typically have between 36 and 400 legs. Pill millipedes are much shorter, and are capable of rolling up into a ball, like pillbugs.

Symphyla

About 200 species of symphylans are known worldwide. They resemble centipedes but are smaller and translucent. Many spend their lives as soil in fauna, but some live arboreally. Juveniles have six pairs of legs, but, over a lifetime of several years, add an additional pair at each molt so that the adult instead has twelve pairs of legs. The Carrion Crawlers and Rot Grubs belong to this order as species of *Segmentuus*, or *Larvaeus*. These Multipeds already had a differentiation between the front legs and the hind legs and in these species, this is further increased.

Pauropoda



Pauropus huylei, a pauropodan

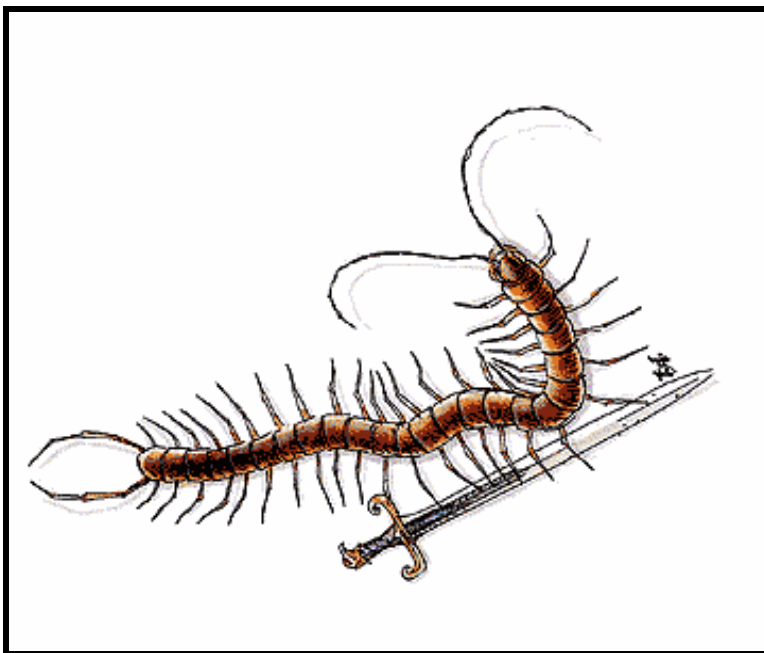
Arthropleuridea



Arthropleurids were ancient myriapods that are now extinct. The most famous members are from the genus *Arthropleura*, which was a giant, probably herbivorous, animal that could be up to 10 ft long. Arthropleuridea may be a division of the millipedes. The Tunnel worm is the only surviving—albeit rare—species of this order. In earlier times these creatures would be easy numerous as normal and giant centipedes nowadays.

Giant Centipede (*Tenebres gigantes*)

Centiped	Giant
Type	Lowlife Insect
Climate/Terrain	Any
Frequency	Common
Organization	solitary
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	2d12
Size	T; 1'-2' long
ST	14
IN	1
WI	1
DX	9
CO	10
CH	9
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	1/2*
HP	1d4
MV	150(50')
THACO	20
Attacks	1 Bite
Damage	Pain
Special Attacks;	Poison
Special Defenses;	0
Immune to;	Cold 100%
	Acid 25%(sv for 50%)
	Electricity 50% (sv for 100%)
	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	NM
ML	4
XP	6
TT	special;
Body Weight	15 cn



Giant centipedes are loathsome, crawling arthropods (living above and underwater variations do exist) that arouse almost universal disgust from all intelligent creatures (even other monsters). They are endemic to most regions. One of the things that make the centipede so repulsive is its resemblance to the worm. Its long body is divided into many segments from which protrude many tiny feet. Hence the name "centipede" (or hundred-footed). The giant centipede is so named because it is over 1-foot long. The body is plated with a chitinous shell and it moves with a slight undulating motion. The creature has the added benefit of protective coloration, and varies in color depending on the terrain it inhabits. Those that favor rocky areas are gray; those that live underground are black, while centipedes of the forest are brown or red.

Combat:

When hunting, centipedes use their natural coloration to remain unseen until they can drop on their prey from above or crawl out of hiding in pursuit of food. They attack by biting their foes and injecting a paralytic poison. The poison can paralyze a victim for 2d6 hours, but is so weak that victims are permitted a +4 bonus to their saving throw. Due to its small size, the giant centipede is less likely to resist attacks and receives a -1 penalty to all its saving throws. Although a single giant centipede rarely constitutes a serious threat to a man, these creatures frequently travel in groups. When more than one centipede is encountered, the monsters will fight independently, even to the point of fighting among themselves over fallen victims.

Habitat/Society:

The centipede behaves like most other insects, roving from place to place in search of food; it has no set territory or dwelling. The centipede simply goes where its hunger leads it. It is an aggressive and hungry carnivore that must eat at least once a day to survive. Hungry centipedes often resort to cannibalism. These creatures existed already in the Permian era up to today, and in effect are living fossils.

Ecology:

Giant centipedes have several natural advantages, including poison and protective coloration, allowing them to compete with other small predators for game. Their poison bestows certain immunity from being hunted, but hungry and skilled animals such as coyotes and large predatory birds hunt them effectively in lean times.

Their preferred targets are small mammals that are easily overcome by their weak poison. If they are very hungry, however, they have been known to attack anything that moves, including humans. It is immune to Mind-influencing effects like Charm, Hold, Illusion, and has Infravision 60' Senses. Tremorsense 30', (other senses human).

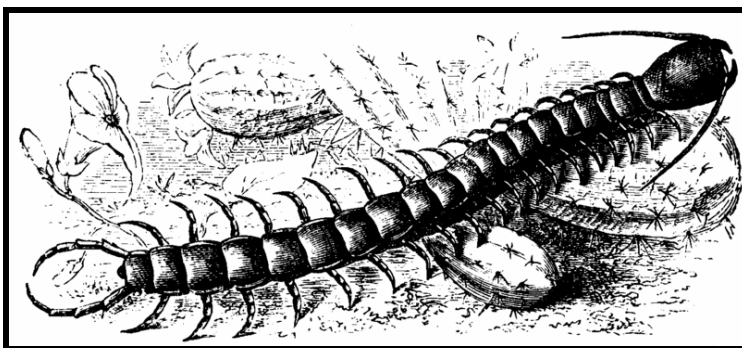
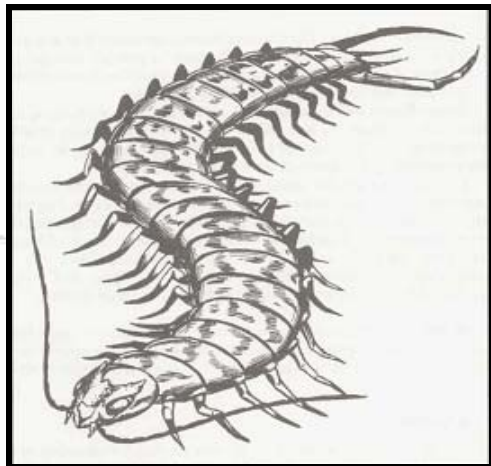
Main Prey; Insects, Main Predator; Spider, Insects.

Natural Poisons			
Type	cost	damage	source
	injective	r / max	
P	30.000 sp	Paralysis 2d6 Hr	Giant Centipede
All these poisons have an onset of 1d4 Rounds			
Not damaging poisons will always do their effect, even if saved.			
any successful save results in minimal damage for 3 rounds			
adjusted by reversed constitution adjustments.			
a 17 con. Fighter saving against a poison H would			
get 5-2(con 17=+2)=3 rounds long 7 damage.			

Huge Centipedes (*Tenebres gigantes arborum*)

Centiped	Huge	Megalo
Type	Lowlife Insect	
Climate/Terrain	Any	Any
Frequency	Common	Very Rare
Organization	solitary	solitary
Activity Cycle	Any	
Diet	Carnivore	
AL	N	N
NA	5d6	1d4
Size	T; 6" to 1' long	L; 5'-8' long
ST	15	16
IN	1	1
WI	1	1
DX	8	7
CO	11	12
CH	9	8
Languages	0	0
Spellcaster Limits;	0	0
AC	9	5
AV	1	2
HD	1*	3*
HP	1d8	3d8
MV	210'(70')	180'(60')
CW	210/70' 90%	180/60' 90%
THACO	20	17
Attacks	1 Bite	1 Bite
Damage	Pain	1d3
Special Attacks;	Poison	Poison
Special Defenses;	0	0
Immune to;	Cold 100%	
	Acid 25%(sv for 50%)	
	Electricity 50% (sv for 100%)	
	Charm, Hold, Illusion	
Extra Vulnerable to;	Fire	
AM	0	0
Save as;	NM	F2
ML	4	6
XP	13	50
TT	0	special;
Body Weight	6cn	5 LBS

The Megalo-centipede, because of its great size, is no longer classed as an irritant but is a threat to human and animal alike. Its acidic poison is far more potent than that of its weaker cousins. The victims of a Megalo-centipede bite receive no bonuses on their saving throws and failure indicates death. If the target successfully resists the poison, the acid burns the victim's skin, inflicting 2d4 points of damage. The Megalo-centipede is more intelligent than its smaller cousins and it is a far more cunning hunter, although they still do not



These are identical to giant centipedes save that they are only 6 to 12 inches long. Their poison is weaker than that of their larger cousins and a failed saving throw will immobilize the victim for only 1d6 hours. Huge centipedes make their own saves at normal man level. Mice and other large insects are the favorite prey of huge centipedes. They in turn are hunted by giant centipedes. Senses; Infravision 30, Darkvision, Tremorsense 30' other senses human). These creatures existed already in the Permian era up to today, and in effect are living fossils. Main Prey; Mice, Insects, Main Predator; Giant Centipede, Bird, Spider, Insects.

Megalo-centipede (*Tenebres megalum*)



cooperate with each other. In the wilderness the Megalo-centipede preys on animals the size of deer. In the subterranean environment, it attacks man-sized or smaller creatures, including orcs, goblins, or humans. The Megalo-centipede receives no penalties to its own saving throws. Senses; Darkvision, Infravision 60', Tremorsense 30' other senses human). These creatures existed already in the Permian era up to today, and in effect are living fossils.

Main Prey; Insects, Main Predator; Spider, Insects.

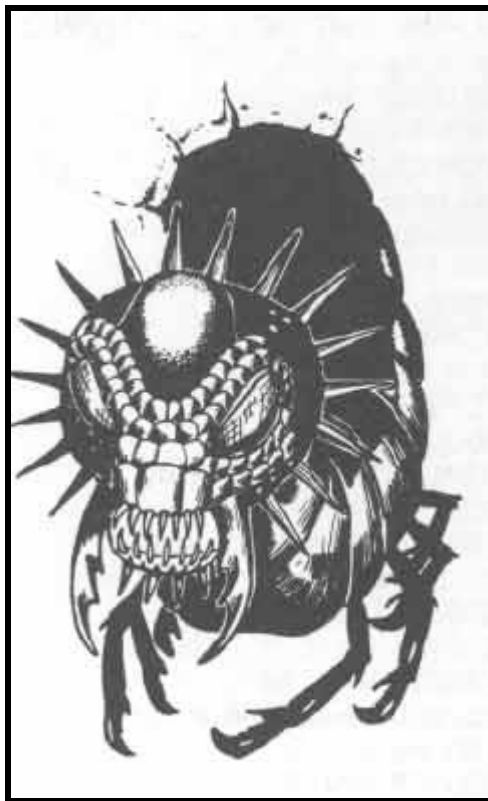
Natural Poisons			
Type	cost	damage	source
	investive	r / max	
P	30.000 sp	Paralysis 1d6 Hr	Huge Centipede
J	45.000 sp	9/90	Megalo Centipede

All these poisons have an onset of 1d4 Rounds
 Not damaging poisons will always do their effect, even if saved.
 any successful save results in minimal damage for 3 rounds
 adjusted by reversed constitution adjustments.
 a 17 con. Fighter saving against a poison H would
 get 5-2(con 17=+2)=3 rounds long 7 damage.

Tunnel Worm (*Anthropleurides subterraneum*)

Centipede	Tunnel Worm
Type	Lowlife Insect
Climate/Terrain	Any subterranean
Frequency	Rare
Organization	Swarm
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1d6
Size	G; 10'- 30'lng
ST	16
IN	1
WI	1
DX	6
CO	18
CH	6
Languages	0
Spellcaster Limits;	0
AC	4
AV	0
HD	9+3*
HP	9d10+3
MV	60'(20')
THACO	11
Attacks	1 Bite
Damage	2d4
Special Attacks;	Poison
Special Defenses;	0
Immune to;	Cold 100%
	Acid 25%(sv for 50%)
	Electricity 50% (sv for 100%)
	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F5
ML	8
XP	1750
TT	special;
Body Weight	180 LBS

This cousin of the giant centipede feeds upon and lays its eggs in carrion. A tunnel worm attacks by lunging out of its hidden burrow to strike with a +2 bonus to the attack roll. Success indicates the tunnel worm has seized its prey in its mandibles, but no damage is inflicted until the worm chews through the victim's armor. It takes one round for the worm to chew through leather or worse (AV0-2), two rounds for armor tougher than leather but no tougher than chain mail (AV3-4), and three rounds for armor tougher than chain mail (AV4). Once the armor is breached, the worm automatically inflicts 2d8 points of damage each round. If the worm suffers 15 or more points of fire damage or loses 60% of its hit points, it drops its victim and retreats to its lair. Tunnel worm lairs often have treasure from earlier victims. Tunnelworms have but a single poison attack. This is released when it first tastes flesh/blood by a gland at the back of its mouth. It feels that it ejected this poison, which will infect any wounds existing, then it will retreat and let the poison do its work, or attack a second prey. This gland is only filled



after it has eaten at least 8 hp of fles/blood/insect matter. The gland is filled indefinitely after its last 8 hp+ meal, until its first flesh attack. The poison has no effect on spiders and scorpions.

Natural Poisons			
Type	cost	damage	source
	investive	r / max	
F	25.000 sp	5/50	Tunnel Worm
All these poisons have an onset of 1d4 Rounds			
Not damaging poisons will always do their effect, even if saved.			
any successful save results in minimal damage for 3 rounds			
adjusted by reversed constitution adjustments.			
a 17 con. Fighter saving against a poison H would			
get 5-2(con 17=+2)=3 rounds long 7 damage.			

It is panicking when it smells Oozes, slimes or Puddings arriving within 30 feet. It can squeeze itself through tunnels existing (it never digs it's own tunnels – except when laying eggs, and then still it is extremely hard to do this, the female often dies by exhaustion while preparing the nest—thus leaving it's own body as first food, instead a killed prey) Senses; Infravision 60', Darkvision, Tremorsense 30' other senses human).

Main Prey; Insects, Main Predator; Slimes, oozes, Spider, Insects.



Stegocentipede (*Anthropleurides terribilis*)

Centipede	Stegocentipede
Type	Lowlife Insect
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1
Size	L; 18' long
ST	19
IN/WI	1
DX	7
CO	12
CH	8
Languages	0
Spellcaster Limits;	0
AC	6
AV	6
HD	9*
HP	9d8
MV	150'(50')
THACO	11
Attacks	1 Bite
Damage	2d4
Attacks	1 Sting
Damage	3d4
Special Attacks;	Poison
Special Defenses;	0
Immune to;	Cold 100%
	Acid 25%(sv for 50%)
	Electricity 50% (sv for 100%)
	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F5
ML	8
XP	1600
TT	special;
Body Weight	5775 cn

It is probable that stegocentipedes developed on some far removed parallel world or were the creation of some insane genetic manipulator. It could also be a natural mutation of some now extinct ancestors, or a non-natural mutation (probably the Great Rain of Fire 3000BC). In either case, it is fortunate that these monsters are infrequently encountered. Although stegocentipedes are adaptable to both temperate and tropical conditions, they find nearly any habitat suitable. They tend to—luckily—create offspring only once every 5 years at 5% success.

The Creature is clearly an endangered species, which will become extinct in a few hundred years.

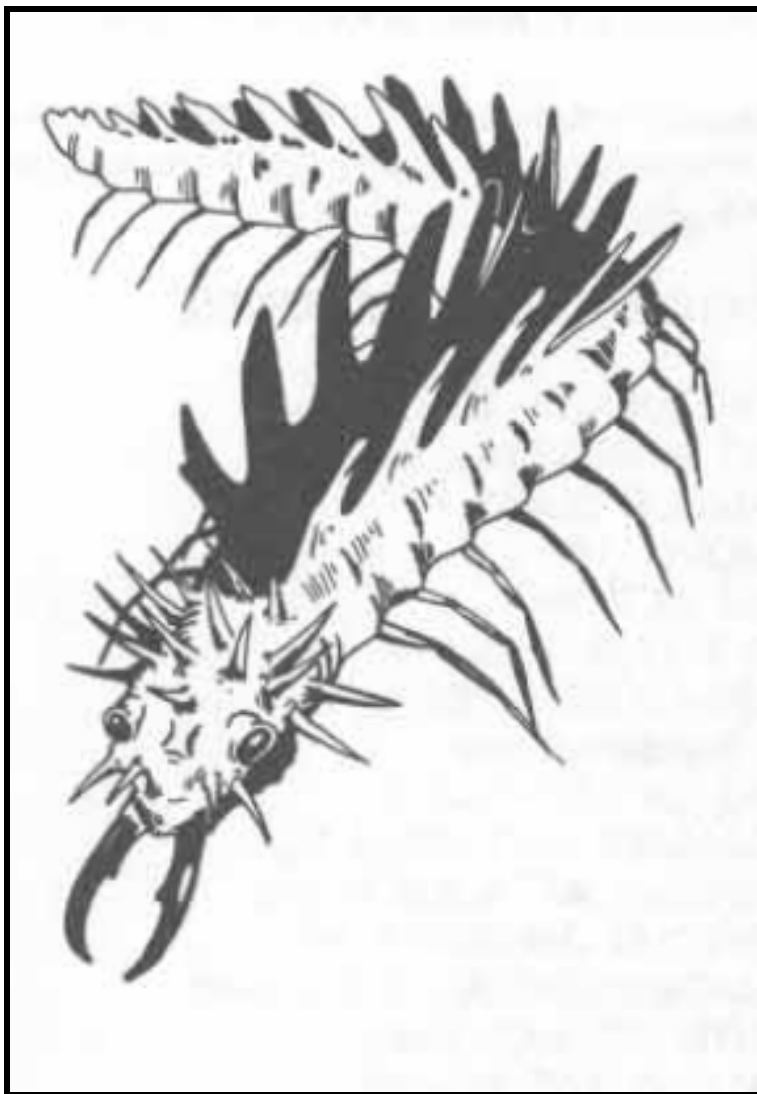
The chitinous plates running along the stegocentipede's spine give it armor value of 6. Its greater weight and legless tail portion make it move somewhat slower than others of its Kind. The monster hunts continually, rushing prey and seizing it in its huge mandibles. Poison is injected with each bite, and saving throws are applicable. The rear portion of the Stegocentipede ends in a thinner tail.

Senses; Infravision 60', Darkvision, Tremorsense 30' other senses human).

Main Prey; rodents, Main Predator; Spider, Insects.

Mashers (*Chilognathus giganticus*)

See under Lowlife; Worms

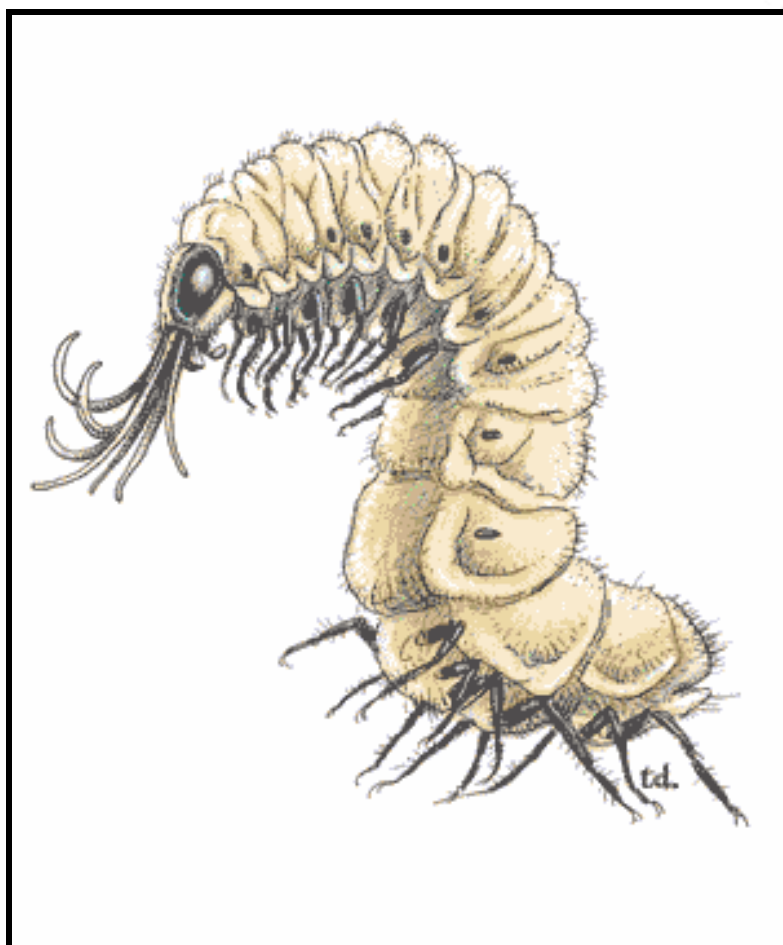


Natural Poisons			
Type	cost	damage	source
	investive	r / max	
F	75,000 sp	5/50	Stegocentipede

All these poisons have an onset of 1d4 Rounds
 Not damaging poisons will always do their effect, even if saved.
 any successful save results in minimal damage for 3 rounds
 adjusted by reversed constitution adjustments.
 a 17 con. Fighter saving against a poison H would
 get 5-2(con 17=+2)=3 rounds long 7 damage.

Carrion Crawler (*Segmentuus scavensus*)

Carrion Crawler	Normal	
	Grub	Adult
Type	Lowlife; Insect	
Climate/Terrain	Subterranean/Forest	
Frequency	Common	
Organization	Solitary	
Activity Cycle	Any	
Diet	Carnivore; Scavenger	
AL	N	
NA	1d6	
Size	S;1'-6'	L;8-10'long
ST	10	
IN/WI	1	
DX,CH	9	
CO	10	
Languages	0	
Spellcaster Limits	0	
AC	9	7 (head 3)
AV	0	1 (Head 4)
HD	1/2	3+1*
HP	1d4(1/1.5')	3d8+1
MV	120'(40')	
BR	3'/1	
THACO	20	17
Attacks	8 Tentacles	
Damage	0	
Attacks	1 Bite	
Damage	1	1d2
Special Attacks;	Paralysis	
Special Defenses;	Illusions	
Immunities	Hold, Charm	
Special Weaknesses	Fire (sv-2)	
MR	0	
Save as;	NM	F3
ML	12	
XP	5	75
TT	na	B
Body Weight	300cn/hp	3600cn



Description

The crawler looks like a cross between a giant green cutworm and a cephalopod. It is a 9'-long, 3'-high many legged worm-like centipede. It can move equally well on a floor, wall, or ceiling. Its small mouth is surrounded by eight tentacles, each 2' long, which can paralyze on a successful hit unless a saving throw vs. paralysis is made. A tentacle hit does no actual damage.

The monster's head, which is covered with a tough hide plate that gives it AC 3, AV4, sprouts eight slender, writhing tentacles. The rest of its body is soft and fleshy like a caterpillar's, not well protected and has an AC 7, and AV of 1.

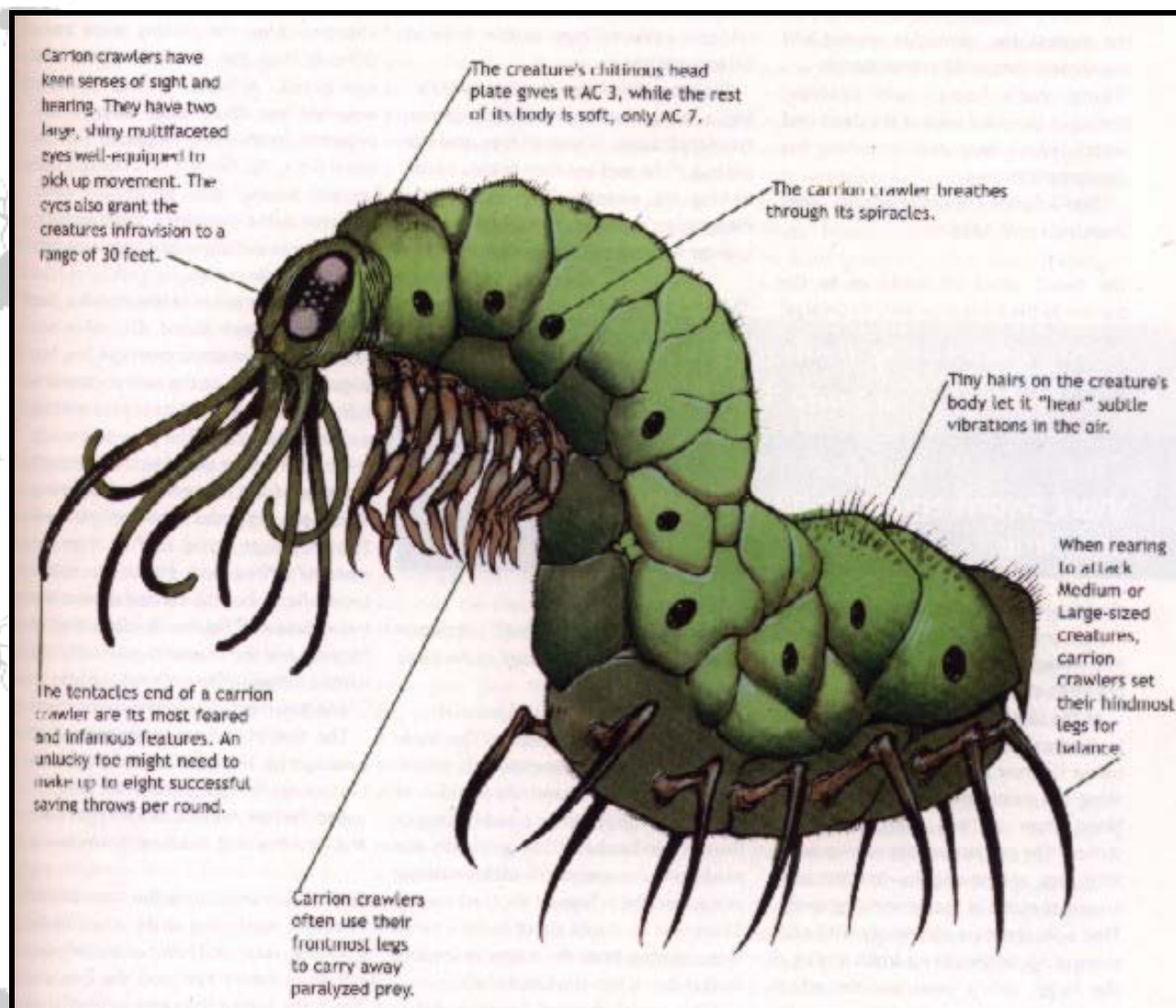
As a result of their diet, Carrion Crawlers (and grubs) exude a constant rank, fetid odor stench of decay; this odor often gives others warning of the creature's approach. The DM should allow a +2 modifier to the Surprise rolls when encountering a Carrion Crawler. Regularly spaced holes on its side are called spiracles, and they are the means by which the Carrion Crawler breathes. There are eighteen in all, nine on a side. The creature has thick yellow blood.

Taxonomy

Carrion Crawlers defy standard taxonomic classification. They are not insects, despite their many similarities to insects while in the larval stage. The closest approximation in the taxonomic system used by human cultures would be the phylum anthropoda, class Myriapoda, Order Symphyla putting the Carrion Crawler in the same general category as centipedes and millipedes.

There are differences, of course, primarily the Carrion Crawler's lack of antennae (present in all earthly myriapods) and the presence of eight paralytic tentacles, also, most myriapods have their multiple legs spaced more or less evenly along their body lengths, while the Carrion Crawler's legs are bunched up in two sets of twelve at the front and rear thirds of the creature's body.

The reason that the Carrion Crawler differs so much from terrestrial creatures is that it is not native to the planet. It is instead believed to be native to the home world of the Illithids, or mind flayers, wherever that might be (DM; the not so long ago exploded 5th planet of the system of Mystara). Carrion Crawlers not only share the same habitat as the Illithids but also bear a ring of tentacles around the mouth much like the mind flayers (Mind flayers only have four of these tentacles which lack a paralytic enzyme.). Most worlds inhabited by Illithids also house Carrion Crawlers; it is believed the mind flayers actively raise them as they do amorphs, Funghi, and other dangerous creatures. But the creature found a niche in Mystara's nature and filled it, spreading to most dungeons worldwide.



Combat:

As the name implies, a Carrion Crawler prefers a diet of dead, decaying flesh, but if carrion is unavailable the creature has no qualms against attacking living beings.

Like many arthropods, Carrion Crawlers can walk along walls and ceilings at their full movement rate, using its many clawed feet for traction. They also can walk backwards at full speed, a useful ability when they crawled into a narrow dead-end tunnel. It will react to sound of intended prey by racing toward the sound, its multiple legs rippling in a wavelike unison with an almost hypnotic rhythm.

A Carrion Crawler's primary attack are lashes with its eight 2' long tentacles, each of which is covered in a sticky secretion that causes paralysis, for 2d6 turns in those touched by even one of its appendages. A save versus paralysis is allowed to escape these effects, or it can be magically cured. A paralyzed creature is actually caught by instant muscle stiffness. And may easily fall down, hurting itself (breaking a nose, arm or similar) as if falling 10' or less. This muscular stiffness does not include organ muscles, or sensory organs. The victim will be mentally aware of all things around him or her, even up to the effect of being eaten alive. The monster will always attack with all of its tentacles. As might be expected, Carrion Crawlers are immune to the effects of their own tentacles and those of others of their own race.

They eat paralyzed creatures with their bite which inflicts 1d2 points of damage each round. Carrion Crawlers are non-intelligent, and will continue to attack as long as any of their opponents are unparalyzed. Groups of crawlers attacking together will not fight in unison, but will each concentrate on paralyzing as many victims as they can. When seeking out prey, they rely primarily on their keen senses of sight and smell.

A carrion always goes after a single opponent at a time, never splitting its attacks between two or more foes. This means that the poor victim might have to roll eight successive saving throws vs. paralysis each round to prevent being paralyzed up to 12 turns (2 Hours).

A Carrion Crawler often rears up on its hind most twelve legs when attacking medium or larger creatures. This puts its body at about the same height as a human, making successful attacks for it more likely. Once the prey has been slain, it often carries the corpse slung under its upper body; holding it tightly with its twelve front legs, while walking back to its lair on its hind legs. Otherwise, the Carrion Crawler walks on all twenty-four legs; keeping its flexible body relatively flat (it stands about 4 feet high when doing so.).

Senses

Carrion Crawlers habitually wave their glistening tentacles slowly back and forth as if responding to a secret breeze, even when not attacking, for the tentacles are important sensory appendages, housing the creature's senses of touch, taste and smell. In this aspect, they serve the same role as an insect's antennae.

Carrion Crawlers also have keen senses of sight and hearing. They have two, large shiny multifaceted eyes well-equipped to pick up movement. The eyes also grant the creature's infravision to a range of 30 feet. Tiny hairs on their legs and body sense sound vibrations, providing the creature an acute sense of hearing. The Carrion Crawler relies predominantly upon its senses of sight and smell.

Clever travelers have been known to fool an approaching Carrion Crawler with a sight and smell illusion, thus gaining time to make good their escape. For an illusion to be effective against such a creature it should have both visual and olfactory components.

They do not follow a prey beyond their sensory range, unless the prey bears a heavy scent (like carnage or **adventurers-hey!! Since when do adventurers regularly bathe—Hey man, they literally STINK!!**). Tremorsense 30', Scent High, other senses low. Carrion Crawlers make no vocalizations; usually the only sound they make is the scratching of their claws on stone. They are, however, making squeaking noises in their mating and battles between other carrion crawlers. Sometimes they may let out a squeak when wounded.

It is immune to Mind-influencing effects like Charm, Hold.

Habitat/Society:

The Carrion Crawler is a scavenger of subterranean areas, feeding primarily upon carrion, eating the remains of slain animals. But they are also willing to go after fresh meat. They will attack small parties of travelers, paralyzing their prey, and will eat paralyzed victims in three turns except when being attacked. Being basically mindless, a Carrion Crawler attacks its enemies one at a time until they all have been paralyzed or fled the scene. Once no longer confronted with mobile enemies, the Carrion Crawler chooses a victim and begins eating, inflicting 1d2 point of damage per round with its sharp mandibles. A Carrion Crawler does not bite in combat. It paralyzes its prey first so that it can devour its helpless victim without interruption.

Carrion Crawlers will sometimes live with a mate or in a small group numbering no more than 6. This does not mean that they cooperate in hunting, but merely share the same space and compete fiercely for the same food. If 2 crawlers have made a kill or discovered carrion, they will often fight over the food, sometimes killing one another in the process.

Even if its prey is proving to be more difficult than the Carrion Crawler had anticipated, and it is severely wounded and even if there are already potential meals lying helplessly paralyzed on the stone floor, the thought of snatching one up and fleeing back to its lair never occurs to the creature. As long as there still is an enemy to overcome, it will overcome it, or die trying. Its morale is unbreakable (12) at all times. The creature thus never checks morale, and fights to the death.

Most Carrion Crawlers know through experience that their sides are their weak spots and continuously moves head-first towards the prey/attackers on their side, imagining the same to them..

Lair

Carrion Crawlers keep permanent underground lairs, venturing out every few days to search for food. When they discover a meal, they usually drag it back to the lair so they can devour it in relative safety. The two main exceptions to this policy are when the meal is too big to drag away (as when stumbling upon the corpse of a purple worm or alike) or when the flesh is so rotten that it falls apart when moved. In the latter case, the Carrion Crawler devours its meal in place; in the former, it usually attempts to bite off a large chunk of flesh and drag that portion back to its lair for consumption.

Since Carrion Crawlers customarily drag their prey back to their lairs, a crawler's den is apt to include all sorts of incidental treasures, as typified by treasure B. Coins, gems and metallic objects are likely to be found intact (if scattered about), but most organic items (including those made of cloth or leather) are often partially eaten or rotten away.

Although normally solitary creatures, several Carrion Crawlers can be found in the same area and even share the same lair, so long as food remains plentiful. No more than six of these monsters have ever been encountered together, and even this is highly unusual.

Even when encountered in numbers, Carrion Crawlers do not cooperate; each attacks its own opponents and moves on until all potential prey has been paralyzed or fled. In the event of a single victim and two or more Carrion Crawlers, the Carrion Crawlers immediately attack each other as soon as the prey has been immobilized, often fighting to the death. Since Carrion Crawlers cannot paralyze each other and their mandibles inflict only 1d2 points of damage, a battle between two Carrion Crawlers can take quite some time. If the intended prey is lucky, the effects of the paralysis may wear off, allowing a chance to make a break for it while the would-be devourers hash out until one wins.

Ecology:

Carrion Crawlers are much-feared denizens of the underground world. They live in lairs, venturing out in search of carrion or food every few days. Some underground inhabitants such as goblins and trolls will make use of Carrion Crawlers by leaving the bodies of dead foes out in designated areas. This keeps the creatures at a good distance from their own homes and encourages them to "patrol" certain areas. Some orcs have been known to chain live prisoners near the lairs of these fearsome monsters.

The Carrion Crawler provides the same useful, if disagreeable, function that jackals, vultures, and crows perform. Like so many other predators Carrion Crawlers instinctively prey on the weak, sick, and foolish. In the long run, this has a beneficial effect on the prey, strengthening its gene pool. The Carrion Crawler also works wonders in over-crowded caverns, quickly eliminating population problems among the weaker monsters. Thus, the life cycle of the crawler is inextricably linked to those of its prey—when the prey flourishes so does the crawler.

These creature travel long distances to find prey, and are thus not bound by their dungeon. They will cross even great expanses of desert or other dry areas as well as lakes, rivers or even oceans (floating on the water—feeding itself with passing-by fish.) Yes a Carrion Crawler does not sink in water but will float (for about 2 days after death when rotting processes destroy the floating capabilities of these creatures.)

Reproduction

During the mating process, males deposit sticky blobs of spermatophore (usually around 20) along the surfaces they travel. Each blob is a small oval about as big as a fist. If and when a female Carrion Crawler comes across such a blob, she picks it up in her tentacles and stores it in a special set of buccal pouches inside her mouth.

The process of storing spermatophores triggers egg production in the female. For the next several days, her body starts generating about a hundred leathery eggs, which are temporarily stored in her bloated abdomen. During this time, she hunts for an appropriate corpse of sufficient size to lay her eggs, providing their offspring with a ready source of food when they hatch.

When one has been found, she ejects the eggs through the genital orifice between the third and fourth pairs of her front legs, grasping each egg with her tentacles and placing them into position upon the carrion. The eggs are then fertilized by the sperm cells she's been storing inside her buccal cavities. The entire egg-laying process takes the better part of a day.

That is the extent of the parental care the female provides for her young, for the eggs are immediately abandoned after being laid and it is not uncommon for eggs or grubs to later be eaten by the female who laid them or any other Carrion Crawler that discovers them.

The female dies a few weeks after leaving her clutch of eggs, exhausted from the effort. Immediately after laying her clutch of eggs and for the remainder of the relative short lifespan left to her, her movement rate drops to 30'/10' and she suffers a -2 attack penalty. Males live longer, having mated with as many females as possible. These monsters exist on the most basic instinctual level, having no more intelligence than earthworms or most insects.

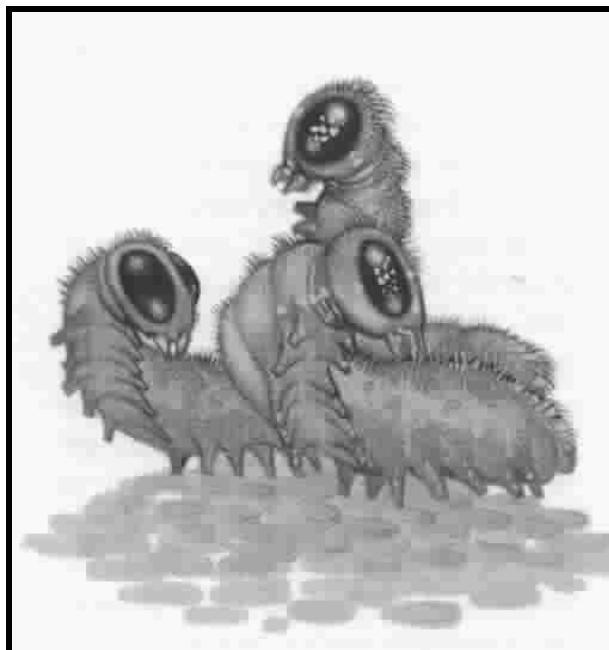
The carrion (any dead animal body) is covered in what appeared to be moist, juicy pustules, each the size of a small wineskin. Once the pustules begin bursting open one week later, however, their true nature becomes apparent, as wriggling larvae crawl forth.

Each larvae looks like a large caterpillar, with a soft, pliant body about a foot long, an inchworm's knobby pseudolegs bunched together at the front and the rear, a large head equipped with oversized black eyes and a complex mouth.

Newborn Carrion Crawler larvae bite for a single point of damage, having ½ HD and strike with a THAC0 of 20. Their soft bodies having an AC of 9.

The grubs still wet with the muck of their eggs, begin burrowing into the corpse of the carrion, devouring its flesh. Wet sounds emerge from the once silent cavern as the grubs chew their way deep into the corrupted flesh.

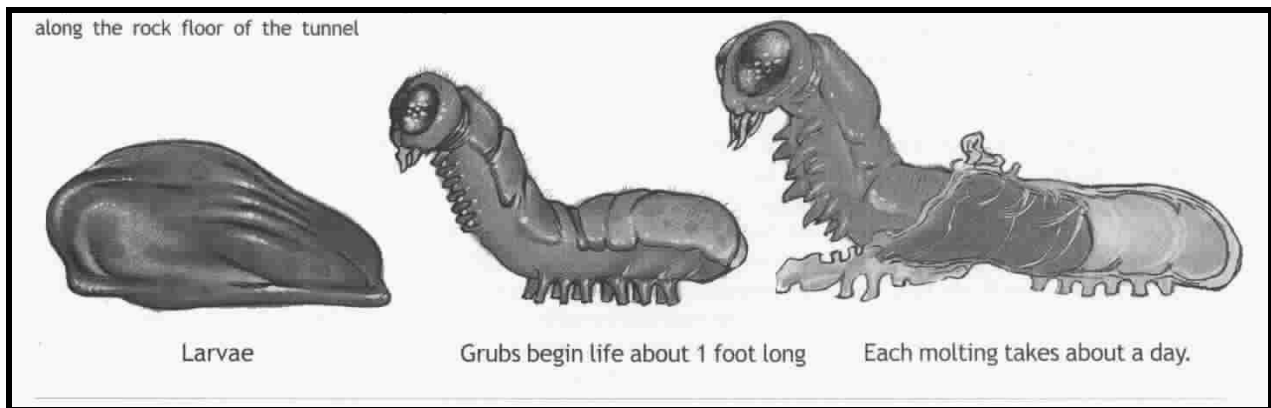
Even a large creature, with scores of the hungry larvae, each focused on the single, all-consuming task of sating their ravenous hunger, will be devoured the beast in less than a week.



The hook horror was a massive creature, but ... they devoured the beast in less than a week.

Then they began devouring each other. When the larvae chew their way out of their eggs (about a week after being laid), the newborn grubs immediately devour the adjacent carrion and often each other, falling into a feeding frenzy to rival those of sharks. Those grubs that avoid being eaten by their siblings are often devoured by an adult, for Carrion Crawlers enjoy the taste of their own young. As a result, few survive to adulthood.

Shedding



Only the toughest and fiercest of the grubs endure the cannibalistic frenzy inside the carrion. Carrion Crawlers molt in the manner of many insects and reptiles, shedding the outer layer of skin as their bodies grow. Grubs begin life about 1 foot long and molt every month or so, adding approximately 6 inches with each molting. Each shedding of skin takes about a day. The grub goes through several molts, wriggling and squirming out of its old skin. Emerging a larger version of its previous self, as it had after each of its previous molts. The process of molting makes the grub ravenously hungry. Wriggling and inching its way down the underground corridors, seeking food—any food, living or dead.

The creature's tenth molt gives its flexible body a length of nearly six feet long when fully extended. When a Carrion Crawler grub reaches a length of about 6 feet, it metamorphosizes into its adult form. This process takes 5 to 7 days, after which it rips out of its old grub and emerges as a small adult. The adult form looks rather like a cross between a giant green gutworm and a cephalopod, for the creature sports the eight flailing tentacles arranged in a horseshoe shape over its sharp mandibles that make the Carrion Crawler so distinctive. Instead of the soft caterpillar-like pseudo legs of the grub form, the adult has twelve sets of insect like legs, six pairs towards the front of the body and six pairs towards the rear.

The adult Carrion Crawler continues to grow, molting each month (and adding another 12 inches-1 foot) with each molt until reaching its full size of 9 feet long. Carrion Crawlers have a lifespan of about 2 years of which about half of which is spent as a full-sized.

Uses

Severed tentacles can be sold to an alchemist, for when properly boiled, the essence thus distilled can be fashioned into a potion protecting the imbiber from all forms of paralysis (including that of ghouls, ghosts, and various other undead creatures) for 1d10+2 Turns. Optionally, an alchemist can craft a potion that paralyzes the drinker for 2d6 turns. This is often the unintended result of a poorly made batch of the potion mentioned above.

The discarded molts are not eaten by other carrion crawlers, as they contain dead skin, and refuse collected (smelling strongly like terpentine), and slowly collapse together. They are a certain way to determine if there are active crawlers in the area. These Molts turn from clear whitish, to yellowish then brown in a week or so. These molts can be used as a base to create paints, due to the terpentine contents.

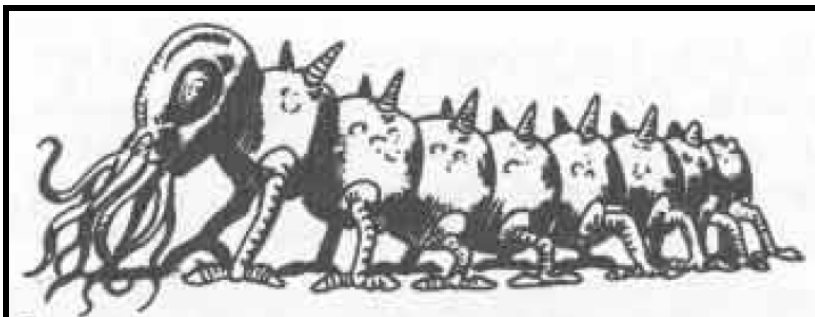
Finally, Carrion Crawler tentacle essence can be used to fashion a gummy ointment that, if spread lavishly over a pair of gloves, allows the wearer to paralyze other living beings for 1d8 turns by touch. The ointment generally wears off after 1d4+1 uses or 1d4+2 Hours, whichever comes first. Of course, those foolish enough to try applying the ointment directly on their own hands usually end up paralyzing themselves.

The Carrion Crawler is driven by two urges: food and reproduction. It has absolutely no interest in the collection of treasure.

Main Predator; Carrion crawlers, Umler Hulk, Dragon, Giant Ants. Main Prey; any animal.

Large Carrion Crawler (*Segmentus scavensis Enormus*)

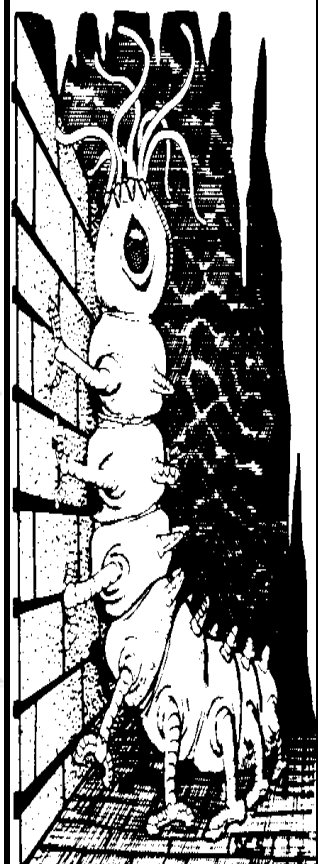
Carrion Crawler	Giant
Type	Lowlife; Insect
Climate/Terrain	Subterranean/Forest
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore; Scavenger
AL	N
NA	1d4
Size	L; 15'-20'long
ST	11
IN/WI	1
DX,CH	9
CO	11
Languages	0
Spellcaster Limits	0
AC	7 (head 3)
AV	1 (Head 4)
HD	6+1*
HP	6d8+1
MV	120 (40')
BR	3/1
THACO	15
Attacks	8 Tentacles
Damage	1
Attacks	1 Bite
Damage	1d3
Special Attacks;	Paralysis
Special Defenses;	None
Im munities	Electricity
Special Weaknesses	Fire (sv-2)
MR	0
Save as;	F1
ML	6
XP	650
TT	B
Body Weight	5200cn



This giant version of the Centipede appears more like a centipede.

This creature is further the same as normal Carrion Crawlers, but have adapted themselves so they are bigger and have a tougher skin and with it a better AV. These creatures are extremely rare, and up to recently unheard of instead inside several of the Escher-Tessarects. Created by the Artist-Mage Escher of the continent Alphatia. This mage made extensive use of Tessarect dungeons—where gravity is laid down on all 6 inside surfaces of a cube—and filled these with adapted versions of Carrion Crawlers created from centipedes, caterpillars and bugs. These creatures however regularly did escape as gravity is not important to them, and could easily exit these dungeons.

All carrion crawler grubs of any sub-species look similar until metamorphosing into its adult form. Use basic Carrion crawler grubs statistics.



Huge and Giant Carrion Crawler (*Segmentuus scavensis Terraxs* & *S's. Maximus*)

Carrion Crawler	Huge
Type	Lowlife, Insect
Climate/Terrain	Subterranean/Forest
Frequency	Rare
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore, Scavenger
AL	N
NA	1d3
Size	G;30' long
ST	12
IN/WI	5
DX,CH	9
CO	12
Languages	0
Spellcaster Limits	0
AC	4 (head 0)
AV	4(Head 8)
HD	9+1*
HP	9d8+1
MV	120(40')
BR	3/1
THACO	12
Attacks	8 Tentacles
Damage	1
Attacks	1 Bite
Damage	1d4
Special Attacks;	Paralysis
Special Defenses;	None
Immunities	Electricity
Special Weaknesses	Fire (sv-2)
MR	0
Save as;	F3
ML	9
XP	1750
TT	B
Body Weight	7500cn



The Huge version of the Centipede appears more like more like a caterpillar.

This creatures is further the same as normal

Carrion Crawlers, but have adapted themselves so they are bigger and have a tougher skin and with it a better AV. These creatures are extremely rare, and up to recently unheard of instead and could have been created by the Artist-Mage Escher of the continent Alphatia. This mage made extensive use of Tessarect dungeons—where gravity is laid down on all 6 inside surfaces of a cube—and filled these with adapted versions of Carrion Crawlers created from centipedes, caterpillars and bugs. These creatures however

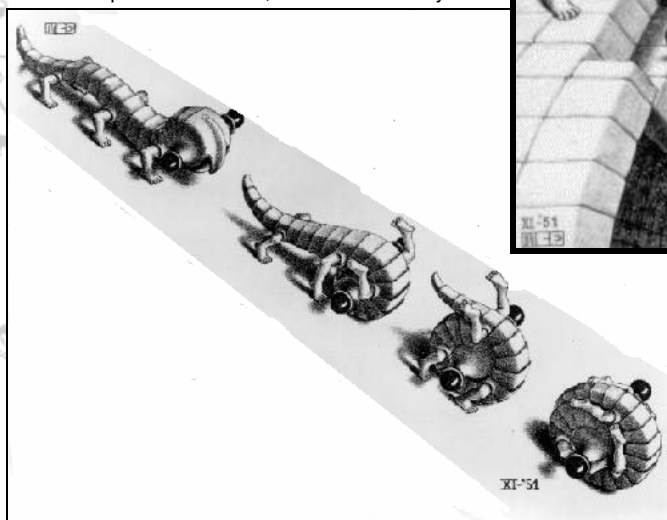
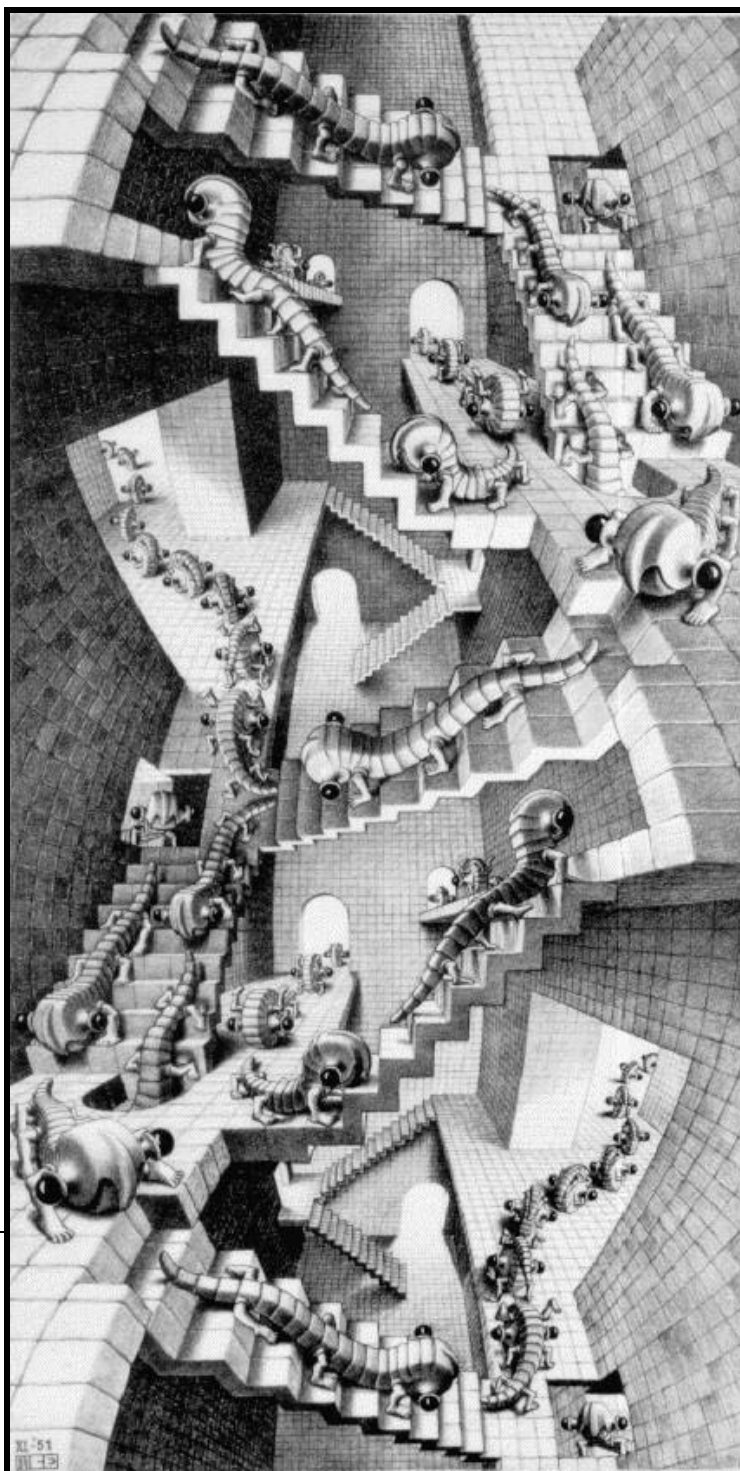
regularly did escape as gravity is not important to them, and could easily exit these dungeons. All carrion crawler grubs of any species look similar until metamorphosing into its adult form. Use basic Carrion crawler grubs statistics.



Armored Carrion Crawlers (*Segmentuus escherii*)

Carrion Crawler	Armored	Armored Huge
Type	Lowlife; Insect	
Climate/Terrain	Subterranean/Forest	
Frequency	Very Rare	
Organization	Solitary	special
Activity Cycle	Any	
Diet	Carnivore; Scavenger	
AL	N	N
NA	1d2	1
Size	L; 8-10' long	L; 15-20' long
ST	11	12
IN/WI	1	1
DX, CH	9	9
CO	11	11
Languages	0	0
Spellcaster Limits	0	0
AC	7 (head 3)	4 (head 0)
AV	1 (Head 4)	4 (Head 8)
HD	3+1*	9+1*
HP	3d8+1	9d8+1
MV	120 (40')	120 (40')
BR	3/1	3/1
THACO	15	12
Attacks	1 Bite	1 Bite
Damage	1d6	2d6
Special Attacks;	Paralysis	Paralysis
Special Defenses;	None	None
Immunities	Electricity	Electricity
Special Weaknesses	Fire (sv-2)	Fire (sv-2)
MR	0	0
Save as;	F5	F12
ML	7	8
XP	75	1750
IT	B	B
Body Weight	4000cn	8000cn

These creatures are somewhat different to the normal carrion crawlers, in it that they have no paralyzing tentacles, but a sharp beak with paralyzing effect instead. They have been adapted so they have a tougher skin and with it a better AV. These creatures are extremely rare, and up to recently unheard of instead inside several of the Escher-Tessarects. Created by the Artist-Mage Escher of the continent Alphatia. This mage made extensive use of Tessarect dungeons—where gravity is laid down on all 6 inside surfaces of a cube—and filled these with adapted versions of Carrion Crawlers created from centipedes, caterpillars and bugs. These creatures however regularly did escape as gravity is not important to them, and could easily exit



these dungeons. These creatures have evolved in such a way they can walk and transport themselves at double speed (not against walls or ceilings) by rolling. They also hide their tentacles under their beak. All carrion crawler grubs of any species look similar until metamorphosing into its adult form. Use basic Carrion crawler grubs statistics.

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Rot Grub (*Tenebrio putures*)

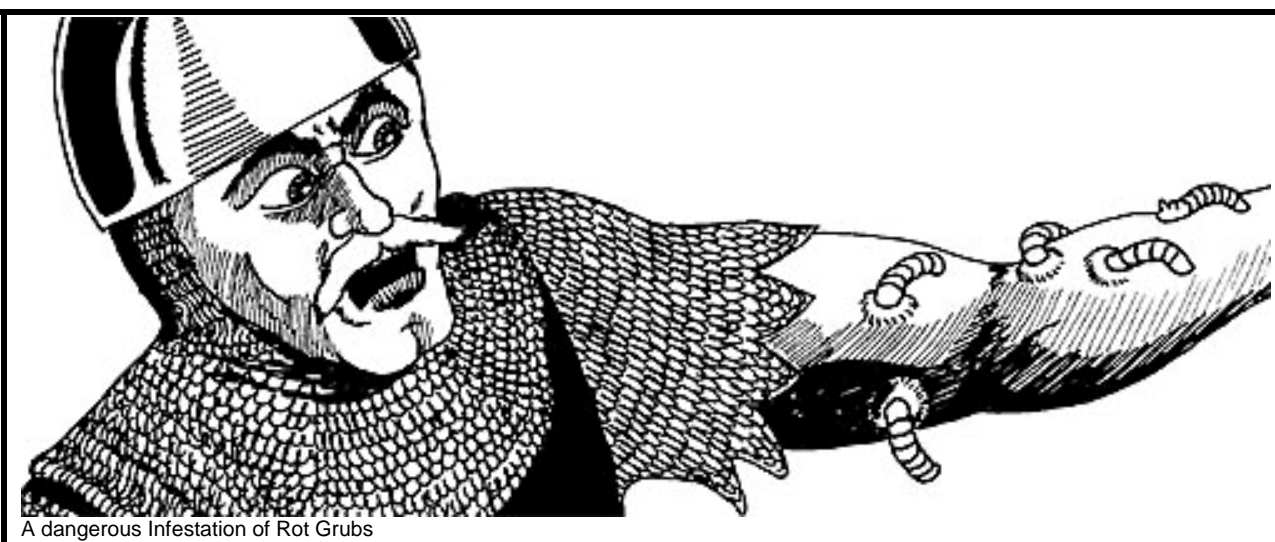
Carrion Crawler	RotGrub
Type	Lowlife; Insect
Climate/Terrain	Any Land (Refuse)
Frequency	Uncommon
Organization	Swarm
Activity Cycle	Any Land (Refuse)
Diet	Carnivore; Scavenger
AL	N
NA	5d4
Size	T; 1/2"-2"
ST	1
IN/WI	1
DX,CH	3
CO	9
Languages	0
Spellcaster Limits	0
AC	9
AV	0
HD	1/8*
HP	1
MV	9/3
BR	3/1
THACO	nil
Attacks	0
Damage	0
Special Attacks;	Skin Breach tunneling
Special Defenses;	nil
Im munities	0
Special Weaknesses	Fire
MR	0
Save as;	NM
ML	3
XP	6
TT	0
Body Weight	1cn

These maggot-like creatures live in refuse. They are related to carrion Crawlers, but are a much more primitive and smaller form of creature. They are disgusting little creatures that resemble maggots. They would be considered inconsequential if not for their horrifying attack form. Rot grubs' color ranges from maggot white to dung brown, often affected by the amount of blood in their prey. They are differentiated from normal maggots (larval stages of flies and similar) by the two tiny antennae nubs on their heads. Their size ranges from ½ inch to two inches long with some unusual specimen getting as long as three inches. Most of the time (75%), rot grubs are mistaken for regular worms or maggots.



Combat

These small creatures will viciously burrow into any living (or dead) flesh that touches them, for they greatly enjoy such a fare to dine upon. The attack is automatically successful—NO attack roll is necessary provided they are touched by bare skin. If there is any question of whether or not bare skin has been exposed to a rot grub, multiply the would-be victim's Armor Class-Armor value by 10 (not counting Shields). This is the chance, rolled on percentile dice (1d100%) that the rot grub touches bare skin. The victim must immediately apply flame or acid to the wound (1d6 points of damage per application) or have a single Cure Disease spell cast upon him. The fire treatment kills 2d10 rot grubs per infected application area, while a cure disease kills them all. Unless these measures are taken, the rot grubs burrow to their host's heart (following the deliciously tasting blood vessels) and kills him in 1d3 Turns (or better 1d30 minutes).



A dangerous Infestation of Rot Grubs

The most insidious aspect of the rotgrubs is the anaesthetic secretions that they use on their victims. Often this dulls the burrowed area, making the victim completely unaware that he has been invaded. Victims must make Wisdom checks in order to realize that something is gravely wrong. This roll can be made every round, but time is of the essence!! Within, the Rot grubs are deep enough that they cannot be affected by the flames or acid. The anaesthetic is used by Healers to lessen pain by operations, while assassins use it to apply another malign effect.

Habitat/Society

Rot grub eggs are small, green-white rubbery spheres a little less than the size of your smallest fingernail. A rot grub will preferably burrow to the warm heart of a man or any larger, living, and blooded creature in a very short time. Rot grubs do this in order to enter pupal stage. Rot grubs need flesh soaked in blood and rich in oxygen, such as that of the heart, to feed, for only in such an environment can the creature be protected can the eggs be fertilized.

They burrow there by instinct and lay a cluster of from six to a dozen eggs even if no other rot grub is present to fertilize the clutch. Experiments have shown that all grubs can lay eggs, and all can fertilize the eggs of others, although apparently not their own. Rot Grubs are true hermaphrodites, and have male and female reproductive organs. However they cannot fertilize their own eggs.

One Adult Rot grub lays a clutch of these, and if another rot grub comes into contact with the host creature, it will also burrow to the heart, locate the eggs by the scent and burrowing tube left by its predecessor, and exude a red, viscous fluid from its mouth as it rolls the eggs about and examines them. This fluid penetrates the outer skin of the eggs. If the second rot grub arrives within twenty minutes of the laying of the eggs, successful fertilization occurs. Otherwise, the eggs die.

The Rot grub larvae burrow inside any corpse by instinct to survive and grow to an adult grub, which will burst out the corpse, devour it.

Fertilized eggs and Rot grub larvae can survive for very long periods (up to 200 years) in carrion, even entombed corpses, or anywhere that affords protection from crushing, air, water, and extremes of temperature. They cease to move and function, and thus cease to require food, air, or like sustenance.

Rot Grubs and their larvae are occasionally found in heaps of offal or dung. They are seldom found in ceilings, floors or walls (feasting on vegetable matter) but this is possible. Rot grubs rarely cease to move and are a mottled brown, tawny, and white grub. The rot grub feeds on living flesh. With rasping, razor-sharp teeth they also burrow through offal, dung, dead flesh, and even such organic matter as loam or large plants. When burrowing, either for safety or to kill prey, a grub can cut away large gobbets of material and pass them rapidly, by muscular contortion, straight through its body, expelling them with some force. It works with great speed, and it is this faculty that makes the rot grub so dangerous to man.

Rot grubs will eat into carrion, or into anything organic their mouths can reach, including undead flesh as well as living.

Sometimes, undead such as ghouls, ghouls, wights, zombies carry rot grubs, though the little beasts have apparently no effect on these undead hosts (other than eating enough matter away to start their metamorphosis, but rarely enough to affect that undead).

"And so it was with Amurathor, who like many of us believed that rot grubs shunned the taint of undead flesh. Yet it took but four of these little creatures to turn his enchanted and rotting body, reanimated by his sorcery into existence as a lich, into the skeleton which stands by the entryway to this hall—stripped of all matter but the very bone itself in a matter of an hour."

In jungle or swamp areas, rot grubs can be found in heaps of rotting plants (yes they also eat vegetable matter, but prefer flesh) anyone who is so foolish as to walk barefoot in such areas gets what he or she deserves!

As mentioned earlier, rot grubs are fond of living flesh, though they have been known to eat dead flesh, plants and other things best left not mentioned. Still, if they have the choice, they will always prefer living tissue (this increases their chance to survive their metamorphosis).



These creatures lack both treasure and intellect to collect treasure. Still, on a rare (1%) chance, rot grubs are encountered while still inside a recently killed victim. In such rare cases, the chance of treasure is handled under treasure types P, Q, R, S, T, U, or V. (DM; Choose one randomly!).

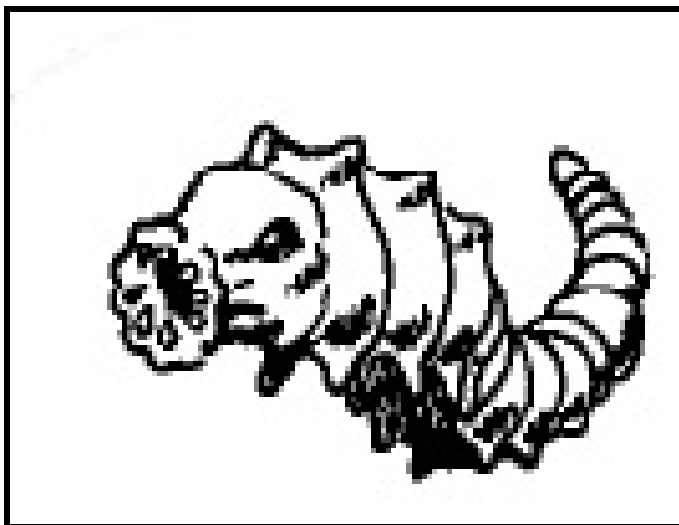
Ecology

Uses

Rot grubs are often sought for assassins. Placing one or two of these creatures on a sleeping victim ensures a quick, quiet death. Furthermore, unless a physician knows what to look for, the cause of death cannot be determined, or will be noted just as a rot grub infestation. What is worse, however, is that certain mostly subterranean races, such as Illithid, Troll, and troglodytes savor rot grubs as delicacies, eating them as one would eat meal worms. Alchemists have tried to devise a means of extracting the juices from rot grubs in hopes of coming up with a workable anaesthetic. Thus far all attempts have been unsuccessful. There are rumors that rot grubs are used as spell components in certain harm causing spells, usually the reverse versions of healing and restorative spells, or in Detect Life.

Rot grubs are too indiscriminate in the carnage to have allies, but other creatures sometimes make use of them. Kobolds brave and stupid enough to hunt these creatures sometimes keep them in small, ceramic containers that they hurl at intruders. Bugbears keep pits filled with rotgrubs to dispose of corpses and make their traps more deadly. Other humanoids sometimes lure swarms of rot grubs into hotly contested dungeons, relying on the victim's screams to serve as a crude alarm system.

Rot grubs can squeeze through any opening that is greater than half its diameter (0.25 inch)



Hibernation

The rot grub before puppet stage can wait without food for a very long time for a live host (at least two centuries). In such a suspended state does the rot grub lie until vibration (Most senses humanlike, but high Scent and Tremorsense 120'), the actual movement of their 'home' meat, or contact with warm, living flesh awakens it. It is thus possible to leave one with your most treasured magical devices and wealth in your vaults. A mundane defense, perhaps, but practical. No thief can resist opening a box. Lurking within the rotting flesh of a slain adventurer, a rot grub poses a deadly threat to those who venture into ancient crypts and abandoned dungeons. Some claim that they are Thanatos' spawn and that these ever-hungry worms seek only to cause pain and death in the Death god's name. Orcs abandon dungeons that rot grubs infest, while gnolls capture rot grubs and use them to torment captives in bizarre rites to their god Yeenoghu.

Rot grub swarms

When a large number of rot grubs eggs are fertilized it is very possible that the rot grubs together will form something akin to a swarm of moving, crawling, mass of maggots. All individually hunting for the scent and vibrations to feast upon. A single rot grub swarm can consist of ten thousand individual maggots. This swarm is capable of bringing down several victims, and then several enter the decaying body to enter lay their eggs. Unless the body is burned 3d4 newly rot grubs will burst from it in a month or so.

Giant ants, centipedes, Carrion Crawlers, Spiders and many other predators include rot grub in their diet. Rot Grubs have been known to consume one another in feeding frenzies, and are a favorite food of adult Carrion Crawlers. Few of the grubs reach maturity, but those who do have eaten voraciously and will achieve their full size (2 to 3 inches) in a single year. Then they will search for a warm-blooded victim, enter it, and start their puppet stage and metamorphose into an adult Rot grub. When they reach maturity, the mating cycle begins again.

Senses, Tremorsense 60', Scent and Touch High, Detect life 30', other senses Human.

Main predator; Spiders, Rot grubs, Carrion Crawlers, lizards, Main prey; any creature of natural AV 6 or lower.

Uncommon and unconfirmed knowledge:

A menace in underground regions for untold years, rot grubs are held in check by the same hunger that makes them a threat. The inhabitants of dungeons vigilantly guard against rot grub infestations, squashing them before they become a great threat. When an infestation rages out of control, the survivors flee elsewhere, while the grubs gorge themselves on those left behind. When food runs short, the grubs die out, and only a few hardy specimens survive to find a new hunting ground.

Rumors persist of vast Underground regions caverns filled with undulating seas of rot grubs. Supposedly, the grubs in these living seas feed on the decaying flesh of a forgotten god, worm or giant being. Some sages say that these creatures were created in an attempt to get rid of undead. And indeed where rotgrubs are, physical undead soon disappear.

Insects (*Insectum Species*)

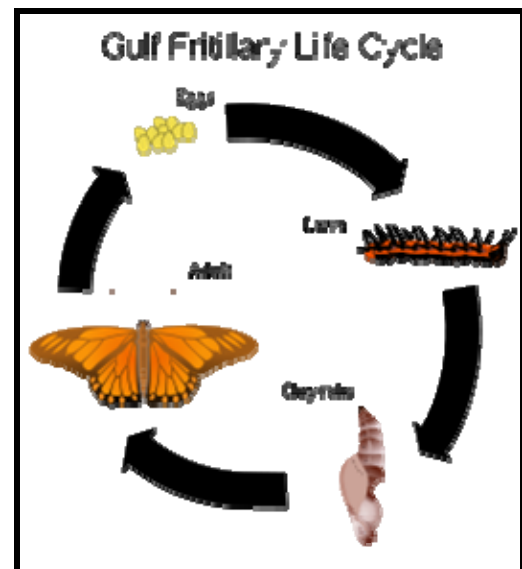
Insects (from Latin *Insectum*, "cut into sections") are a class within the arthropods that have a chitinous exoskeleton, a three-part body (head, thorax, and abdomen), three pairs of jointed legs, compound eyes, and two antennae. They are among the most diverse group of animals on the planet and include more than a million described species and represent more than half of all known living organisms. The numbers of extant species is estimated at between six and ten million, and potentially represent over 90% of the differing metazoan life forms on Earth. Insects may be found in nearly all environments, although only a small number of species occur in the oceans, a habitat dominated by another arthropod group, the crustaceans.

The life cycles of insects vary but most hatch from eggs. Insect growth is constrained by the inelastic exoskeleton and development involves a series of molts. The immature stages can differ from the adults in structure, habit and habitat and can include a passive pupal stage in those groups that undergo complete metamorphosis. Insects that undergo incomplete metamorphosis lack a pupal stage and adults develop through a series of nymphal stages. The higher level relationship of the hexapoda is unclear. Fossilized insects of enormous size have been found from the Paleozoic Era, including giant dragonflies with wingspans of 22–28 inch. The most diverse insect groups appear to have coevolved with flowering plants.



Insects typically move about by walking, flying or occasionally swimming. Because it allows for rapid yet stable movement, many insects adopt a tripedal gait in which they walk with their legs touching the ground in alternating triangles. Insects are the only invertebrates to have evolved flight. Many insects spend at least part of their life underwater, with larval adaptations that include gills and some adult insects are aquatic and have adaptations for swimming. Some species, like water striders, are capable of walking on the surface of water.

Insects are mostly solitary, but some insects, such as certain bees, ants, and termites are social and live in large, well-organized colonies. Some insects, like earwigs, show maternal care, guarding their eggs and young. Insects can communicate with each other in a variety of ways (chemical, Light, Sound or even tactile). Male moths can sense the pheromones of female moths over distances of many kilometers. Other species communicate with sounds: crickets stridulate, or rub their wings together, to attract a mate and repel other males. Lampyridae in the beetle order Coleoptera communicate with light.



Senses

Many insects possess very sensitive and/or specialized organs of perception. Some insects such as bees can perceive ultraviolet wavelengths (**dark vision**), or see by infravision, while the antennae of male moths can detect the pheromones of female moths over distances of many kilometers. There is a pronounced tendency for there to be a trade-off between visual acuity and chemical or tactile acuity, such that most insects with well-developed eyes have reduced or simple antennae, and vice-versa. There are a variety of different mechanisms by which insects perceive sound, while the patterns are not universal, insects can generally hear sound if they can produce it. Different insect species can have varying hearing, though most insects can hear only a narrow range of frequencies related to the frequency of the sounds they can produce. Certain predatory and parasitic insects can detect the characteristic sounds made by their prey or hosts, respectively. For instance, some nocturnal moths can perceive the ultrasonic emissions of bats, which help them avoid predation. Insects that feed on blood have special sensory structures that can detect infrared emissions, and use them to home in on their hosts.

Aside from the normal sort of generalized five senses humans have, insects can have specialized sensory organs to detect light, shape, color, movement, ultraviolet radiation, heat, polarized light, touch, sound, internal pressure, water pressure, air pressure, and humidity. In a magical universe, it would not be illogical for some insects to have developed sensors for magic detection. Not all insects have all of these varied detectors, of course, but the array at the normal insect's disposal is sufficient to render most normal concealment methods useless. Some insects, such as army ants, are nearly or totally blind, and thus use their sense of smell to detect prey. This nullifies magical concealment spells such as blur and the various invisibility spells, to say nothing of ordinary camouflage. Sensors that detect sound or movement (ground pressure) can be equally effective. 'Blinding' the insect can be a difficult job. The sensors can be found anywhere on an insect, particularly on the antennae, foot pads, and mouth feelers, and insects go in heavily for redundancy. The male bee's main purpose in life is to mate with the queen; each of his two antennae contains 30,000 sense organs specializing in merely detecting the odor of the queen bee. To damage an insect's sense capability enough for you to make a getaway, you need to inflict enough damage to kill the insect, in which case escape is unnecessary. Never underestimate the powers of an insect's sense organs. The infamous killer bees of South America have been known to chase fleeing humans into darkened buildings.

In the D&D game, similar talents would make a mockery of the cover provided by a darkness, or Silence 15' radius spell. Social insects (ants, bees, wasps, and termites) coordinate their attacks by the spreading of chemical scents, or pheromones, that can be detected and understood by all insects in the battle area. This last insect talent does have a possible counter. If you can hit an attacking force of social insects with a strong enough wind, as with a gust of wind spell, you may be able to blow away sufficient pheromones to totally disorganize the attackers. On the other hand, the DM may well rule that the wind merely spreads the scent farther, summoning even more insects to the attack.

Next to a pure diviner, the illusionist will be the specialist wizard most helpless in the face of an insect attack. With the multiplicity of sensory organs an insect has, each organ constantly testing the environment, an illusion of an object familiar to the insect has virtually no chance of succeeding. Hallucinatory forest and hallucinatory terrain are thus useless as cover, as are illusory walls, pits, etc. Needless to say, illusions of spells like fireball will not even be recognized, much less believed, and the same goes for most illusory monsters that won't 'check out' under a sensory test. Illusions that do real damage require more levels of the caster than most illusionists who face giant insects will have. If the bugs want you, they'll always be able to find you.

Numbers

Some insects display a rudimentary sense of numbers, such as the solitary wasps that prey upon a single species. The mother wasp lays her eggs in individual cells and provides each egg with a number of live caterpillars on which the young feed when hatched. Some species of wasp always provide five, others twelve, and others as high as twenty-four caterpillars per cell. The number of caterpillars is different among species, but always the same for each sex of larva. The male solitary wasp is smaller than the female, so the mother of one species supplies him with only five caterpillars; the larger female receives ten caterpillars in her cell.

Bioluminescence

A few insects are bioluminescent. The most familiar group are the fireflies, beetles of the family Lampyridae. Some species are able to control this light generation to produce flashes. The function varies with some species using them to attract mates, while others use them to lure prey. Cave dwelling larvae of *Arachnocampa* (Mycetophilidae, Fungus gnats) glow to lure small flying insects into sticky strands of silk. Some fireflies of the genus *Photuris* mimic the flashing of female *Photinus* species to attract males of that species, which are then captured and devoured. The colors of emitted light vary from dull blue (Mycetophilidae) to the familiar greens and the rare reds (Phengodidae).

Light and Dark

Most insects, except some species of cave dwelling crickets, are able to perceive light and dark. Many species have acute vision capable of detecting minute movements. The eyes include simple eyes or ocelli as well as compound eyes of varying sizes. Many species are able to detect light in the infrared (infravision), ultraviolet (Darkvision) and the visible light wavelengths. Color vision has been demonstrated in many species existed from at least the Devonian period between 416 and 359 million years ago.



Sound

Insects were the earliest organisms to produce and sense sounds. Insects make sounds mostly by mechanical action of appendages. Cicades make the loudest sounds.

Underwater

Some species in Hemiptera, such as the corixids (water boatmen), are known to communicate via underwater sounds. Most insects are also able to sense vibrations transmitted through surfaces. For example, an insect is caught in a spider web and struggles to escape. The vibrations it produces are sensed by the spider, who is alerted to its presence. Through these vibrations, the spider can tell where on the web the insect is located, as well as how big it is.

Chemical

In addition to the use of sound for communication, a wide range of insects have evolved chemical means for communication. These chemicals, termed semiochemicals, are often derived from plant metabolites include those meant to attract, repel and provide other kinds of information. Pheromones, a type of semiochemical, are used for attracting mates of the opposite sex, for aggregating on specific individuals of both sexes, for deterring other individuals from approaching, to mark a trail, and to trigger aggression in nearby individuals. The use of scents is especially well known to have developed in social insects.

Underwater

A large number of insects live either parts or the whole of their lives underwater. In many of the more primitive orders of insect, the immature stages are spent in an aquatic environment. Some groups of insects, like certain water beetles, have aquatic adults as well

Social behavior

Social insects, such as termites, ants and many bees and wasps, are the most familiar species of eusocial animal. They live together in large well-organized colonies that may be so tightly integrated and genetically similar that the colonies of some species are sometimes considered superorganisms. It is sometimes argued that the various species of honey bee are the only invertebrates (and indeed one of the few non-human groups) to have evolved a system of abstract symbolic communication where a behavior is used to *represent* and convey specific information about something in the environment. In this communication system, called dance language, the angle at which a bee dances represents a direction relative to the sun, and the length of the dance represents the distance to be flown.

Predators/Prey

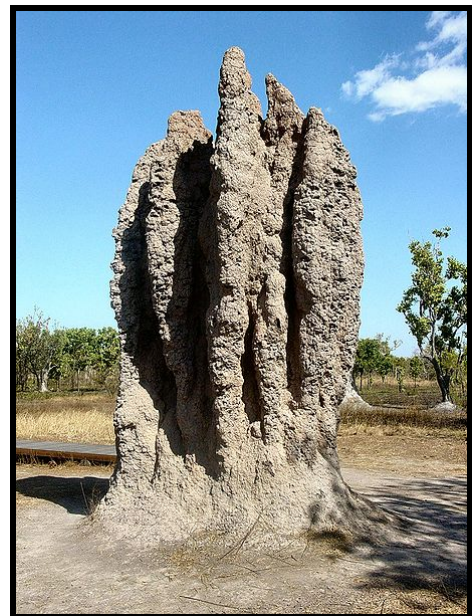
Insects are prey for a variety of organisms, including terrestrial vertebrates. The earliest vertebrates on land existed 400 million years ago and were large amphibious piscivores, through gradual evolutionary change; insectivory was the next diet type to evolve.

Insects were among the earliest terrestrial herbivores and acted as major selection agents on plants. Plants evolved chemical defenses against this herbivory and the insects in turn evolved mechanisms to deal with plant toxins. Many insects make use of these toxins to protect themselves from their predators. Such insects often advertise their toxicity using warning colors. This successful evolutionary pattern has also been utilized by mimics. Over time, this has led to complex groups of coevolved species. Conversely, some interactions between plants and insects, like pollination, are beneficial to both organisms. Coevolution has led to the development of very specific mutualisms in such systems.

Humans

Humans regard certain insects as pests and attempt to control those using insecticides and a host of other techniques. Some insects damage crops by feeding on sap, leaves or fruits, a few bite humans and livestock, alive and dead, to feed on blood and some are capable of transmitting diseases to humans, pets and livestock. Many other insects are considered ecologically beneficial and a few provide direct economic benefit. Silkworms (larva of specific species caterpillars) and bees have been domesticated by humans for the production of silk and honey, respectively.

Insects commonly regarded as pests include those that are parasitic (mosquitoes, lice, bed bugs), transmit diseases (mosquitoes, flies), damage structures (termites), or destroy agricultural goods (locusts, weevils).





Although pest insects attract the most attention, many insects are beneficial to the environment and to humans. Some insects, like wasps, bees, butterflies, and ants, pollinate flowering plants. Pollination is a mutualistic relationship between plants and insects. As insects gather nectar from different plants of the same species, they also spread pollen from plants on which they have previously fed. This greatly increases plants' ability to cross-pollinate, which maintains and possibly even improves their evolutionary fitness. This ultimately affects humans since ensuring healthy crops is critical to agriculture. A serious environmental problem is the decline of populations of pollinator insects, and a number of species of insects are now cultured primarily for pollination management in order to have sufficient pollinators in the field, orchard or greenhouse at bloom time. Insects also produce useful substances such as honey, wax, lacquer and silk. Honey bees have been cultured by humans for thousands of years for honey, although contracting for crop pollination is becoming more significant for beekeepers. The silkworm has greatly affected human history, as silk-driven trade established relationships between China and the rest of the world.

Insectivorous insects, or insects which feed on other insects, are beneficial to humans because they eat insects that could cause damage to agriculture and human structures. Many insects, especially beetles, are scavengers that feed on dead animals and fallen trees and thereby recycle biological materials into forms found useful by other organisms. Insects are responsible for much of the process by which topsoil is created.

Legends

The ancient Nithian religion considered dung beetles sacred, and represented them as beetle-shaped amulets, or scarabs. Dung beetles have been used in countries by them as an agent of biological pest control to reduce the populations of pestilent flies and parasitic worms. This resulting in a 90% reduction in bush flies as well as improved soil fertility and quality.

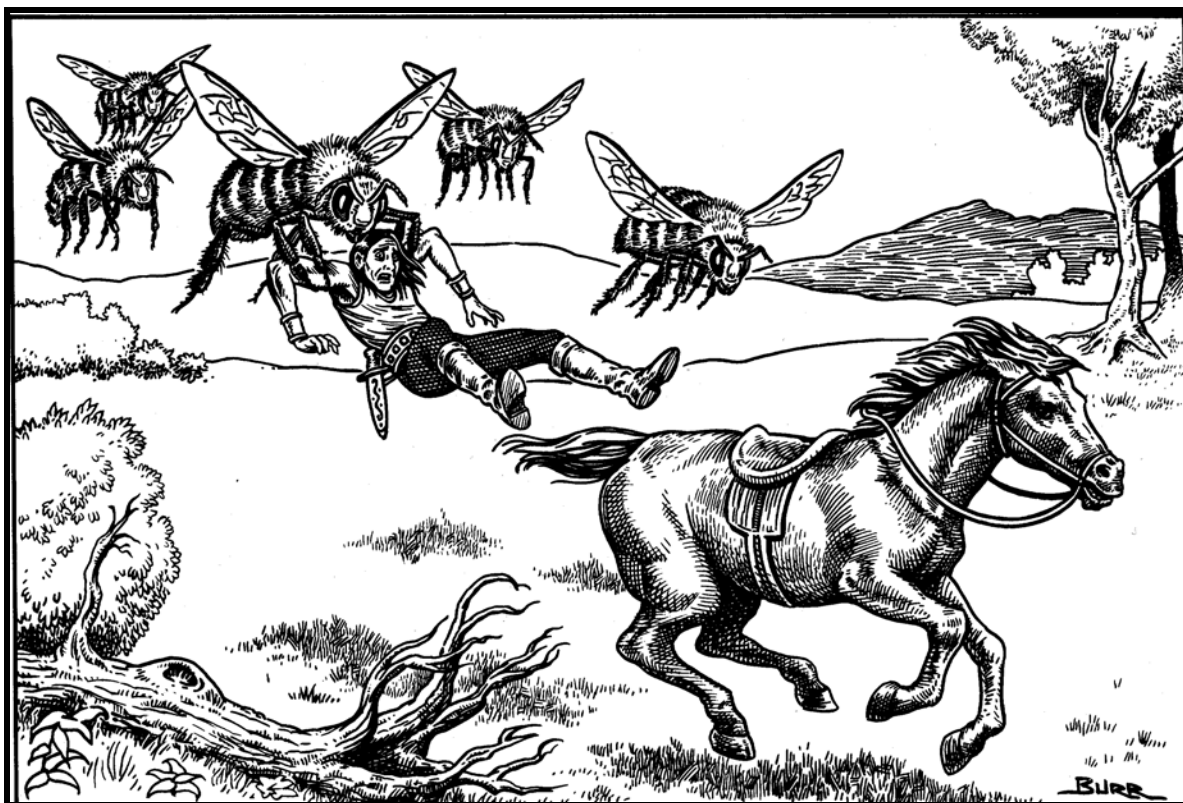
Insects are also used in medicine, for example fly larvae (maggots) were formerly used to treat wounds to prevent or stop gangrene, as they would only consume dead flesh. This treatment is finding modern usage in some hospitals. Adult insects, such as crickets, and insect larvae of various kinds are also commonly used as fishing bait.



Scarab beetles held religious and cultural symbolism in Nithia, Traldar, Thyatis, Traladara and some shamanistic cultures. The Ochalean regard cicadas as symbols of rebirth or immortality. In Milenian literature, the epic poem of Gilgamesh has allusions to Odonata which signify the impossibility of immortality. Amongst the Chameleonmen, honey ants and witchery grubs served as personal clan totems. In the case of the 'San' bush-men of the great Davania continent, it is the praying mantis which holds much cultural significance including creation and Zen-like patience in waiting.

Fire

Most insects will be extra vulnerable to fire. This means that any fiery weapon or spell will give double damage to the creature. The heat alone is often enough to disperse the creatures, and smoke will often have a blight effect, and calming the creatures. When this is not the case it will be mentioned in the description.



When compared to the body of a vertebrate animal, the insectoid exoskeleton provides a much greater surface area for muscles to connect. Insects are often equipped with a vast amount of muscles per body area than any vertebrate animal, and those muscles can store up energy like a taut bow, you have a very impressive combination indeed. Consider these facts from the weird realm of real life. A flea can leap a distance of 130 times its own length, an ant can carry fifty times its own weight, and a bee's ability for hauling is equivalent to a grown man lugging around a 30-ton truck. Impressive enough. Now consider the implications in a fantasy game. Even when under the influence of gravity, their strengths could be much higher than humans.

Given the carrying power of ants, one of the D&D games, two-footers ought to be able to physically drag away a human, even one in armor. If ants try to block the characters' entry into their nest by building a barricade, they will finish the job far sooner than anyone would expect. If even one ant gets past your front battle line (an easy thing in a poorly lighted dungeon setting), it could disrupt the party's defensive formation by yanking characters off their feet.

If a normal-sized bee or wasp can carry loads equivalent to a man carrying a 30-ton truck, then a man-sized bee or wasp should in this matter (though limited by gravity) be able to carry 3000LBS. Canoes, carriages, coaches, chariots, rafts, small sailboats, sedan chairs, small wagons and keelboats—a giant ant or bee can carry them all. Needless to say, they could also carry off all but the largest animals and monsters, to say nothing of player characters.

Since bees die right after they sting, the giant bees in a fantasy world might have developed an alternative attack: carrying foes as high in the air as they can fly, then dropping them. It seems right that since stinging ends a bee's life; more emphasis should be put on making the sting a weapon of last resort.

Combining the hardness of the exoskeleton with insect strength produces deadly combinations. The jaws of the most powerful 'normal' beetles can bore into zinc, copper, tin, and lead. Scaling up, the giant slicer and water beetles should be able to destroy with one bite any metallic weapon or suit of armor, thus negating AV (at least the nonmagical ones). A magically trained force of these beetles might be able to bore into virtually any castle or stone building. In the case of wooden structures, of course, you can substitute giant termites. I leave to your imagination the consequences of a giant water beetle boring its way into the hull of array of varied sense organs, many of them stored in the antennae.

Inherent toughness

One of the secrets of insect adaptability is the fact that many species are resistant to some of the things that make life difficult for everyone else, such as cold weather and poison. Those insects that live in arctic conditions can survive for at least two months when the temperature is -20°F. The secret is that their blood is 20% glycerol, giving them natural antifreeze.

In cold regions, any native insects encountered should have a saving-throw bonus of at least +1 against any cold based attacks such as cone of cold.

Similarly, many insects are virtually poison proof, particularly those who eat poisonous prey. The preying mantis has been known to eat even the black widow spider without coming to harm. One entomologist took a dead wasp (already a poisonous creature) and fed it to a mantis after liberally coating the dinner with a variety of poisons, including arsenic. The mantis gobbled down the poisoned prey, suffering no harm whatsoever. A giant one should be similarly immune to poisons of all kinds. Insects have also proven resistant to heat, vacuum, and even nuclear radiation (up to 300,000 röntgens are required to kill most adult insects, while a mere 1000 röntgens will kill a grown man). Game players, beware! In short, the average insect is a very tough, scary customer for its size. A giant one, even by itself, should be able to wreak unimaginable havoc with a party of adventurers. No need for you DM's out there to spread the word to your players, of course; they'll find out about it soon enough—the hard way. ;)

Praying Mantis, Gargantuan (*Archimantis gargantua*)

Insect Giant	Preying Mantis											
Type	Lowlife Insect											
Climate/Terrain	Forest Jungle, Hills											
Frequency	Very Rare											
Organization	Solitary											
Activity Cycle	Any											
Diet	Carnivore											
AL	N											
NA	1d2											
Size	L:12'	L:13'		L:14'	L:15'	L:16'	L:17'	L:18'	L:19'	L:20'		
ST	26											
IN	4											
WI	5											
DX	9											
CO	10											
CH	14											
Languages	0											
Spellcaster Limits;	0											
AC	3											
AV	0											
HD	2*	3*	4*	5*	6*	7*	8*	9*	10*	11*	12*	
HP	2d8	3d8	4d8	5d8	6d8	7d8	8d8	9d8	10d8	11d8	12d8	
MV	150'(50')											
THACO	19	18	17	16	15	14	13	12	11	10	9	
Attacks	2 Claws											
Damage	1d2 each (continuous)											
Attacks	1 Bite											
Damage	1d4											
Special Attacks;	Bloodloss											
Special Defenses;	0											
Immune to;	Charm, Hold, Illusion, Poison											
Extra Vulnerable to;	Fire, Cold											
AM	0											
Save as;	F1		F2		F3		F4		F5		F6	
ML	7											
XP	25	50	125	300	500	850	1200	1600	1750	1900	2175	
TT	nil											
Body Weight	20 LBS/hp											

The gargantuan praying mantis grabs prey that inadvertently comes too close, with its front spiny arms. Besides its two claws, it bites with its strong mandibles, removing and chewing flesh with each unerring strike. It always has initiative +6 in its initial attack. The others however are resolved as normal.

They have keen eyesight in darkness and brightness, but prefer to hunt in light. They move silent (75% chance) if approaching prey, they can see from afar, they however always attack the fattest, slowest and most colorful dresses creature, and intend to strike from surprise (mimicking trees and bushes by its camouflage) its AC is adjusted by these bushes accordingly of course.

The initial hit will lift the prey from the ground making it Prone. Thereafter it bites each round literally eating the hit points of the character away. He will suffer 1hp continuous bloodloss for each 25% he is damaged after the bite, even when the creature is killed or gone. The wound is rife for infections. And needs regeneration or a Heal/Cure All spell to cure the hit points lost by feeding. The hit points lost by bleeding can be restored by healing however.

This creature would be on the endangered species list if there were one. As only a few hundred exist on Mystara on the continent Davania only. They are (until recently) not found anywhere in the Hollow World, but some Immortal might decide otherwise and place them on one of the large jungles islands along the equator.

It is rumored that these creatures were also created by the great wizard Gargantua, who was extremely fixed to alter size from many creatures, yet this is not proven, and Gargantua himself has forgotten it if he did this work. However, these creatures were never encountered before 955AC.

Senses; infravision 60', darkvision, vision high other senses low.

Main Prey; Any animal of smaller than 75% of its own size, Main Predator; Dragon, Humanoid.



Ankheg (*Archimantis ex-agro-horridus*)

Giant Insect	Ankheg									
	Adult					Young			Shedding	
Type	Lowlife (Insect)									
Climate/Terrain	Temperate & Tropical Plains & Forest									
Frequency	Rare									
Organization	Brood									
Activity Cycle	Any							none		
Diet	Omnivore									
AL	N									
NA	1d6						75% of 2d6 eggs		1	
Size; length	10'	12'	14'	16'	18'	20'	3'	6'	between sizes	
Size; height	5'	6'	7'	8'	9'	10'	1'	3'	between sizes	
Age; years	2	3	4	5	6	7-12	0.5	1	na	
ST	10	11	12	14	16	18	8	9	9	
IN	1									
WI/CH	5									
DX/CO	8									
Languages	0									
Spellcaster Limits;	0									
AC	7						9	8	7	
AV	5 (underside 3)						4(underside 2)		1	
HD	3*	4*	5*	6*	7*	8*	1*	2*	as former HD	
HP	3d8	4d8	5d8	6d8	7d8	8d8	1d8	2d8	as former HD	
MV	120'/40'								60'/20'	
BR	60'/20'								0	
THACO	17	16	15	14	13	12	19	18		
Attacks	1 Bite									
Damage	3d6						1d4		1d10	
Special Attacks;	Enzyme Digestion 1d4/r									
Special Attacks;	Acid squirt 30'								na	
	8d4						2d8		na	
Special Defenses;	0									
Immune to;	Charm, Hiold, Illusion									
Extra Vulnerable to;	Fire, Smoke									
AM	0									
Save as;	F1	F2	F2	F3	F3	F4	NM	F1	F2	
ML	6	6	7	7	8	8	4	5	4	
XP	50	125	300	500	850	1200	13	25	as former HD	
TT	C									
Body Weight; LBS	200	240	290	350	425	550	50	100	as former HD	



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

The Ankheg resembles an enormous many-legged worm, or a praying mantis. The tough chitinous hardened shell of the Ankheg appears in a variety of colors, ranging from yellow to brown to gray;



The soft underside appears in various shades between red and pink. Like the praying mantis, the Ankheg has two sets of two legs each and one set of forelegs which it uses for digging and in combat. The Ankheg also uses its forelegs to hold small prey while attacking with its mandibles. Its six legs end in sharp hooks suitable for burrowing and grasping, and its powerful mandibles are capable of snapping a small tree in half with a single bite. The Ankheg has glistening black eyes, a small mouth lined with tiny rows of chitinous teeth, and two sensitive antennae that can detect movement of man-sized creatures up to 300 feet away (Tremorsense).

Combat:

A favorite tactic employed by the Ankheg involves burrowing 5 to 10' under the earth's surface and lying in wait until it detects a potential victim passing overhead. Usually, the Ankheg burrows close enough to the surface to allow its antennae to poke up through the softened soil. It then burrows up beneath the victim and attempts to grab him in its mandibles, crushing and grinding for 3d6 points of damage per round while secreting acidic digestive enzymes to cause an additional 1d4 points of damage per round until the victim is dissolved or flushed away (whichever happens first).

The Ankheg can squirt a 2' diameter stream of acidic enzymes once every six hours to a distance of 30 feet. However, since it is unable to digest food for six hours after it squirts enzymes, it uses this attack technique only when desperate. A victim struck by the stream of acidic enzymes suffers 8d4 points of damage (half damage if the victim rolls a successful saving throw vs. poison) and thereafter 1d4 points of damage per round until the victim is dissolved or flushed away (whichever happens first).

Habitat/Society:

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

Autumn is mating season for Ankheg. After the male fertilizes the female, the female kills him and deposits 2d6 fertilized eggs in his body. Within a few weeks, about 75% of the eggs hatch and begin feeding. In a year, the young Ankheg resemble adults and can function independently. Young Ankheg have 2 Hit Dice and an AV4 overall and an AV 2 for their undersides; they bite for 1d4 points of damage (with an additional 1d4 points of damage from enzyme secretions), and spit for 4d4 points of damage to a distance of 30 feet. In every year thereafter, the Ankheg functions with full adult capabilities and gains an additional Hit Die by shedding until it reaches 8 Hit Dice.

Shedding between HD

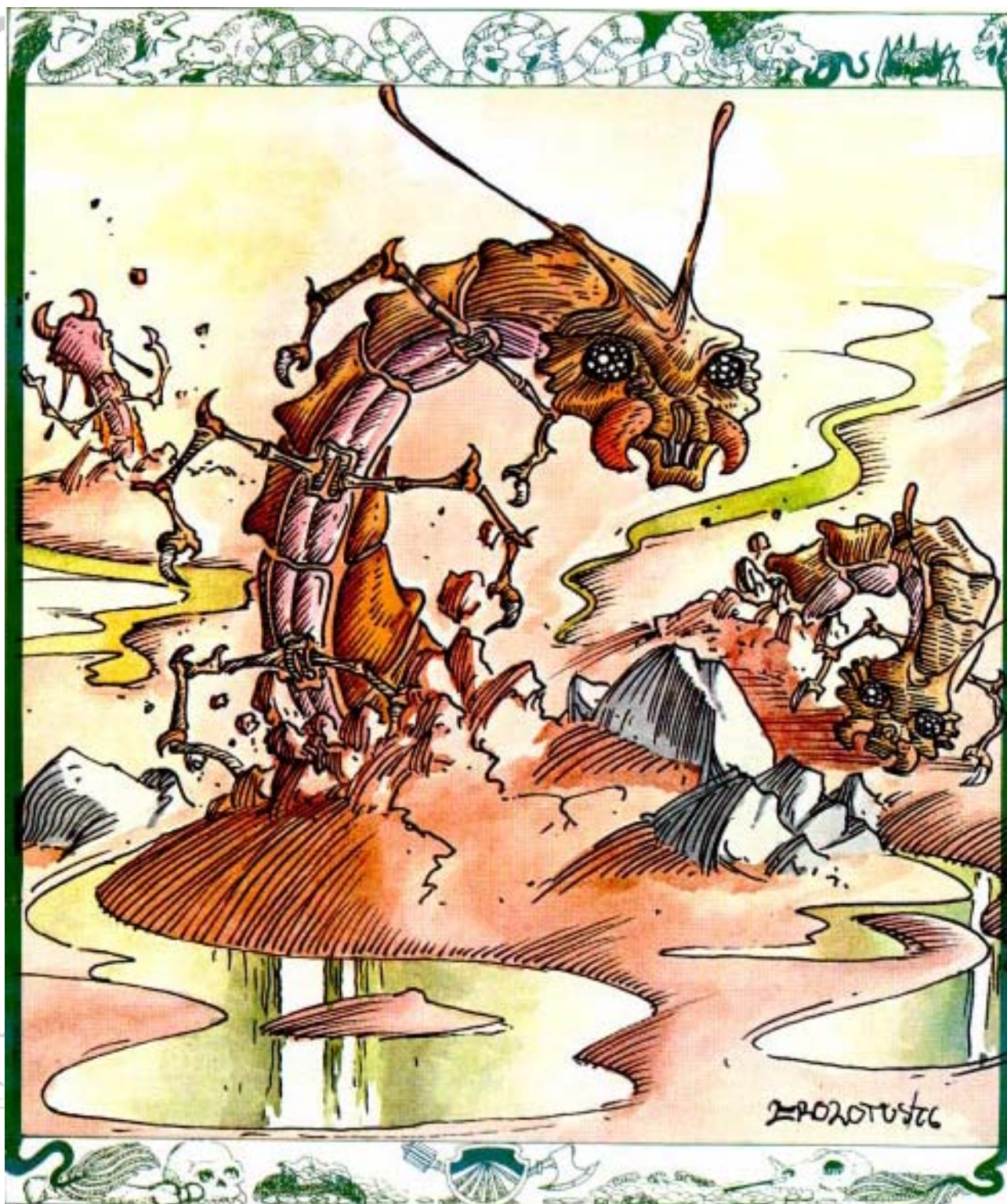


Beginning in its second year of life, the Ankheg sheds its chitinous shell for the first time, just before the onset of winter. As the Ankheg grows each year, it sheds its hard shell for another, larger shell (and HD); it starts hiding in a deep tunnel. It is at this time of year—usually in the fall—that the Ankheg is most vulnerable. The Ankheg sheds the shell in a day or two; thereafter, it takes 1 to 2 weeks for the new shell to reach the hardened consistency of the former.

One week after this, the shell has hardened to its normal consistency. During this two week molting period, the Ankheg is very sluggish as its body struggles to cope with and adapt to the rebuilding of its exoskeleton. During this time, the sluggish Ankheg is exceptionally vulnerable. Its overall (including underside) AV is reduced to 1. Additionally, it moves at only half its normal speed, its mandible attack inflicts only 1d10 points of damage. The Ankheg cannot use its acidic spit at this time as well. In the process of revitalizing its exoskeleton, the Ankheg refrains from digging, as this may cause damage to or otherwise deform its impressionable armor. As a result, no figure is given for underground movement during this period.

To protect itself from predators or other Ankheg (who may attempt to evict the shedding creature from its lair, or feed upon it in its weakened state), the Ankheg secretes an odor which is repulsive to these possible predators. This odor (which is the result of the ankheg's shell-hardening enzyme) smells vaguely like rotting fruit to humans. Because of this aroma, most other creatures (except for some mammals and the most desperate predatory insects) avoid the Ankheg during this period. Though the aroma discourages most creatures, it can also pinpoint the ankheg's location for human hunters and desperately hungry predators.

The size of the Ankheg varies with age and health, and is directly related to the number of hit dice the individual creature possesses. The ankheg's hit dice are almost directly proportionate to the creature's age. For the first six months following birth, the Ankheg has 1 HD; in the second six months, the creature has 2 HD. For every year of age following, the Ankheg gains another hit die until it reaches 8 HD, at which point the creature no longer grows. Ankheg usually do not live any longer than 10 to 12 years; these giant insects grow quickly and, as a result, live a relatively short time.



Hibernating

In climates where winters are particularly severe, the Ankheg hibernates through the cold season. Within a month after the first snowfall, the Ankheg fashions a lair deep within the warm earth where it remains dormant until spring. During this time, the Ankheg does not need to eat or burrow; instead, it lives off the supply of protein and nutrition it has built up in its system (stored in its shell) over the fall (part of the reason that the Ankheg is most active in its predation in the autumn). In this stage of existence, the creature can remain underground without detection for the entire cold season, returning to the surface once more when the first signs of spring present themselves. Though the ankheg's metabolism is reduced, its antennae remain functional, able to alert it to the approach of an intruder. A disturbed Ankheg fully awakens in 1d4 rounds, after which time it can attack and move normally. The Ankheg does not secrete aromatic fluid during this time and is thus relatively safe from detection. In climates where winter is not a serious factor, the Ankheg remains active throughout the year.

Reproduction

In addition to activity in preparation for hibernation, autumn is also the mating season for the Ankheg. In the late fall of each year, the male Ankheg seeks out a female partner. This search is facilitated by the female's secretion of an odor which attracts the male Ankheg, drugging the insect with its aroma. In its dazed and sluggish state, the male fertilizes the eggs, and is immediately slain by the female.

Dragging the male into a widened, deadened tunnel, the female cracks the male's underside with its sharp ovipositor and plants the eggs in its body. The female Ankheg lays 2d6 eggs in a single laying, 75% of which are fertile and will hatch successfully. These eggs, which are gray in color and about 2' across, hatch within one month, usually before the female adult begins hibernation. During the winter months, the newborn Ankheg (known as .nymphs.) feed off the corpse of the male and grow as described earlier. Within the first three to four months of life, the newborn Ankheg take on the appearance and abilities of the adult.

Within the first year, young Ankheg are able to bite for 1d4 hp damage, with an additional 1d4 hp damage per turn from digestive enzymes. They can also spit, and their digestive acid does 2d8 hp, damage, with adult ranges- In addition, the adolescent anhkheg's AV is lower for the first year; thereafter, AC is as stated.

Senses

The anhkheg's antennae are extremely sensitive to vibration, a sense that fully replaces hearing (the Ankheg is otherwise deaf). So sensitive is this sense that the Ankheg is capable of detecting the approach of a man-sized creature from as far away as 300'; it can detect smaller-than-man-sized creatures from as far as 100', and creatures larger than man-sized from as far away as 500'.

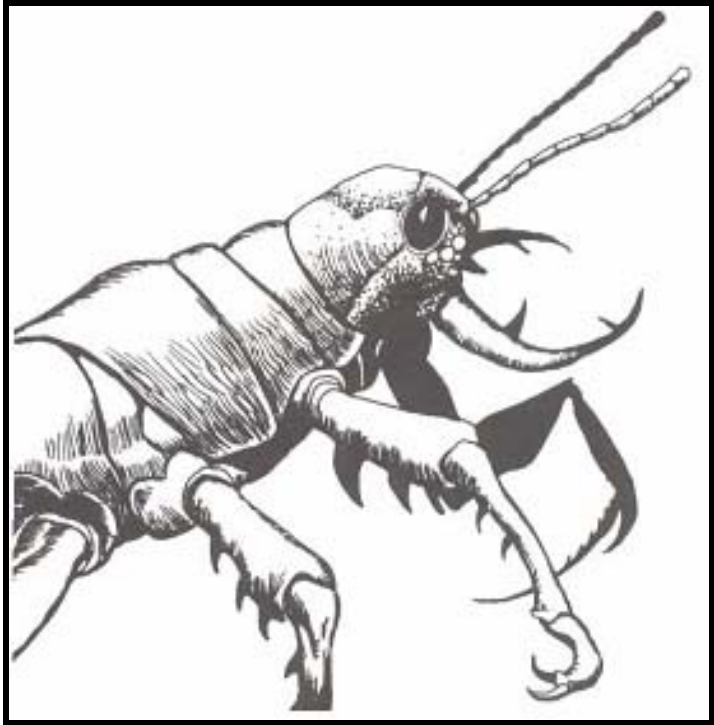
As an added advantage, the Ankheg has superior eyesight due to its compound eye structure, though such vision is quite nearsighted. The hundreds of small, black lenses in its eyes allow the creature to see with great clarity in gloom or at night with 60' Darkvision (this sense as normal can't be used underground in full darkness, however). Above ground, in full daylight, the anhkheg's eyesight allows it a visual range of only 120'.

Burrowing

In burrowing, the Ankheg utilizes its mandibles for digging, breaking down larger minerals with its digestive enzymes and moving the earth with its forelegs. The Ankheg eats as it digs, disposing of the minerals by pushing them aside or by digesting them. For the most part, an Ankheg burrows continually; the creature seldom stays in one place, unless hibernating, nesting, or waiting for prey. At all other times, the Ankheg digs through an entire area at a variety of depths and angles before moving on to another place. As a result, it is not uncommon for an Ankheg to take up temporary residence in a farmer's field or in a forest bed until it has cleaned the area of most of its nutrient-enriched soil. An Ankheg seldom burrows below a depth of 40'; below this level, it starts to meet with hard-packed soil that is both difficult to move through and distasteful to the creature; furthermore, below this point, the water table of the land makes movement difficult, if not impossible.

Nest/Lair

Because of the anhkheg's nomadic nature, the creature's lair usually consists of no more than a series of labyrinthine tunnels some of which may have collapsed, others of which are still in use. For the most part, the Ankheg does not lair in any one particular habitat, except when nesting or going into hibernation. In these cases, the Ankheg usually converts a dead-end tunnel into a small lair by widening the corridor to accommodate its purpose. Nesting lairs are fairly large constructs, being 10-12' in height, 20-25' wide, and 60-80' in length (room must be allotted for the male anhkheg's body in addition to the female and her young). A hibernation lair is usually much smaller; being roughly the same size as the Ankheg itself (this allows the Ankheg insulation against the cold by providing the earth as a buffer). Ankheg tunnels resemble a maze in their random design; although these corridors wind in relatively straight paths, they change depth, intersect with other tunnels, and often end abruptly. There are usually only one or two entrances into the tunnels, though others sometimes appear when the Ankheg bursts up from beneath the surface to surprise its prey. The tunnels are generally only as wide and tall as the Ankheg itself, about 3-6' wide and 4-10' high. Because of the terrain in which they are built, these tunnels are often very unstable and are prone to collapse. Consequently, characters investigating these passages should be cautious; one wrong turn, and they could wind up with an early burial.



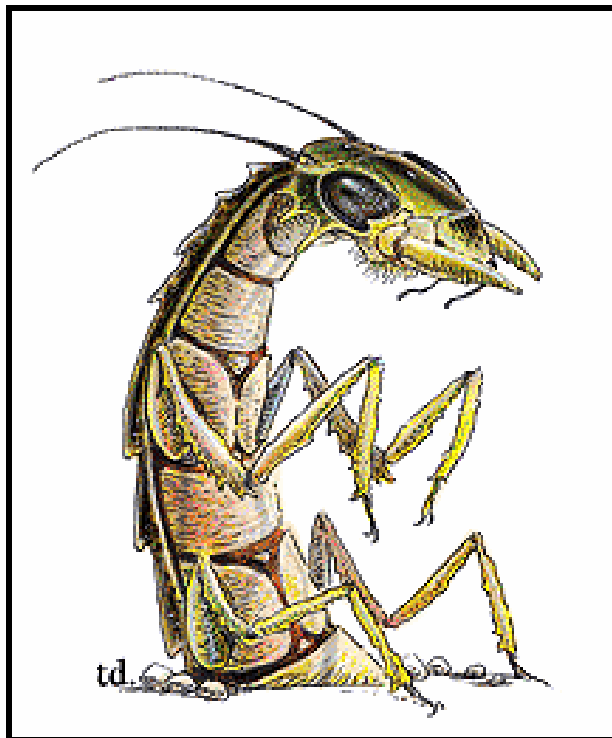
Ecology:

Although the Ankheg is generally an unintelligent creature, it does have some physical advantages and a few instinctive bits of cunning that aid it in its predation. Ankheg burrows through the earth, preferring soil rich in minerals and organic material. For the most part, this diet of vegetation and some mineral provides the bulk of the ankheg's nutrition. Still, the insect supplements its diet with regular helpings of fresh meat (usually livestock, though sometimes humans and other accessible beings). Although the ankheg's mandibles are not capable of tearing meat, the Ankheg is able to break down its meals with the aid of a strong digestive fluid -a fluid which it also uses in combat.

Treasure

Treasure in the Ankheg lair is usually incidental, being left behind by the ankheg's victims and generally ignored by the insect which, because of its animal intelligence, has no desire or use for treasure. As a result, there is no such thing as an ankheg's "hoard". Monies and magic left behind by victims usually remain with the victim's remains—that is, those items which have managed to survive the effect of the ankheg's digestive enzymes. All belongings on a victim's body must save vs. acid in order to survive the ankheg's acidic secretion; those that do not are simply devoured along with the victim. Any surviving accoutrements or treasures are discarded by the Ankheg; these will often be found at various points in the Ankheg tunnels. Items found are usually at the point at which the victim was consumed.

Because of its unique composition, the ankheg's body provides a number of natural treasures. For example, the hard, chitinous shell of the creature makes extremely good armor. If dried and cured and preserved properly (otherwise, the shell withers and dissolves with time (-1AV/year)), the shell maintains its Armor Value, depending on which area of its body is used. This armor is equal to scale mail in weight and encumbrance, though it offers better protection.



Though a hungry Ankheg can be fatal to a farmer, it can be quite beneficial to the farmland. Its tunnel system laces the soil with passages for air and water, while the ankheg's waste products add rich nutrients. The Ankheg will eat decayed organic matter in the earth, but it prefers fresh meat.

The ankheg's eyes (and the fluid therein) are useful to alchemists and magic-users in the creation of sight-related magic potions and items. Likewise, the ankheg's digestive acid can be salvaged and utilized as a regular acid. This chemical maintains its properties for up to six months after the ankheg's death, delivering 1d4 hp damage and limited as listed in the rules regarding acid in the DMG, pages 64-65 and 80-81. This chemical can only be carried in a glass container and is highly susceptible to breakage as a result. There is a secondary enzyme sac located in the creature's head, very similar to a small, acid-resistant bladder. Recovering this fluid from the Ankheg requires very adept hands, as it is very easy to break this sac accidentally. Failure to successfully remove the sac without breakage results in damage to the handler. Aside from this, the ankheg's mandibles make reasonably good axe-heads, and its legs (if cured and preserved) may be used as maces and other concussive weaponry. By removing out the meat inside and replacing it with some substance to provide weight (sand, metal, etc.), these appendages can be formed into weapons delivering the same damage as their counterparts.

All but the fiercest predators avoid Ankheg.

Main predator, Worms, Dragon, Umber Hulk, Giant wasp-Hornet. Main prey; any small to large size.

A Story about Ankheg

"We're ruined, your wizardship!" shouted a farmer, his voice echoing from the smoke-stained rafters. "Our lands are infested, and it's not even safe to go near the fields, let alone grow crops on them!" The angry, frightened crowd echoed his sentiments as a roar of shouting broke out across the meeting hall. It was a sea of chaos.

I closed my eyes and prayed for internal peace. Why me? I thought. Baron van Kirwak IV owned these lands; he should be here, taking command and solving this problem. I was a mere sage tied to a petty nobleman in the baron's service, hardly the wizard everyone took me for. Now I regretted putting "experience with exotic animals" down on my resume. All I had actually done at the academy was change the papers in the cages of the alchemical laboratory animals.

My eyes opened and patience fled. "I will have order!" I shouted as I stood up at the desk that had been set up for me at the front of the village hall. "Silence here! Let's have but one speaker at a time!" I wished that I had a spell or two to cast, just to impress the crowd, but I had none, of course. Nonetheless, my voice seemed to do the job well enough.

"Alright, your wizardship!" screeched a withered, old man as he stepped forward. "Theres something in our fields, and if we don't have a harvest to show the baron, he's going to kick us off our lands. Then where will we go?" The crowd murmured its concern over the question. "I was sent here by the baron to find out what sort of beast has been plaguing you," I told him. "Then, perhaps, we can deal with the beast. Now, this thing..." "It's a big thing! Looks like some sort of giant insect, it does," interrupted an old woman from the side of the room. "We saw it spring up out of the ground and fall upon one of our dogs, out for a run. Bit the poor thing in two!" "Yes, but what did it look like? The monster, I mean. . ." "It was brown on top and pink on its underbelly," said a farmer leaning on a crutch. "I saw it the night we tried to kill it. We looked for its tunnels, like a giant mole's, near the edge of one of the fields."



There were about fifteen of us, and we weren't thinking about being too quiet, as everybody with sense knows bugs don't hear. Suddenly, the ground shook a little bit, and right ahead of us, the earth opened up! The monster had us! It looked bigger than a horse, easy, and it caught us off guard. The only thing I could think about was running, and I ain't ashamed to say it, either! I dove to the side, towards the woods, and I heard the thing make a horrible hissing sound. Then something wet hit my leg, and it felt like fire! I crawled away. I could see some of the others were still on their feet, and were throwing pitchforks and the like at it. Bounced off, every one of them. Then the monster killed two of our dogs and scared the rest of em across the country, and the rest of us took off for home."

I looked at the man's leg wound. From what little I could see of the wound, I judged it to be a burn. A light dawned upon me. "This monster," I asked suddenly. "Did it look like a praying mantis?" "Nope," said the farmer. "Looked like a horn-headed devil!" "Did not!" cried another farmer. "It was like a praying mantis, only a hundred times bigger!" "You was too far away to see it!" shouted the injured farmer. The hall was instantly filled with heated abuse. In the turmoil, I picked up enough conversation to confirm what I had first suspected. I got to my feet and waved my arms. "Silence! SILENCE, IN THE BARONS NAME! I have the answer! I know what monster has been bothering you!"

You could have heard a needle drop. I lowered my arms. "What you have in your fields is a beast called an Ankheg." I remembered when such a monster had been captured and brought in for study at the academy. It was big, ugly, and powerful, but stupid; we had eyed it nervously as it slammed itself against the sides of its force-walled cage. My hands grew clammy at the memory.

"They look like and are related to the praying mantis" I continued, "but they are of monstrous size and dig tunnels through the soil. They use the substances found in the earth as their food. But, when one of them is greatly disturbed, it can vomit an acid from its stomach that can dissolve rock". I looked at the farmer with the bandaged leg. "You are already aware of this weapon, of course. Though they feed upon soil, ankhheg's would prefer to get live meat. Your cattle, your dogs, or your children and yourselves".

That got a rise out of them. I continued when the cries of alarm died down. "You were wrong in thinking that the Ankheg could not sense your coming. Ankheg sense all vibrations in the earth around them. They can detect a footfall from a field away. The lot of you going to track it down would have been easy for it to detect. As for killing it...an Ankheg has a tough shell, and it takes enormous force to break through it. It's as thick as plate armor. If you can kill one, you could even make a strong shield from the chitin. You'd have to treat it in chemicals and preservatives, of course. The point is that an Ankheg was built to take what it wants, from whomever it wants. But, I raised a finger as I spoke. "It does have a few weaknesses. All insects hate smoke, and ankhhegs are no exception. If you had a large cage trap; you could put it near one of the openings of the monsters tunnels. After blocking the other exits, you could start huge, smoky fires in several of the exits themselves. To avoid the smoke, the monster would move down the tunnel leading right into your trap. Once captured, you could put the Ankheg to sleep by pouring a volatile liquid, such as turpentine, onto or near the beast. The Ankheg we had studied at the academy was captured in much the same way".

The farmers looked glum at that, however. "We don't have any turpentine, your wizardship," one called. "We could build the trap, but what would we do if it broke free? What if we missed a tunnel exit and the monster came back for us?" "We can't even wound the ankee-thing," another farmer shouted. "You said yourself that we couldn't break its skin!" "And what if it spit at us again?" shouted the farmer with the wounded leg. "It could kill the lot of us!" "I aint a-gonna look for no ankee's tunnels!" shouted someone else. "Why doncha just burn the thing with your magic, your wizardship?"

It took half a minute to still the crowd again. "The baron believes that you can deal with this crisis on your own," I lied, not saying that the baron was too busy counting his loot from his recent adventuring, and cared little for concerns at home. "I was ordered to save my powers, and I must obey"

"But, there are other options which you might try". I was remembering more and more of that particular lecture in the academy, so long ago, when the Ankheg was brought in. "They depend upon what condition the beast is in. To take up these options, however, you must be willing to part with some of your cattle or goats, to feed the monster for a few days or weeks. This is..." The immediate uproar revealed the town's opinion. "And what good would that do?" shouted the man with the wounded leg.

"It would keep the creature where it is, so that it doesn't roam the area! With the Ankheg satisfied for a short time, you can bring about its destruction, which you surely must, if the Ankheg is a female". The crowd began to fall quiet. "You see, there's but one Ankheg out there, now. Would you care to deal with a dozen?"



Clearly an Ankegh. Picture from Movie Man In Black, where the creature is intelligent (sort of), this is not so on Mystara.

Silence fell like a rock. *"You mean it might breed?"* asked the brawny youth, his face pale. *"If you have a female, indeed it might,"* I told him. *"In the late fall of each year, each Ankheg seeks out a partner and mates. Soon after, the female kills the male and starts preparing a nest, usually a widened dead-end of a tunnel. But the female's attacks on creatures passing nearby become more intense, because she isn't gathering food just for herself. The food is for her brood".* The audience shivered. I had them, now, and I enjoyed it. *"When the female lays her grey, melon sized eggs in the body of the male, she burrows into the side of the nesting lair to secure a place for the winter. The eggs hatch shortly after they're laid, and the young mature rapidly. The newborn ankhkegs feed upon the male for the duration of the snows; in the spring, the young feed on the rotting food that has been stored over the winter by the mother. The mother cares nothing for her young once they've passed that first season, and as soon as she can, the mother chases them from the nest. In short, if that is a female, you must keep the mother from roaming and wreaking even greater havoc on the countryside!"*

The crowd was silent and white-faced. They waited for me to continue. *"You cannot take chances with the monster now. There are two alternatives open. The first one is to stay away from the field where it is, but occasionally send herd animals out onto the pasture, to keep the monster fed so that it doesn't wander. Then, about a month after the first snowfall, when the ground is frozen deep, you locate one of its tunnels. The Ankheg will be hibernating until spring, so you can go down into the tunnels and dispatch the beast and any eggs at your leisure. In hibernation, an Ankheg is helpless and hard to awaken, even if attacked. It will be hard to chop through the ankhkeg's shell or carve off its legs and head, though picks and shovels might chop into it well enough. Long knives would be slow, but..."* *"What about lumber saws?"* asked the youth suddenly. He was uncommonly quick. *"Yes! Any lumber saws you have will do the job,"* I said, recalling some bit of lore from a ranger who visited the academy. *"You'll have to work fast, and saw at it with all your might. When the Ankheg is bereft of most of its important body parts, cover it with any flammable liquid, like oil or alcohol, and light it up. Get away from it, as the heat of the fire will awaken the Ankheg if it's not totally cut into little pieces. But, provided you soaked the beast in fluid, the fire should finish off what you started".*

"Why can't we just cut it up and not worry about the fire?" asked the farmer with the leg bandage. I glanced knowingly in his direction. *"There usually isn't enough room in the hibernation chamber to get all the way around the Ankheg. Never leave a monster's fate to chance".*

"Mister Wizard!" started the old woman who had spoken up earlier; *"The winters around here aren't really cold at all, and the ground only freezes down to about a hands span. Is that gonna be enough to put that thing out there to sleep, huh? Oh, the best-laid plans of mice and men. . ."* I questioned the old woman about the weather, then sighed. *"From what you say, I fear that it would be hard to predict when or if the Ankheg would hibernate. I have heard that some do not if the snows are light".* Everyone's face fell at that.

Arguments broke out across the room as the farmers tried to decide what to do next, *"Listen to me!"* I shouted above the rising buzz. *"You have one final option!"* Immediately, to my relief, the noise began to subside. This was indeed their last option, aside from hiring adventurers to destroy the Ankheg, which would cost very last copper piece these wretched people had.

"Before it settles in for a coming winter, whether it is male or female, and whether it hibernates or not, an Ankheg must shed its old skin, in order to grow larger for the next season. This period is when it's most vulnerable. As soon as it has shed its old shell, the Ankheg secretes a smell distasteful to predatory monsters and other ankhhegs. It does this so that its natural enemies stay away from it while its shell is soft". I could see questions forming on several lips, and I wanted to answer them before the onlookers could interrupt. "Having fed itself upon live meat for a time, the Ankheg must rest, lose its old shell, and strictly avoid any activity which could deform or damage the impressionable new armor. For nearly a full week after it sheds, the shell has the toughness of a freshly tanned side of pigskin. In an underground environment, the shell dries much more slowly than it would in the air. Furthermore, the animal is sluggish as its body struggles to rebuild itself. Most of its energy is used up in the process of hardening its shell, making it slow to react. It cannot use its acidic spit, as its stomach contents are being digested to give it its needed energy. You must set up a watch on the field to keep track of the beast's activities, and regularly give it some sort of animal to keep it happy. When it doesn't show for a couple days, even after animals are released on the field, see if you can detect the smell it gives off to keep others like it away".



One old woman cocked her head, eyeing me thoughtfully. "Sire, a question. This smell it makes, you can smell it through the soil itself?" "I nodded. "Yes. It is quite strong". She squinted her eyes. "And what does it smell like?" I remembered the odor from school and wrinkled my nose. "It's very pungent, rather like rotting fruit". The old woman broke into a toothless grin. "I was down by the field this morning, and I smelled rotting fruit real strong, but I didn't know where it was coming from. And we ain't seen that ankee for three or four days now!"

You could feel the atmosphere change as she spoke. "That may be the sign," I said. "If so, you're in luck. All you need is the courage to enter its tunnels and slay the vermin. It is in your hands!" My voice was drowned out by a large cheer, then by loud, excited planning and talking. Within minutes, the hall was empty as the heartened crowd evaporated to go Ankheg-hunting, save for myself. I reflected that I had accomplished my mission, but at a price the baron would not be pleased to pay. If they conquered the Ankheg, his subjects would see less use for a baron who refused to deal with monsters personally. If this kept up . . . I thought of the brawny youth with the quick mind and outspoken manner. Would I someday serve him, instead? I collected my things. It was then that I noticed one other person in the hall with me- a girl about eight years old. "Aren't you going to kill the Ankheg, too?" I asked her jokingly. "Nope!" she said, her disgust obvious, "I hate bugs!"

Ant Lion, Giant (*Euroleon nostras Horribles*)

Insect, Giant	Ant Lion
Type	Lowlife; Insect
Climate/Terrain	Temperate and warm desert, forest, hill, plains, and underground (dry)
Frequency	Rare
Organization	Solitary or nest (pair +1 d4 young)
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1 d3, 1/pit
Size	M: 13'
ST	20
IN/WI	1
DX	9
CO	13
CH	11
Languages	0
Spellcaster Limits;	0
AC	2
AV	2
HD	8*
HP	8d8+8
MV	90'(30')
BR	12'(4')
THACO	12
Attacks	1 Bite
Damage	5d4+1 (negates 4 AV points)
Special Attacks;	Pit Trap
Special Defenses;	Hidden Under sand
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F4
ML	7
XP	1200
TT	1d10 coins; 50% goods; 50% items
Body Weight	150 LBS

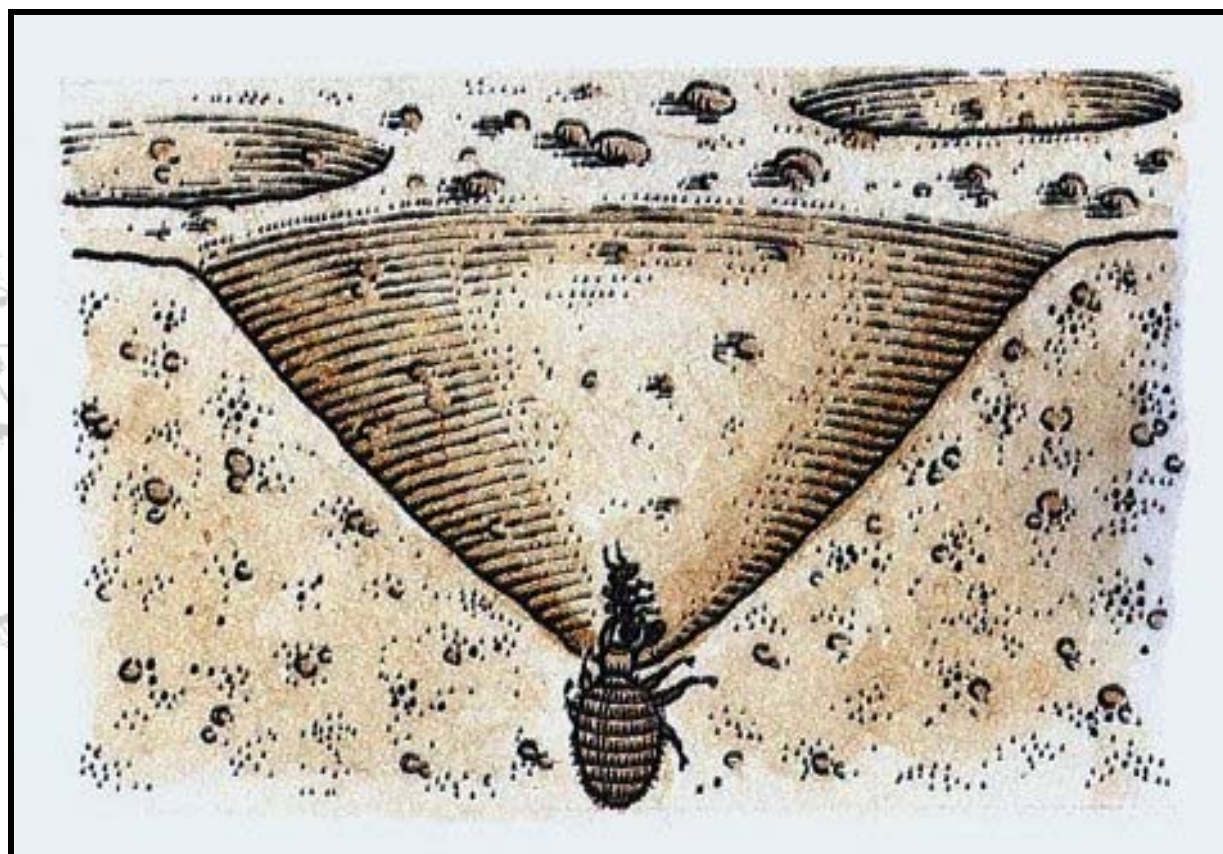


Giant ant lions are huge viscous insects inhabiting areas of sand and gravel where giant ants and similar large insects are common. Typical habitats are desert fringes, badlands, and areas of rocky terrain. The ant lion resembles a cross between a mole and a giant ant. Its body, gray or sandy brown in color, is covered completely by a leathery exoskeleton with patches of coarse black bristles that are sensitive to movement and odor. It has deep-set beady eyes, rows of jagged teeth capable of both tearing and grinding, and six thick legs with sharp claws and flat bristles. The claws are used for digging while the bristles sweep away the loose soil..

Combat

The ant lion seldom stalks or pursues prey. It's most prominent features are its mandibles, silvery gray and razor-edged, extending three feet from its mouth. A single barb centered on the inner ridge of each mandible is used to impale and hold prey. The ant lion builds tapering pits in loose sand and waits for prey to fall in. Once the ant lion hits, all

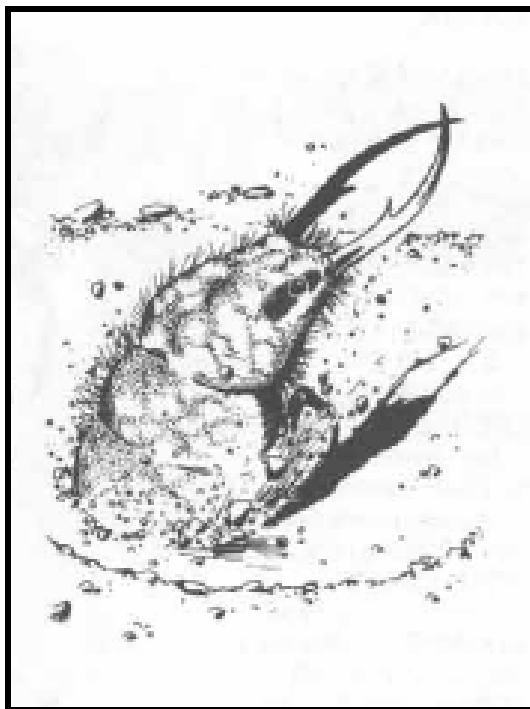
additional attacks are automatic and need no further hit roll.





An average-sized larva digs a pit about 10' feet deep and 30 to 60' wide at the edge. Having marked out the chosen site by a circular groove, the antlion larva starts to crawl backwards, using its abdomen as a plough to shovel up the soil. By the aid of one front leg it

places consecutive heaps of loosened particles upon its head, then with a smart jerk throws each little pile clear of the scene of operations. Proceeding thus it gradually works its way from the circumference towards the center. As it slowly moves round and round, the pit gradually gets deeper and deeper, until the slope angle reaches the angle of repose (that is, the steepest angle the sand can maintain, where it is on the verge of collapse from slight disturbance). When the pit is completed, the larva settles down at the bottom, buried in the soil, covering beneath a layer of sand, gravel or stones, with only the jaws projecting above the surface, often in a wide-opened position on either side of the very tip of the cone, waiting patiently for victims.



Since the sides of the pit consist of loose sand at its angle of repose they afford an insecure foothold to any small insects that inadvertently venture over the edge, such as giant ants or beetles, but also any other creature—including humans or humanoids. About 50% of the time, the entrance to the pit looks like a funnel lined with sand. A creature coming within three feet of the edge of the entrance has a 20% chance of slipping into the loose soil and sand, and sliding into the pit. A creature entering the pit has a 50% per round of sliding to the bottom. A character taking precautions when approaching or entering the pit, such as securing himself to a tree or large rock with a rope, will not slip into the pit.

Slipping to the bottom, the prey is immediately seized by the lurking antlion; or if it attempts to scramble again up the treacherous walls of the pit, it is speedily checked in its efforts and brought down by showers of loose sand which are thrown at it from below by the larva. By throwing up loose sand from the bottom of the pit, the larva also undermines the sides of the pit, causing them to collapse and bring the prey with them. Thus it does not matter whether the larva actually strikes the prey with the sand showers.

A hit indicates the ant lion has closed its jaws and will not release its prey until it or the prey is dead. The antlion impales its victim with its barbed mandibles, and will not release until either it or the prey is dead. Thus, each round after the initial hit, the ant lion will crush and grind back and forth with its mandibles in a sawing motion, inflicting 5d4 damage each round after the initial hit automatically.

30% chance for 1d4 items		
1d20		
1-6	10d4gp	in variable coins
7-10	5d20gp	in variable coins
11-13	Shield*	DM
14-17	Metal Weapon*	DM
18-19	Jewelry*	DM
20	Miscellaneous item*	DM
* = 10% chance magical		

Antlion larvae are capable of capturing and killing a variety of insects and other creatures including humans and mammals and can even subdue giant spiders. The projections in the jaws of the larva are hollow and through this the larva will suck the fluids out of its victim. After the contents are consumed, the dry carcass is flicked out of the pit. The larva readies the pit once again by throwing out collapsed material from the center, steepening the pit walls to the angle of repose.

Insect Giant	Adult antlion
Type	Lowlife; Insect
Climate/Terrain	Temperate and warm desert, forest, hill, plains, and underground (dry)
Frequency	Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d6
Size	M: 13'
ST	19
IN	2
WI	3
DX	20
CO	16
CH	9
Languages	0
Spellcaster Limits;	0
AC	3
AV	2
HD	7
HP	7d8
MV	30'(10')
FL	360'(120')
MF	1
THACO	13
Attacks	1 Bite
Damage	3d4
Special Attacks;	0
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F3
ML	7
XP	450
TT	nil
Body Weight	34LBS



Antlions are especially abundant in soft sand beneath trees or under overhanging rocks. Apparently the larvae prefer dry places that are protected from the rain. (Wet ground—or dirtied—tends to stick together and thus decreasing the effect of the pit). Eventually the larva attains its maximum size and undergoes metamorphosis. The entire length of time from egg-laying to adulthood may take two or three years due to the uncertainty and irregular nature of its food supply. When it first hatches, the tiny larva specializes in very small insects, but as it grows larger, it constructs larger pits and thus catches larger prey. It is immune to Mind-influencing effects like Charm, Hold, Illusion, and has Infravision 60'

Giant adult Antlions gain a -3 bonus to initiative rolls and a +4 Armor Class bonus against missile weapons. An adult antlion scoops tiny- and small-sized creatures into its leg basket and devours them in midair. When captured, its victim is attacked automatically. When attacking man- or large-sized creatures, the dragonfly darts in to bite with its mandibles

and backs up, always facing its opponent.

Although ant lions don't collect treasure, there is a 30% chance that there will be 1d4 of the following items in the monster's lair from previous victims. Ant lions devour 1 or more giant insects each day, carrying the remains away and concealing them. Thus it is possible to encounter one outside its pit, and it is possible that treasure can be found here also. Although small items will remain in the pit, armor, bones and such are often dumped somewhere else, together with the bloodied sticking together sand.

Senses, Tremor sense 60', Scent high, other senses low.

Main Prey; Insects (giant Ant), mammals Main Predator; Spider, Insects, giant worm

Giant Locust (*Ghomphocerinus gigas*)

Insect Giant	Cave Cricket
Type	Lowlife Insect
Terrain	Any Underground
Climate	Any but cold
Frequency	Uncommon
Organization	Group
Activity Cycle	Any
Diet	Herbivore
AL	N
NA	1d8
Size	M; 3' to 4'
ST	15
IN	1
WI	4
DX	7
CO	14
CH	10
Languages	0
Spellcaster Limits;	0
AC	4
AV	1
HD	2**
HP	2d8
MV	60'(20')
	FL 180'/60'
	MF 1A
	Jump 30'+1d20'
THACO	18
Attacks	1 Bite
Damage	1d2
Attacks	1 Bump accidentally
Damage	1d4
Special Attacks;	gooey spit
Special Defenses;	Sound disturbance
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F2
ML	5 (swarm 8)
XP	30
TT	nil
Body Weight	1 LBS



Giant Locusts, normally subterranean creatures and mostly of no problem to farmers, can occasionally swarm out and start devouring anything edible (vegetable) in the surrounding area, often this is the case when these creatures are chased (or fled) from their normal living areas. This can be done by humanoids of any kind, but also by large predators like dragons.

Combat

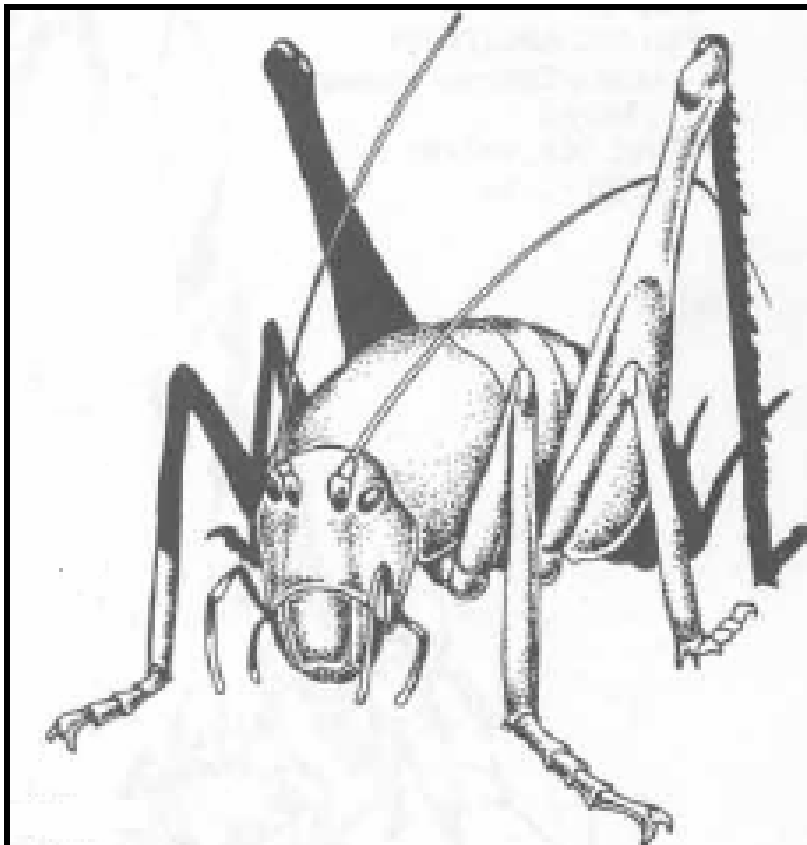
If cornered or attacked, the giant locusts bite for 1d2 points of damage. They can also spit a brown gooey substance up to 10 yards (30 feet distance). The target of the spittle is treated as being AC 9 only adjusted by Dx if aware., if hit, must make a saving throw

vs. poison or be incapacitated with nausea for one Turn due to the terrible awful smell. When locusts attempt to flee, there is a 50% chance per locust that it will become confused and accidentally jump into the PC instead of away. If this occurs, the DM should choose a victim randomly (if group) and make a normal hit roll. If a giant locust hits a character, the victim is battered for 1d4 damage. The DM should roll for each locust to see how many of the creatures actually land on the PC's.

In swarm mode, if these creatures are being attacked or attempted to be driven off, all locusts stand their ground. These creatures are ravenously hungry after a long flight and do not want to leave an area of abundant food. Because their hunger, these creatures have a morale of 8 instead their normal morale of 5. If a locust fails a morale check, it immediately flies away. The pc's are unable to follow any escaping locusts due to the speed and the constantly changing flight pattern of these flying creatures and often the intervening plants.

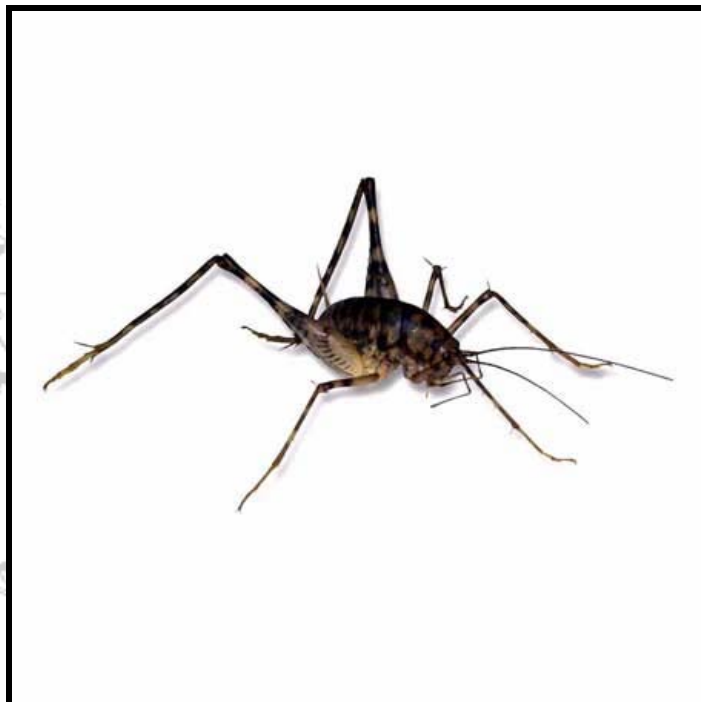
Cave Cricket (*Rhaphidophoridae gigas*)

Insect Giant	Cave Cricket
Type	Lowlife Insect
Terrain	Any Underground
Climate	Any but cold
Frequency	Uncommon
Organization	Group
Activity Cycle	Any
Diet	Herbivore
AL	N
NA	1d8
Size	M; 5'
ST	19
IN	2
WI	5
DX	6
CO	16
CH	11
Languages	0
Spellcaster Limits;	0
AC	4
AV	1
HD	1+3
HP	1d8+3
MV	60'(20')
FL	na
MF	na
Load	na
Jump	30'+1d20'
THACO	na
Attacks	0
Damage	0
Special Attacks;	Accidental Bump
Special Defenses;	Sound disturbance
Im mune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as ;	NM
ML	7
XP	15
TT	nil
Body Weight	1 LBS



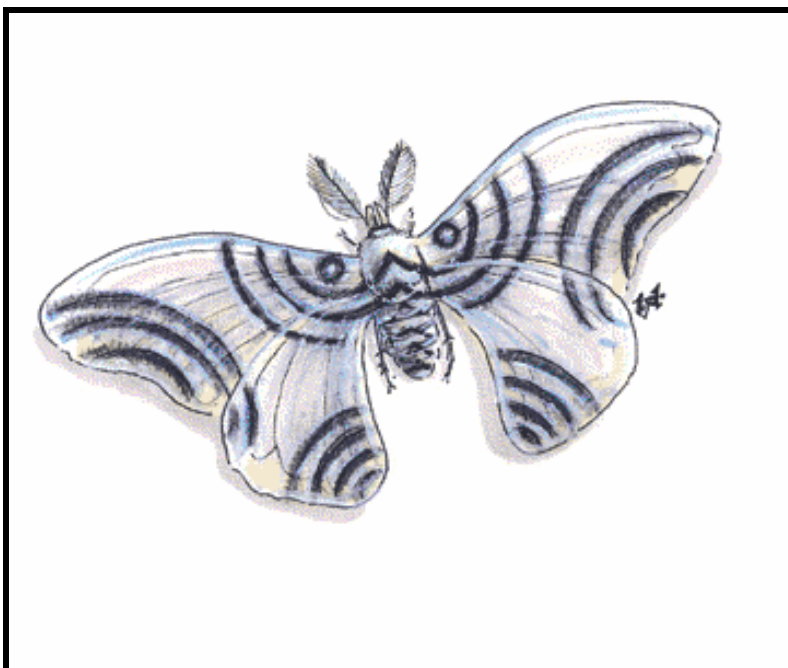
If a group of people are within 20 feet of a chirping cave cricket, the noise drowns out all speech and vocal spell casting. The noise inhibits the victim's ability to hear approaching predators and enemies. The sound is audible from 500 yards on normal weather (in sunny dry weather even double that distance. All Hear Noise checks are penalized by 85% and need triple the time to concentrate and focus upon.

When approached there is a chance of 5% +5% per compass directions blocked by trees or walls that a Cave Cricket will jump into a character, toppling him (unless saved DR) and making him prone for 1 round. The impact will do the character 1d6 –AV + falling damage (1d4) not – AV. Cave Crickets are edible and goblins and kobolds use them as a primary source for meat when living underground, they taste like hard-boiled eggs with a sandy aftertaste. 1 cricket is one meal for one person. Main Prey; Funghi, Plants, organic Matter Main Predator; Spider, Insects, goblin, kobold.



Gloomwing (*Heterocera extraplanus*)

Giant Insect	Gloomwing
Type	Lowlife (Insect)
Climate/Terrain	Any, Plane of Shadow
Frequency	Rare
Organization	Solitary
Activity Cycle	Night/Darkness
Diet	Carnivore
AL	N
NA	1
Size	Mt. 8'
ST	12
IN	1
WI	2
DX	15
CO	10
CH	9
Languages	0
Spellcaster Limits;	0
AC	3
AV	0
HD	5+1**
HP	5d8+1
MV	21'(7')
	FL 180'(60')
	MF 5B
THACO	15
Attacks	2 Claws
Damage	1d3 each
Attacks	1 Bite
Damage	1d8
Special Attacks;	Pheromone
Special Defenses;	Confusion
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F2
ML	6
XP	575
TT	nil
Body Weight	5 Lbs



The creature commonly called the Gloomwing is the adult stage of the tenebrous worm (see below). These huge moths are native to the demi-plane of Shadow, but are easy in entering the prime plane due small one-way vortices. Their bodies and wings are covered with shimmering, geometric patterns of black and silver. They have large, fern-like black antennae tipped with white and eight legs each ending in a pearly claw.

Combat:

A gloomwing's shimmering markings make it a difficult target. Any creature viewing the moth squarely from above or below must successfully save vs. spells or be *confused*, as the 4th-level mage spell, for 5-8 (1d4+4) rounds. The markings also provide excellent camouflage, and the moth is 50% undetectable in darkness, twilight, or moonlight. Successfully camouflaged Gloomwing cannot cause

confusion. When attacking in darkness or near darkness, a Gloomwing receives a -2 bonus to its surprise roll. Gloomwing normally swoop to the attack. This gives them a +2 attack bonus and allows them to seize and carry away victims less than 3 feet tall and that weigh less than 61 pounds. Such victims are securely held in the moth's eight claws while the moth attacks each round with a +4 attack bonus and a +2 bonus to damage. When fighting creatures too large to carry away, the moth hovers, biting and flailing with its two front claws. During the second and each successive round of combat, the moth emits a potent pheromone that can attract other Gloomwing and can cause weakness in any non-insect. The weakness effect has a 25-foot radius and exposed creatures must successfully save vs. poison or lose 1 point of Strength each round they remain in the area of effect. Creatures that are successful with their initial save need not save again if exposure continues. Multiple Gloomwing do not require multiple saves. Lost ST points are recovered at the rate of 1 per turn, beginning 1d4 hours after exposure stops. Creatures reduced to ST 0 lose consciousness until they regain at least 1 point. There is a 20% chance each round that an additional 1d4 Gloomwing will arrive at the end of any round when one or more Gloomwing are emitting this strong scent. If they do arrive, they will join in combating any opponents.

Habitat/Society:

Gloomwing moths are short-lived, solitary hunters. They use a variety of pheromones to ward off rivals and to find mates. They form groups, but only to attack large prey, and then only when drawn to the fray by the combat pheromone. When two Gloomwing of the same sex meet they flee unless there is combat pheromone in the air.

Ecology:

Gloomwing moths live only 1d6+3 weeks. During this time they search for mates and eat voraciously. Egg-laden females (½ chance) use corpses of small to large sized creatures as incubators for their eggs. The eggs hatch in 12 days, sprouting 1d6+4 small tenebrous worms. The corpse cannot be resurrected unless the infestation is removed with a *cure disease* spell first. Unless killed, the young worms completely devour the body when they emerge.

Senses; Tremorsense 30', infravision 60', darkvision, scent high other senses low.

Main Prey; animals, humanoids, Main Predator; Spiders, Humanoid, mammals.

Tenebrous Worm (Larvae *Heterocera extraplanus*)

Giant Insect	Tenebrous Worm
Type	Lowlife (Insect)
Climate/Terrain	Forests
	Plane of Shadow
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any,
Diet	Carnivore
AL	N
NA	1
Size	M; 6'
ST	22
IN	2
WI	3
DX	6
CO	15
CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	1
HD	10**
HP	10d8
MV	90'(30')
T HAC0	11
Attacks	1 Bite
Damage	2d8
Special Attacks;	Acid
Special Defenses;	Poison Bristles
Immune to;	0
Extra Vulnerable to;	Cold
AM	0
Save as;	F5
ML	7
XP	2500
TT	nil
Body Weight	125 LBS

These natives of the plane of Shadow (a nearby small outer Plane) resemble giant caterpillars. In combat, they strike with powerful mandibles and anyone bitten by the worm must roll a successful saving throw vs. poison, with a -3 penalty, or suffer double damage from the toxic bite. The head and upper body are covered with poisonous bristles that inflict 1d4 points of damage to anyone whose bare skin comes into contact with them.

A successful saving throw vs. poison is required to avoid paralysis for 1d4 rounds after contact. At the end of that time, the victim dies unless a *neutralize* or *slow poison* spell is administered. The chance of attackers being hit by the spines is equal to 10% times their base Armor Class (before shield and Dexterity modifiers). Attacking the worm's head reduces the chance of contact by 20% (but only one character can attack the head at a time).

The mandibles of this worm are attractive and worth from 1000 to 3000 gold pieces per set.

These creatures are not indigenous to the Prime Plane Nor Mystara, but come to the Prime Plane through the many conduits between the Lower Planes (hell, Abyss, etc) that pass through there Plane. Thus they can, and will also be found there.

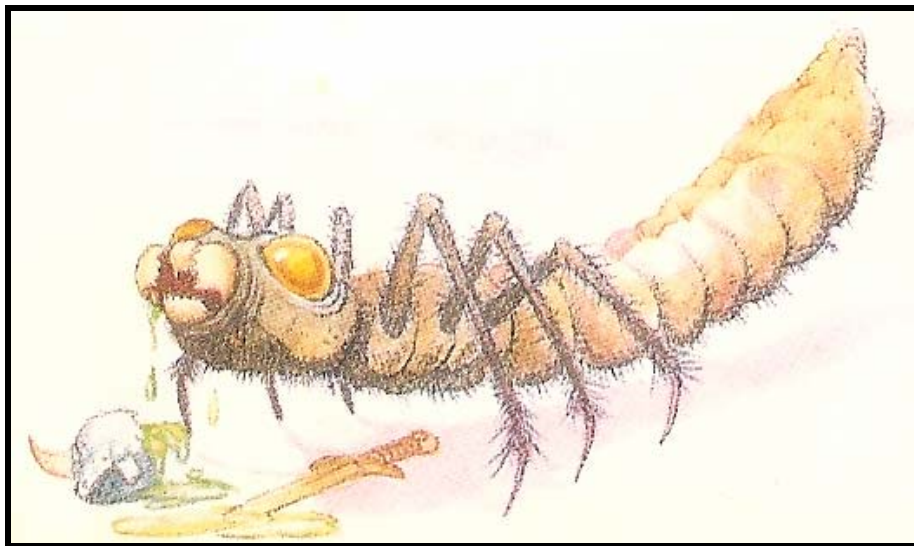
Senses; Tremorsense 30', infravision 60', darkvision, scent high other senses low.

Main Prey; Animals, humanoids, Main Predator; Spiders, Humanoid, mammals.



Herex (*Insectus supremor*)

Insect	Herex							
	Larva							Adult
Type	Lowlife (Insect)							
Climate/Terrain	Any Cavern							Any Land
Frequency	Rare							
Organization	Clutch							
Activity Cycle	Night							Day
Diet	Carnivore							
AL	N							
NA	1d6(0)							1d3(0)
Size	L to H; 10'to 20'long							H; 20'long
Wingspan	na							25'to 40'
IN/WI	1							
ST/DX	1							
CO/CH	9							
Languages	0							
Spellcaster Limits;	0							
AC	3							2
AV	2							2
HD	6*	7*	8*	9*	10*	11*	12*	13**
HP	6d8	7d8	8d8	9d8	10d8	11d8	12d8	13d8
MV	120'(40')							
	na							150'(50')
FL	na							3B
MF	na							3B
THACO	14	13	12	11	10	10	9	9
Attacks	1 Bite							
Damage	2d8							1d10
Special Attacks;	Acid (special)							
Attacks								1 Sting
Damage								1d6
Special Attacks;								Paralysis
Special Defenses;	0							
Immune to;	Charm, Hold, Illusion							
Extra Vulnerable to;	Fire							
AM	0							
Save as;	F3	F4	F4	F5	F5	F6	F6	F7
ML	11							
XP	500	850	1200	1600	1750	1900	2125	3250
TT	U							0
Body Weight	300 LBS	400 LBS	500LBS	600 LBS	700 LBS	800 LBS	900 LBS	500 LBS



bite has the same effect and, if the armor is reduced to AV 0, it disintegrates completely. Magical protection devices (for example, *rings of protection* and *cloaks of displacement*) are not affected. If the victim is not wearing armor (or if the armor has been destroyed) she or he suffers 1d10 additional points of acid damage from a bite.

Main Prey; Animals, Humanoid, Main Predator; Spiders, Humanoid, Dragon

A Herex is a giant insect which, depending on the circumstances, may be encountered at any of the three stages in its life cycle;

Egg Herex:

Herex eggs are spherical and about 3 feet in diameter, with a hard opaque white shell. They are found only underground (in dungeons, caves, caverns and so on), where they are laid by the adults in clutches of 1 to 6. The eggs remain dormant for many years, hatching only if disturbed by some unwary creature. In this way, the emerging, ravenous larva is assured of having the opportunity to gain its first meal as soon as it hatches. It is literally in extra-sensory hybernatic sleep, slowing all bodily systems to almost standstill, reactivated in a single round upon the approach of any living creature (detected by vibrations and CO2 in the air), so the creature will hatch in another 1d3 rounds.

Larva Herex

The larva of a Herex resembles a flattened, wingless beetle with an elongated, flexible abdomen, wingless beetle, a large head and powerful mandibles. Its sole purpose in life is to eat and grow, shedding its outer carapace several times as it does so. When it first emerges from its egg, the larva is about 10 feet long and has 6 HD. Over a period of 5 to 10 months, however, it grows to about 20 feet in length by which time it has 12 HD. During this time, the larva lives completely underground, wandering the tunnels and caverns in search of prey.

The larva's main attack is its bite. In addition to suffering normal damage, any creature bitten by a Herex larva will be affected by its saliva. If the victim is wearing armor, the armor or shield (non-magical at -4, magical normal) must make a material save vs. acid or the acid permanently reduces its effectiveness (AV) by 2 in the case of normal armor (for example, plate mail becomes AV4 rather than 6) or 1 in the case of magical armor. Each successive

Adult Herex:



Just before it completes its growth, a Herex larva abandons its underground home, and makes its way to the surface, digging through solid rock if necessary using its mandibles and saliva. Once it reaches the outside world, it goes through its final shedding of its carapace and emerges in its adult form with 13 HD. The body of the adult is similar to that of the larva, but the creature now has a smaller head and mandibles, four wings (like those of a Dragonfly), and a sting at the end of its abdomen.

The main aim of the adult Herex is to find a mate, but as this can take some time the creatures have to hunt for prey, in order to survive. Once she has mated, the final action of a female Herex is to burrow underground for the last time in order to lay her eggs. Females have the uncanny sense of detecting large caves up to 100 feet below the surface, as if they almost could see through this matter. Probably the creature uses vocal vibrations or tapping on the ground to literally hear from the earth if there is a cave underneath.



The adult male is devoured, head first, during the mating and directly afterwards, the remnants of the female which perishes directly after egg laying, could be used by the eggs as a food source, but rarely these remains still exist when the eggs are ripe enough to hatch. Only the remains of its carapace could be found. The earliest hatching period is three months after egg-laying. The adults rarely live longer than a few months.

Combat

Although the bite inflicted by an adult Herex is less damaging than that of the larva, its acid saliva has exactly the same effect. The adult can also attack with its tail sting. This inflicts 1d6 damage and injects a poison which paralyzes victims after 1 round for 4d8 rounds unless they make a save v. poison. Then they suffer the same time a -1 on Dex and Strength an -10% on movement instead., due to partially stiffened muscles—this effect can easily be ridden out, but any curing magic, including Cure Disease will remove the effects beforehand.

Senses; Infravision 30', vision high other senses human.

Main Prey; Animals, Humanoid, Main Predator; Spiders, Humanoid, Dragon

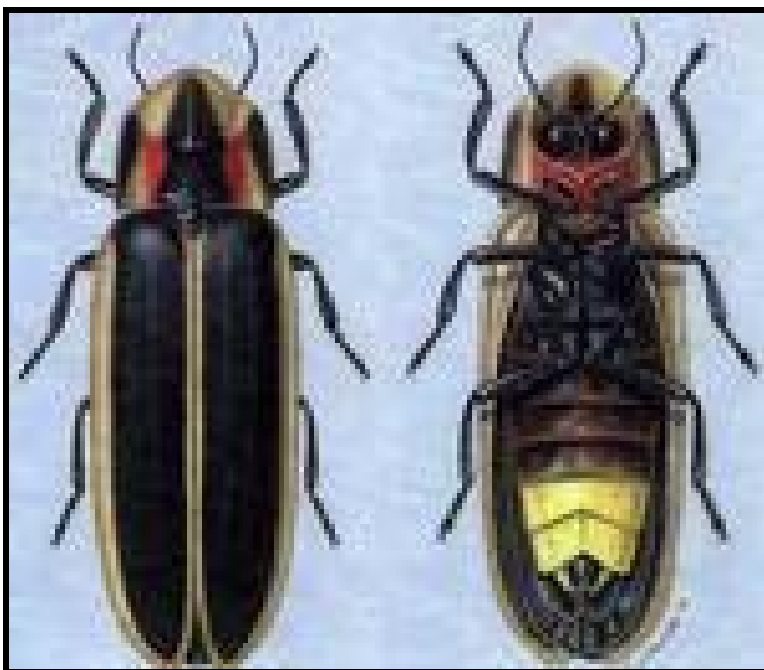
Ear Seeker/Earwig giant (*Forticula auricularia gigantica*)

Insect Giant	Earseeker
Type	Lowlife; insect
Climate/Terrain	any
Frequency	Very Rare
Organization	solitary
Activity Cycle	Night
Diet	Omnivore
AL	N
NA	1d3
Size	M; 1'
ST	25
IN	2
WI	2
DX	9
CO	10
CH	6
Languages	0
Spellcaster Limits;	0
AC	9
AV	1
HD	1/8*
HP	1
MV	120'(40')
T HACO	20
Attacks	1 Bite
Damage	1
Special Attacks;	egg laying
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	5%
Save as;	NM
ML	4
XP	6
TT	nil
Body Weight	25 cn
Insect Giant	Firefly/FireFriend
Type	Lowlife; insect
Climate/Terrain	Any Land
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	0(1d4)
Size	T; 5"
ST	8
IN	2
WI	3
DX	15
CO	14
CH	15
Languages	0
Spellcaster Limits;	0
AC	4
AV	4
HD	1+4*
HP	1d8+4
MV	30'(10')
FL	180'(60')
MF	5B
T HACO	20
Attacks	1 Bite
Damage	1
Special Attacks;	Incendiary light (5d4)
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	Cold
Save as;	0
ML	NM
XP	5
TT	19
TT	nil
Body Weight	10cn



The ear seeker needs warm places to lay its eggs, favoring locations like ears (giants hate these critters). The creature lays 8+1d8 eggs that hatch in 4d6 hours. The larva eats the surrounding tissue, deafening the victim. Constantly burrowing deeper into the victim's head where food and warmth are plentiful, the host has a 90% chance of dying in 1d4 days. After this time, the ear seekers emerge from the infested ear as adults. A cure disease removes the infestation but does not return the loss of hearing. It is immune to Mind-influencing effects like Charm, Hold, Illusion, and has Infravision 60', Tremorsense 15', sound high, other senses low. Main Prey; Funghi, Plants, organic Matter Main Predator; Spider, Insects.

Firefriend-Giant Firefly (*Lampyridae species*)



In addition to its mandibles, the giant firefly can brighten its abdomen once every turn (10 minutes), creating a beam of greenish light that causes 5d4 points of incendiary damage; one-half damage if a save vs. wands is successful. It is immune to Mind-influencing effects like Charm, Hold, Illusion, and has Infravision 60', Tremorsense 15', sight high, other senses low. Main Prey; Insects, Main Predator; Spider, Insects.

Stirge (*Caelificae chiropterae*)

Stirge	Normal
Type	Lowlife (Insect)
Climate/Terrain	Forest and Subterranean
Frequency	Uncommon
Organization	Colony
Activity Cycle	Night
Diet	Hemovore
AL	N
NA	3d10
Size	S; 2'wingspan
ST	12
IN	1
WI	1
DX	8
CO	13
CH	9
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	1+1
HP	1d8+1
MV	30'(10')
FL	150'(50')
MF	3B
THACO	15
Attacks	1 Stab
Damage	1d3
Special Attacks;	Blood drain 1d4/r
	15% chance disease
Special Defenses;	Regeneration
Immune to;	Charm, Hold, Illusions
	Disease, Poison
Extra Vulnerable to;	0
AM	0
Save as;	F1
ML	10 (7 individual)
XP	15
if diseased	19
TT	U
Body Weight	12cn



Stirges in various countries have many different names like; "Spear-beaks," "blood-birds," and "devil-birds" which are common names for the Stirge.

Stirges are bird-like creatures that drink the blood of their victims for sustenance. They have four small, pincer-like legs that they use to clamp onto the necks of their victims. They are rusty-red to reddish brown in color, and their eyes and feet are yellowish. The dangling proboscises of Stirges are pink at the tip, fading to gray at the base (near their heads). The interior of its wings is interlaced with thin-walled blood vessels. By flapping its wings, the creature fans air over these surfaces, and thus cools its body when in hot sun or volcanic steam.

It is really little more than an expandable blood-bag with wings, eyes, and claws—for clinging onto prey—and a long, hollow needle-beak or proboscis, admirably suited for drawing blood. This creature's average size, measures just under one foot from top of head to tip of tail, and with a wingspan of just less than three feet. The wings may look unusually large, but if they were smaller, the Stirge would not be able to maneuver as well as it does when its body cavity is filled with blood.

History

Stirges are a queer hybrid of bird, bat and insect. How these creatures came into existence is unknown, but they seem to be a merging of an insect-like grasshopper, a Mosquito, and a vampire bat. It is believed by sages who study fantastical creatures that they were originally crafted by vampiric wizards to throw hunters of the undead off the track. Others surmised that they were created long ago by a group of evil wizards, who gathered them by the millions, like locusts, and set the monsters on the enemy armies arrayed against them. The remnants of these Stirges adapted themselves to the wild and spread across the lands. Although they resemble birds in behavior, they hang upside down when sleeping, indicating that Stirges may be closely related to vampire bats. Actually only the hairs and wings still reflect the bat ancestry, the rest still remains more insectlike. These creatures are known to exist in the Era of Morgreth (predating Nithia), but were known then only in Morgreth, probably their location of origin.

Combat:

In flight, the Stirge is highly maneuverable, and groups of them are capable of cooperative unison attacks and mid-air actions. Stirges are flight class A; if their wings are damaged and/or they are fully bloated with blood, and/or they have only 1 or 2 hit points, they may be reduced to Flight Class B or C and 150'/50' or 120'/40' aerial movement rate, at the DM's option. A mother with young on her back (see 'further below') is penalized even further, dropping down one more flight class and another 30'/10' in movement rate, compared to what she would be if she were not so encumbered.

Armor

Characters that protect their entire bodies with special leather or better armor (this special armor costs two to three times more than normal armor) can safely approach a Stirge. Even the slightest gap in the protection is seen and smelled by the creature, and a successful attack roll means the creature has broken through the weakness and locked on. Due to an instinctive ability to find and attack weak points, Stirges attack as 4-Hit Die creatures, rather than 1+1.

Attack

Their long proboscis inflicts 1d3 points of damage when it hits, and drains 1d4 points of blood every round thereafter. The wounds left by a Stirge are very distinctive, anyone who has encountered them before will not fail to recognize them again.

When a Stirge drains a total of 12 points of blood from a victim, it becomes bloated (it has an internal sac to store the large amount of blood) and flies off to digest its protein-rich meal. A Stirge filled with its quota of blood can subsist on that nourishment for as long as 72 hours, and can go another 24 hours without food after that before starving to death. However, Stirges will instinctively seek out new prey starting 36 hours after their last 'full meal' at which time they will have digested half of their full capacity.

Group behavior

Stirges swarm to attack prey, which is why they are so feared. One can be a formidable foe, but a large group can be deadly to even well-defended creatures. Stirges, except in the cases above, check for Morale as a group, which is higher (10) than the individual Morale listed, long as half the colony is still alive. Although a thirsty swarm of Stirges may seem endless when they're all swooping down at you, typically only three to thirty nest together in a colony, from which they fly out in all directions to find food, usually in groups of three. By means of wagging their probosci, Stirges can communicate that food or a dangerous enemy has been found, its direction, size or strength, and a degree of excitement or urgency regarding the desired reaction of the whole swarm. If a flight of three Stirges finds prey, they will circle to observe it, and then two will harry, chase, or if it is strong merely fly along observing it, while the third Stirge flies for home. Its message will spread via all the Stirges it meets, and to all who call in home at the nest, and they will gather in a group to seek out the prey and kill it. Small prey is merely attacked by the hunting threesome for their own gain, and they give its location only later, if blood yet remains for their fellows.



As many as six Stirges can comfortably (for the Stirges, that is) attach themselves to the body of one man or other M-sized creature at the same time. Sometimes more than six will do so, but usually only if the entire swarm is very thirsty, if the victim is a solitary creature, and if the victim has enough blood (i.e., hit points) so that each of the attackers can drain at least a little blood. Each Stirge after the third one attacking a single target does so at a cumulative -1 to hit (-2 for the fifth, -3 for the sixth, etc.), other Stirges are already attached.

Stirges will attack the trunk of a victim's body in preference to the extremities, since the target area is larger, and those who sink their claws into a victim's back will be virtually immune to counterattack by the victim himself. A companion can try to attack the Stirges on a victim's body, but if he misses such an attack and rolls 4 or more under the number needed 'to hit, he hits the victim instead of the Stirge, and the weapon strike will do half normal damage (round down) to the victim. The first successful attack by a Stirge will be upon a victim's back 66% of the time (4 in 6 chance), or else on the front of the torso. If the first attack hits the front, the second successful attack will always be on the back. After that, other Stirges will attach themselves to the extremities but must always hit the victim's original armor class, even if the arm or leg being hit is unprotected. This hit location determination is useful in knowing whether a stage's claws are embedded in armor or flesh.

Fire

Directly applied, flame always forces a Stirge to release its prey and make a Morale check, but the flame must be applied to the attached creature, which inevitably damages the victim as well.

Anticoagulant

When the Stirge is alive, the proboscis contains at its tip a supply of clear liquid, produced in the stirge's body and steadily replenished; this is an anti-coagulant, which mixes with a victim's blood to keep it from clotting in the proboscis or in the stomach where it ends up. The problem with this stuff is that wounds of Stirges do not close on themselves and need treatment, otherwise they will leak 1 hp/round after being hurt.

Diseases

The Stirge, because of its diet, can transmit diseases (malaria, for instance) from one victim to the next. Diseases contracted from Stirges will almost always affect the 'blood/bloodforming organs' of the body, and be of the acute type. There is a 5% chance for any adult Stirge to transmit a disease to its victim on a successful hit. The Stirge will have a higher xp when defeated if infected. (one * extra).

Digestion

Ingested blood passes straight into the stomach. This serves as a storage bag which the creature always tries to keep at least partially full. From this reservoir the creature draws small quantities into lesser cavities located just beneath its backbone. There its body processes convert blood sugar into body energy, and ingested blood into plasma balanced for its own bodily use, so that it can replace its own lost blood and hasten its recovery from wounds. After a Stirge has gorged itself by draining blood, it sleeps for one day, plus one day for every 2 points of blood it drank (the maximum sleep period is after drinking 12 points of blood—seven days). During this period of rest, silent attackers can impose a -2 penalty to the Stirges' surprise roll, as the beasts wake slowly and remain drowsy for a few moments. They are most vulnerable at this time. The chirping alerts the others to danger and potential prey. Stirges who are "sleeping off" their latest meal are slow to react. In addition to the surprise roll penalty described, their initiative roll and THAC0 are penalized by -2. The maneuverability class of Stirges drops 1 step following a full feeding.

Regeneration

Stirges can always regenerate lost body parts (over a period of 1d3 months) or heal even the most severe wounds (replacing up to 4 lost hit points every 24 hours), so long as their heads and spines remain relatively undamaged, and food—i.e., fresh blood—is plentiful.

Claws

The creature's claws are not strong enough to be effective weapons for the beast, but they are firmly embedded in its legs and at the midpoint of the leading edge of its wings, and they enable the creature to maintain tenacious hold once it has attached itself to its prey.

Stirge claws resemble the better types of fish-hooks, in that they are both hooked and barbed, curving to a point, which has a side-fin or point projecting backward from its tip toward its shaft, in the same way that the edges of an arrowhead form two points facing back toward the flight-feathers. In a live (un-stiffened) Stirge, these barbs are not rigid, but can be retracted into the claw by means of strong cartilage-and-muscle linkages; thus, a Stirge can hook itself into a victim through gaps in metal armor or by simply piercing leather or lighter clothing, so that it cannot be torn free except by also tearing away parts of its victim's flesh (1d2 points of damage per claw torn out, 4 claws per Stirge). In determining whether or not a stirge's attack is successful, consider a missed hit roll as indicating that the creature's claws failed to latch on to the intended victim or victim's clothing/armor. If a Stirge hits successfully, it has grabbed on with its claws and struck with its proboscis in the same round; generally, a stirge's proboscis can strike into or through any surface on a victim that its claws can attach to.



Immediately after death, a stirge's muscles relax, and it ceases both to drain further blood and to hold its barbs in but if it is not removed from its victim within 1d3+3 turns, and is allowed to stiffen while attached, the barbs will have been extended again as the stirge's muscles convulse, and the body of the Stirge will then have to be torn free of its victim, doing damage as specified above. If it is attached to armor, but not flesh, then the creature will be easily shaken or pulled loose by normal movement when its muscles are relaxed.

Removal

Stirges must be killed to be removed otherwise, due to their strong grip. If an attack against an attached Stirge misses, make another attack roll against the victim's Armor Class to see if the attack hits the victim instead. Caution is advisable when attempting to remove an attached Stirge. Stirges need not always be killed to be removed. A Strength check may be used to rip the creature from his body (causing normal damage) or, with successive Strength checks or saving throws, to pull the Stirge's penetrating proboscis from his flesh. Make a normal Morale check when this occurs, if the Stirge fails, it drops off and seeks a new victim.

Note that the victim should not be able to attack with a weapon while holding back a Stirge. This struggle will prove to be more exciting than your average hack-and-slash session, particularly for low-level or green adventurers.

Habitat/Society:

Stirges form nest-like colonies in

attics, dungeons, and coves of trees.

Stirges usually lair in forests, disused castles, or caverns, and may incidentally possess treasure from victims who have fallen to them therein, or from hoards laid down before their arrival, but they are not intelligent enough to value, or bargain with, treasure as we know it.

Stirges in deep woods like to drive prey into tangled ravines, so that the victims cannot escape readily, or find steady footing, room, and balance to defend themselves properly, and any treasure carried by these unfortunates may well be found among their bones at the bottoms of these ravines.

Stirges move around a great deal in following their prey, but often return to the same roosting sites year after year, where they may remain for as long as a season. Though not migratory, they will follow the migratory patterns of their primary prey. Common Stirges defecate in their roosting areas, and their guano is blood-red and tends to be more liquid than solid.

A Stirge colony's territory extends for only a mile in diameter, so Stirges move around a lot after they've drained a region of the available blood. Often, the presence of Stirges is only discovered long after the colony has departed, making it very difficult to track them. A Stirge colony can communicate simple ideas—like danger and where to find food and mates—through movement and a series of chirps.

Stirges can and will alert the rest of the colony to danger and potential food. Often several will attack one target. Stirges do not attempt to assist each other like a wolf pack in any coordinated way, but their superior sense of smell allows them to recognize the smell of wounded prey. The smell of blood and fear draws the monsters to attack. Once the Stirge has attached to their prey they ignore everything but a direct attack until they have drunk their fill.

Reproduction

Winter cold does not seem to affect Stirges in any way, and mating among Stirges is a communal affair, with many males and females mating repeatedly twice a year—once in the early spring and again in late summer/early fall. Males and females are outwardly identical in size and appearance to our eyes. A thorough search might locate a few clutches of eggs. Like birds, female Stirges lay eggs—between four and 12 at a time. They are typically buried by the female in the warm guano of the colony's roosting area. The eggs hatch in about three months, due to the warmth of the guano. Less than 20% survive into adulthood, feeding off the guano itself for several days until they are strong enough to fly and search for food on their own. Often, the young will kill each other for food. The young that do survive will either form a new colony or join the next one that enters the roosting area. Stirges reach full growth after about eight months and can have a life-span of five to six years.

The tiny young cannot fly properly, but only glide, until their blood-drinking from prey provides sufficient nourishment for them to grow to about half the adult size. Then they can maneuver on their own, and in another three months at most they reach full adult size.

Attacks from young are at -2 to hit, they do 1 point of initial damage from the proboscis, and drain 1d2 hit points of blood per round on following rounds, becoming sated at 6 hit points worth. Stirgelings can easily be torn free from their victims, and typically have only 1d4 hit points.

Ecology:

Experienced druids and rangers usually recognize the traces of a Stirge colony by the occurrences of mysteriously drained and dead animals in the vicinity.

Senses

Their superior eyesight and infravision also assist them in hunting their prey. Stirges have an acute sense of smell that allows them to locate and track herds of their prey—like sheep or deer. They can see in the dark, (Darkvision) and can sense heat sources within 240 feet. (Infravision 240'). These senses keep Stirges informed when living creatures enter their habitat. Its other senses are low.

Symbiose

Creatures with a natural AV of 6 or better are usually immune to a Stirge's blood draining attack, since their hides are too thick to penetrate. As a consequence, huge nests of Stirges live symbiotically with some evil dragons.

Threat elimination

There is some experimenting with poisoning Stirges, but so far report limited success. Just as they are apparently immune to the diseases they transmit, so are they unaffected by the same poisons that harm us; the creatures seem both adaptable and of rugged constitution.

Uses

The proboscis, properly treated, can serve as a sharp but brittle stabbing weapon, much favored, by goblins and similar unpleasant creatures.

The claws serve some cloth-makers and workers for carding wool, brushing away hairs from garments, and so on. They are not strong enough for the fanciful uses attributed to them in the tales of thieves; they are far too brittle and small to serve as grappling hooks for climbing-lines. Much of the tissues of the Stirge are liable to be tainted with disease, but the knots of muscle here and here, just behind the head and atop the spine, at the bases of the wings, are humanly edible, but once a stirge's legs have stiffened after death, no part of its body is safe to eat.

The protein-rich guano, over time, hardens into a clay-like substance that, if broken or granulated, makes excellent fertilizer for crops.

Stirges will sleep off the effects of their feeding. Stirges can breed in captivity, but a constant supply of blood is needed.

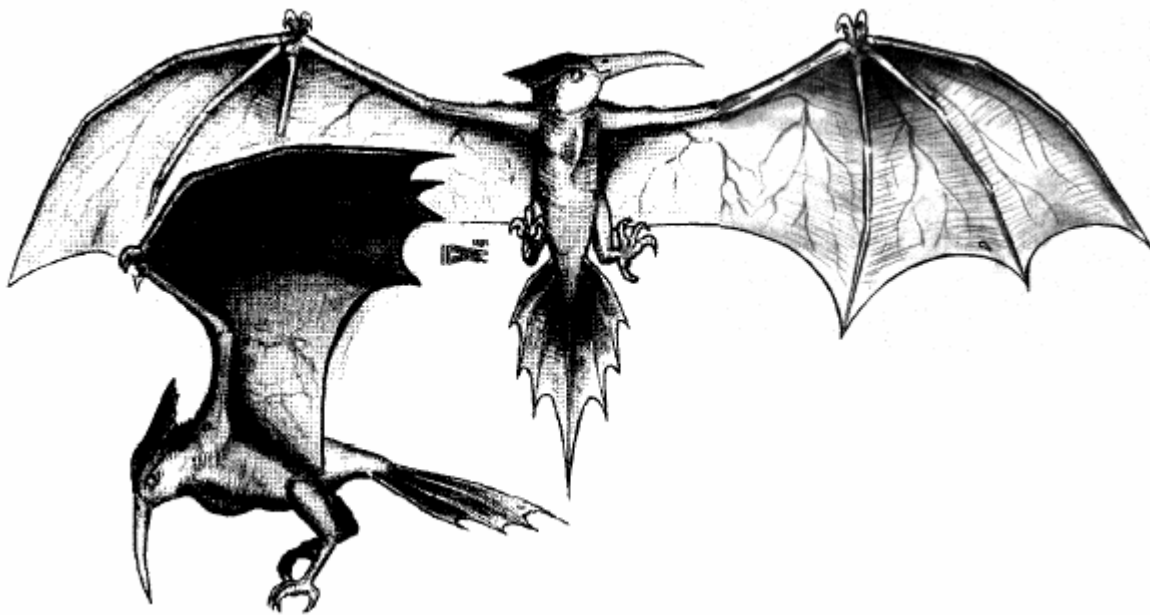
Stirges are able to make a blood-mixed version of honey from their saliva, digested-regurgitated blood and treesap. They are doing this in times of abundance (often summer) to be able to feed in times of scarcity (often winter). This bloody honey is a very healthy antibiotic, and will increase the chance that a person survives by lowering the intensity of the disease (see Pages of Virtue) by one step after a week, up to two steps after three weeks. Rapid diseases often are too fast to afflict the person, but medium and slow diseases are thus often lessened or even nullified. Whatever disease, the pain caused by it will be extremely lessened. The taste of this honey is however extremely intense, and often disliked by mammals. The price is however 50gp per ounce, and each Stirge roost will have 50 ounces per Stirge available, hidden in crevices, where normally only their probosci could empty the contents.

Prey

Stirges their typical prey is a herd or flock of herbivores—like sheep or deer—but they will quickly change their feeding habits to accommodate their preferred prey. Stirges mostly kill low-level humans, animals and children, so the arrival of these predators in any civilized territory is always a cause for alarm. Fortunately, even a low-level group of adventurers or town militia is usually capable of ending the menace with little or no loss of life.

The Stirge, as we all know, subsists entirely on a diet of blood, and will attack all warm-blooded mammals, although it seems to prefer the richer blood of omnivores, especially humans and demi-humans. Quite often, Stirge swarms follow herds of domestic or nomadic animals—cattle, caribou, and sheep being most often afflicted; and where such herds are, one should always expect to meet, and be prepared for, these little fellows. Caravans, travelling pilgrims, and even armed war-bands have been harried through wilderness areas by large flights of Stirges. We've all heard the gruesome stories of drained, white victims and a few lucky, narrow escapes.





An old depiction of Stirges, still believed to be more related to birds, with batwings, instead—as we know now—being insect.
Main Prey; Animals, Humanoid, Main Predator; Spiders, Humanoid, Birds of Prey, mammals.

Jungle Stirges (*Caelifficae chiropterus quadrosegmentus*)

Stitge	Jungle
Type	Lowlife (Insect)
Climate/Terrain	Forest and Subterranean
Frequency	Rare
Organization	Colony
Activity Cycle	Night
Diet	Hemovore
AL	N
NA	3d10
Size	S; 3'wingspan
ST	11
IN	1
WI	1
DX	7
CO	13
CH	9
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	2+2
HP	2d8+2
MV	30'(10')
	FL 150'(50')
	MF 3B
THACO	14
Attacks	1 Stab
Damage	1d4
Special Attacks;	Blood drain 1d4/r
	Paralysis
Special Defenses;	0
Immune to;	Charm, Hold, Illusions
Extra Vulnerable to;	0
AM	0
Save as;	F2
ML	8
XP	350
TT	0
Body Weight	32cn



There are rumored to be exceptionally large varieties of Stirges deep in the densest tropical jungles. They have 4 wings instead of 2 and look more leathery than a normal Stirge. They also lack most hair, except on their backs. Though they are only 2+2 Hit Die creatures, they attack as 8 Hit Die monsters. Purportedly, they have a paralyzing poison in the tips of their sharp snouts that is highly prized by local tribesmen. Jungle Stirges have been known to mingle with giant vampire bats. None of these larger versions have ever been captured or examined by sages, so nothing else is known about their strengths or weaknesses. What little of them is known came from the cannibals and head hunters of the jungle regions. Main Prey;

Animals, Humanoid, Main Predator; Spiders, Humanoid, mammals.

Stirge, Desert (*Caelifficae chiropterus Insectus*)

Stirge	Desert
Type	Lowlife (Insect)
Climate/Terrain	Any Desert
Frequency	Rare
Organization	Colony
Activity Cycle	Night
Diet	Hemovore
AL	N
NA	2d6
Size	S; 12-18" wingspan
ST	13
IN	2
WI	2
DX	14
CO	10
CH	6
Languages	0
Spellcaster Limits;	0
AC	6 (vs swords 1)
AV	1
HD	1+1
HP	1d8+1
MV	45'(15')
BR	120'(40')
Jump	160'
FL	60'(20')
MF	3B
THACO	17
Attacks	1 Stab
Damage	1d2
Special Attacks;	Blood drain 2/r
	Leap
Special Defenses;	0
Immune to;	Charm, Hold, Illusions
Extra Vulnerable to;	0
AM	0
Save as;	NM
ML	6
XP	19

Desert Stirges resemble large, feathered mosquitoes and look little like their common or jungle cousins. In fact, the physical resemblance ends with the long dangling beak common to all members of the Stirge family. The proboscis is just over 6" long and is a dull, sand-yellow color. Desert Stirges have wings, but they are short, stubby, and incapable of supporting flight. Some witnesses, though, contend that Stirges are able to glide on them. The feathers of a desert Stirge are a reddish brown, allowing them excellent camouflage in the sand. These creatures have six legs and are more insect-like than any other Stirge variety. The legs are yellow-brown talons, joined at the center of their long beetle-shaped body. The monsters use their strong claws to burrow beneath the sand during the heat of the day as well as fasten themselves onto their prey. Perhaps the most remarkable feature is the Stirges' unique jumping ability—the Stirge is able to leap up to 20' high or a distance of nearly 50'.

Combat:

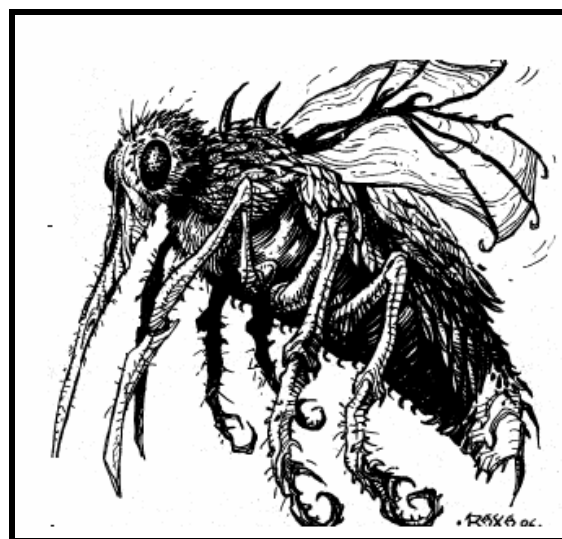
Desert Stirges are not nearly as powerful as their larger cousins and attack as a 1-Hit Die creature, unless they leap onto a surprised victim. These monsters attempt to attack by leaping onto the victim's back from concealment. When employing this tactic, the Stirge may make one initial hit roll as a 4-Hit Die creature. Because of their burrowing ability and camouflage, Stirges are difficult to spot. Characters without the desert survival proficiency should receive a penalty to their surprise roll. In addition, if the victim is surprised, add +4 to that hit roll, as a backstab attack. The creatures do not attack in concert, but often erupt from the sand at the same time to gain surprise. A successful attack inflicts 1d2 hp damage with an automatic 2 hp blood drain for every round the Stirge remains attached to the victim. The smaller desert Stirges are full after draining 8 hp of blood from the victim, after which they drop to the ground, scurry away, and burrow back into the sand to escape retribution and sleep off their meal. Stirges attack only legitimate prey, almost never attack without surprise, and immediately flee combat once sated. In fact, Stirges that miss their initial attack are more likely to try to escape (make a Morale check) by burrowing than to attempt to continue combat. While the desert Stirge is significantly less dangerous than other Stirges, it is also the most difficult to remove once it has attached itself to prey. An attached Stirge adds 5 to a Morale check, and its strong grip and extra leg power prohibits the option of a Strength check to pull it off unless a combined Strength of 30 is employed.

Habitat/Society:

The colonies of desert Stirges are small; only rarely will more than 10 of the creatures hunt the same area. Stirges are often called "sand crabs" or "desert beetles" because of their burrowing and queer appearance. Their feathers are short and scaly, but are feathers nonetheless, disproving theories that the monsters were actually crabs or some form of insect. Desert Stirges do not have an exoskeleton, but their legs, save for the talons, are covered in chitin. Sword-swingers targeting the legs of the monsters must hit AC 1, due to the small size. The monsters are found in areas wherever prey can be located. They have no permanent lairs or nests but sleep beneath the sand during the heat of the day. Still, it is not difficult to know when desert Stirges are in the area; typically, they bury themselves in the sand not more than 100 yards away from the bloodless corpses of their victims. Fortunately, of all the Stirges, the desert Stirge is the least likely to bother humans, particularly those in armor. Stirges are unable to penetrate anything better than studded leather and do not attack armored individuals.

Ecology:

Desert Stirges possess superior sight and infravision (240'), but lack the acute sense of smell found in other members of their family. They compensate for this with a sharp sense of hearing—desert Stirges are very sensitive to vibrations in the ground, allowing them to track prey and be instantly notified of interlopers in their area. When the Stirges hear prey, they burrow closer to the surface, opening the protective chitinous cover around their eyes (they are blind when



underground, moving by hearing alone). The cover around their eyes also closes when they are attached to a victim. The Stirges' sense of hearing often wakes them during the day, and they take advantage of the morning or afternoon to snack. Barring this occurrence, Stirges are never found above ground during daylight. Once a Stirge has drunk its fill of 8 hp of the victim's blood, it flees, burrowing underground. The slow metabolism of the desert Stirge allows it to sleep for one day per point of blood drained—and it can go three times as long until needing to feed again. Stirges do, however, make the most of every feeding opportunity, storing extra food as fat in their bodies just above the tail, giving them a "hump" of sorts. Stirges sleeping after feeding are very difficult to find because they bury themselves so deeply. If located, the Stirge does not awaken until exposed to sunlight, very loud noises (like digging), or damage (as from a weapon). In any case, they flee at the first opportunity, either by leaping away or by burrowing deeper into the sand. Though not much more than a pest to humans, they can be difficult to find and kill. Desert Stirges do not collect treasure.

Main Prey; Animals, Humanoid, Main Predator; Spiders, Humanoid, mammals.

Rust Monster (*Caelificae metallovorae*)

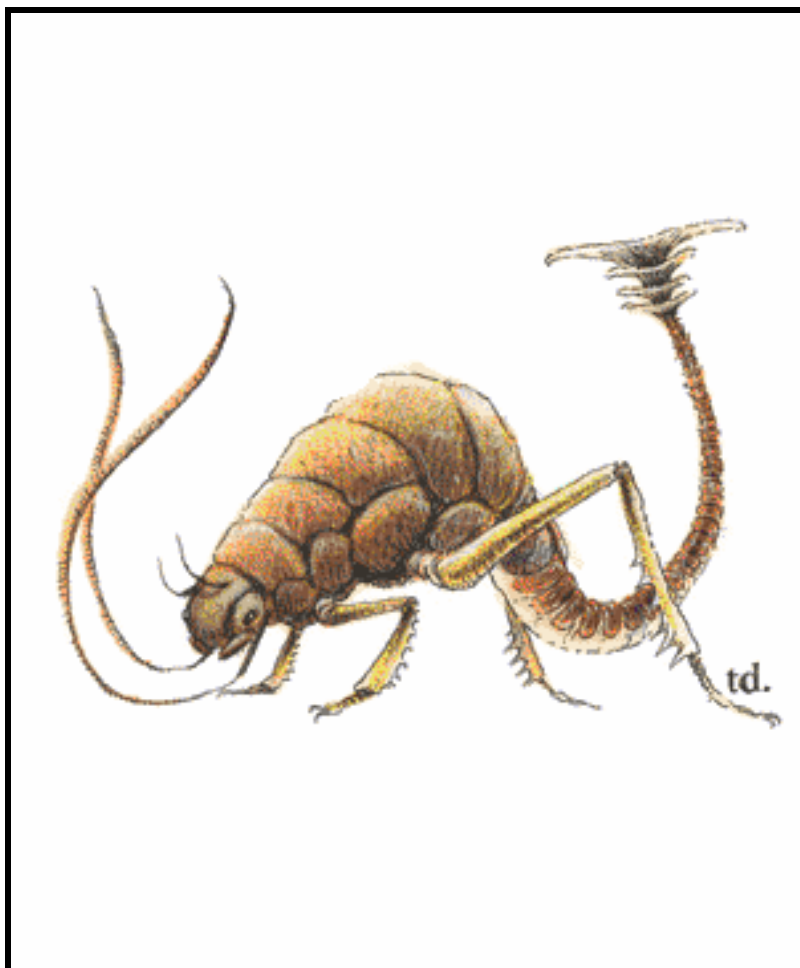
Rust Monster	
Type	Lowlife (Insect)
Climate/Terrain	Subterranean
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Night
Diet	Metallovore
AL	N
NA	1d8(2d6)
Size	M. 5'
ST	18
IN	2
WI	9
DX	12
CO	16
CH	9
Languages	0
Spellcaster Limits;	0
AC	2
AV	4
HD	5
HP	5d8
MV	180'(60')
THACO	15
Attacks	2 Tentacles sweeps 10'
Damage	0
Attacks	Very Rarely 1 bite
Damage	1d6
Special Attacks;	Rust
Special Defenses;	Rust
Immune to;	Wooden Piercing weapons Psionics, illusions Charm, Hold (near metal)
Extra Vulnerable to;	0
AM	0
Save as;	F3
ML	7
XP	75
TT	U
Body Weight	1250cn

From the Physiologus Veritas of the sage Baerdalumi.

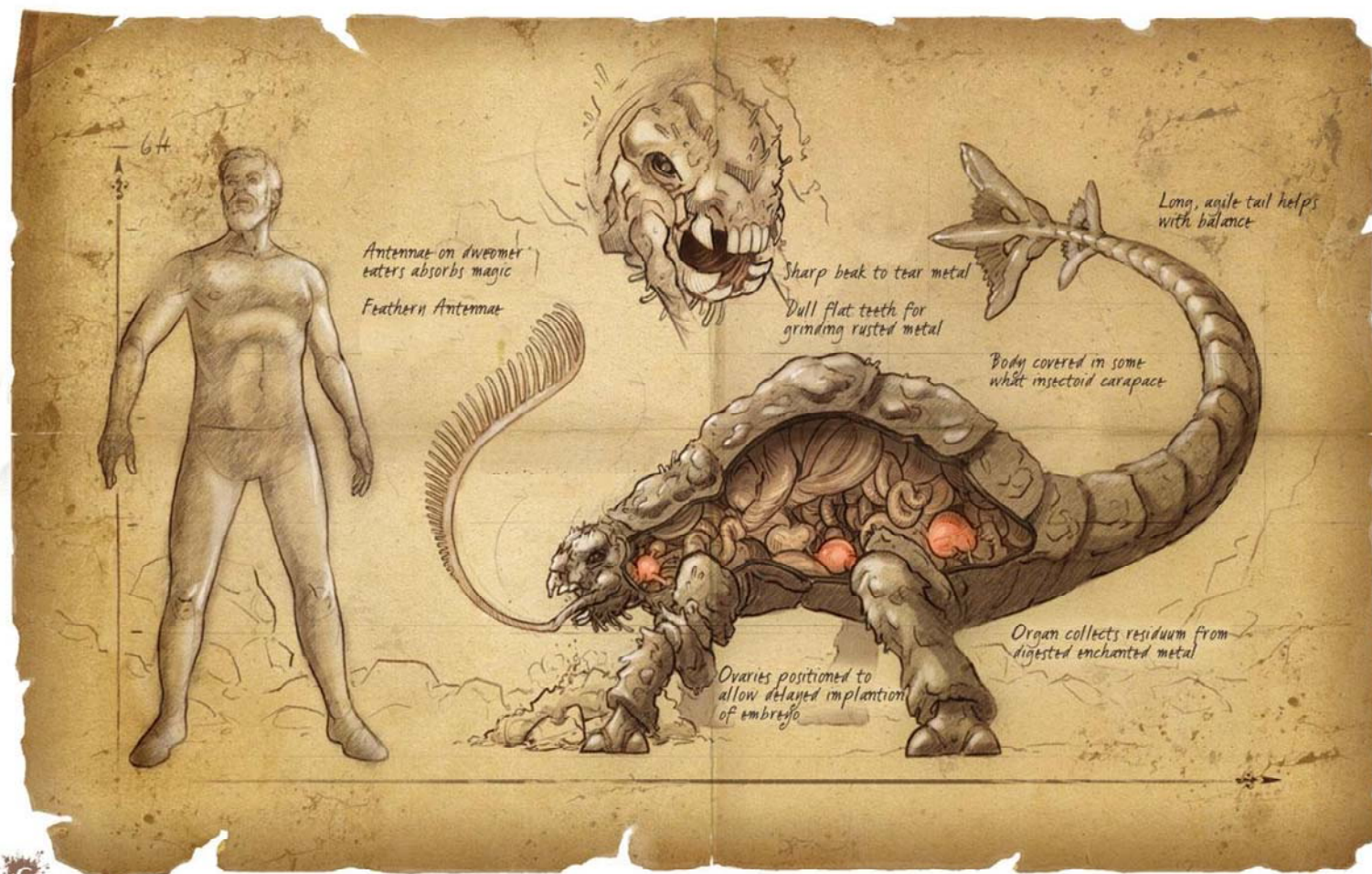
Rust monsters are subterranean creatures with an appetite for all sorts of metals. These unique creatures, though generally inoffensive, are the bane of fighters everywhere. The average rust monster measures 5 feet long and 3 feet high at the shoulder weighing 200 pounds. Rust monsters appear to be equal parts overgrown crustacean and impossibly large insects. While most have the average size, larger specimens comparable with rhinoceroses in size, weight and armor thickness (AV) are sometimes found in metal-rich areas. Smaller versions are often young.

Two prehensile antennae are located under the thing's two eyes. Covered with miniscule, stiff hairs, these antennae tie to a number of complex capillary tubes that stretch into the stomach. Its prehensile antennae can rust metals on contact.

It has a strange tail that appears armor plated and ends in an odd-looking bony projection that resembles a double-ended paddle. Only the boney flanges of a rust monster's tail are devoid of the capillary hairs, a trait useful in the creatures mating process. A rust monster's tail is used for stability and breathing, with a gill-like structure that helps take in—along with the mouth and nostrils—enough carbon dioxide. Males possess larger tails than females, which in addition to breathing they use to attract the attention of potential mates.



The hide of the rust monster is rough, covered with lumpy projections. Coloration varies from a yellowish tan on the underside and legs, to a rust red upper back. Rust monsters smell like wet, oxidized metal. A rust monster's carapace is covered in the same tiny hairs as the antennae.



The Rust monster is a relative to the common grasshopper, which somewhere along the evolutionary line found a way to sustain itself on metal ores, and Funghi. Some sages say this creature was magically altered but this is open to debate.

Rust monsters breathe in carbon dioxide and convert it into oxygen and other caustic gases. These gases irritate an oxidation together with the internal bacteria that corrodes metal.

The rust monster is a creature of curious, even comical appearance. It waddles with great speed in an ungainly, rocking motion like a raccoon cub, dubbed; galumphing, by some long-ago observer, and chitters in the fashion of field mice. It is much respected by artisans and fighting-men, however, for its power to cause metal to rust or corrode away by its touch, which corroded metal it then devours and lives on. An example of this respect is the great mercenary general Gulgathas, who has issued standing orders that all smithies in his army's encampments are to be encircled with a bristling row of sloped, fire-hardened stakes, or propped spears, to discourage the attacks of such creatures. Rust monsters are non-aggressive, but are both curious and utterly fearless—even, it is said, being immune to magical and psionic influence in their single-minded pursuit of metal.

A rust monster has only animal intelligence, and although it will choose to avoid noise, light, and groups of other living creatures, these cautious habits are swept away when it smells a meal. It will pursue edible metal that it has detected regardless of attacks upon it, potential danger, or attempts to charm, dominate, or otherwise control its actions by magical or psionic means. (This includes a repulsion spell, but a push from a magic-user of sufficiently high level would work. A gust of wind, however, will not even slow a hungry, ground-hugging rust monster.) The beast's instinctive hunger for metal is too strong for the monster's dim intellect to even notice any other forces attempting to coerce it. In theory, charm monster could affect the beast, but only if it is not commanded to do anything that violates its basic nature. (In other words, any command it is given must directly involve getting something to eat, or the charm is liable to be broken.) Psionic domination of a rust monster is also possible, but it can be troublesome and expensive to maintain control of the monster while forcing it to act against its nature.

Combat:

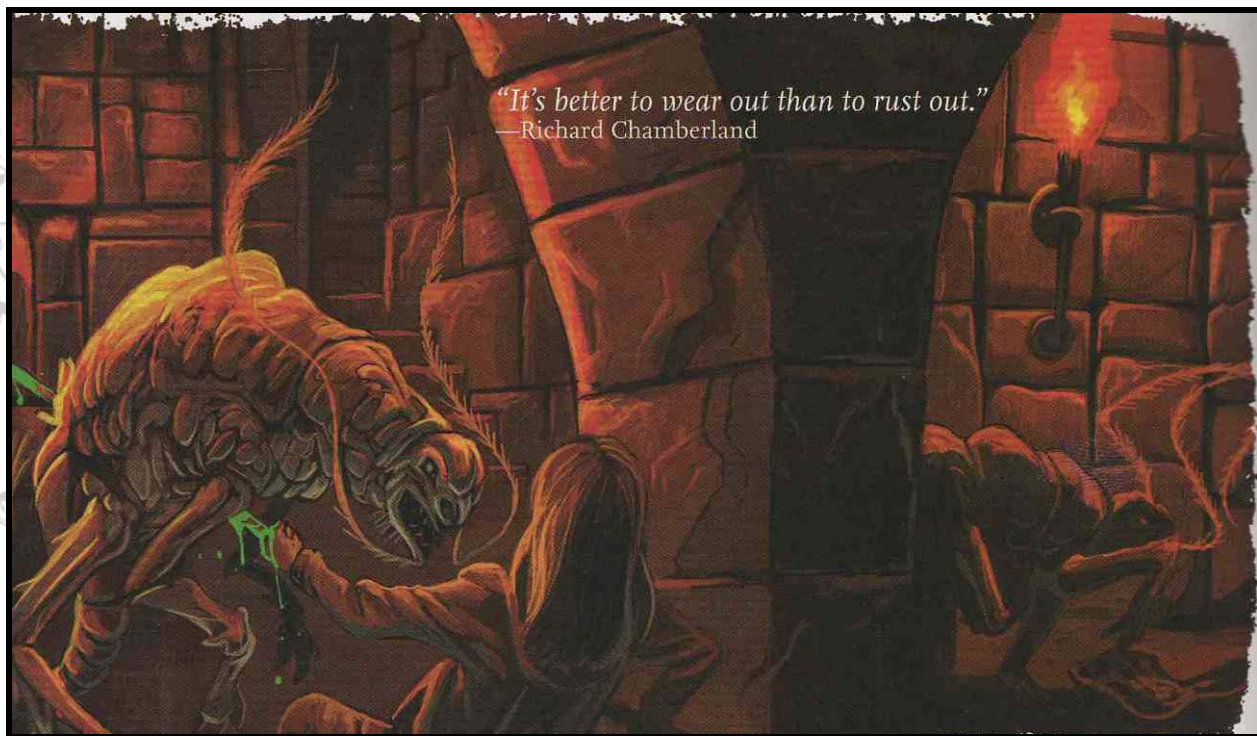
Rust monsters are placid by nature, but when they get within scent range of metal, they become excited and immediately dash toward the source.

If the rust monster's antennae touch metal (determined by a successful attack roll), the metal (and connecting metals) rusts in a sphere of 10' and 3' deep (in case of larger surfaces).

Magical items have a chance of being unaffected equal to 10% for each plus (a +2 weapon or armor has a 20% chance of not being affected). Any affected metal rusts or corrodes and immediately falls to pieces that are easily eaten and digested by the creature. Metal weapons striking a rust monster are affected just as if the creature's antennae had touched them. Should a nonweapon metallic magical item happen to make contact with a rust monster, treat it as a +2 magical weapon for purposes of determining whether or not it breaks up.

Rust monsters, being none too bright, stop pursuing a fleeing party for one round to devour metallic items, such as a handful of iron spikes, a mace or a hammer, if the party throws them behind. Rust monsters go after ferrous metals such as iron, steel, and magical steel alloys, such as mithril and adamantite. They choose such metals over valuable metals such as copper, gold, silver, or platinum. In fact, they would continue to pursue a party that just dropped a fistful of copper coins, for example, in hopes of getting the much-preferred ferrous metal of armor and weapons.

Sometimes (30% chance), a rust monster will even pause for one round during combat in order to eat. Rust monsters are not known for being tacticians, just ravenously hungry metal-eaters. Feeding time always takes one round regardless of the size of the metal meal. The weight of rust is 105% of the normal weight) the creature consumes 10cn/round at most, and keeps the rust for later. The creature has biting jaws but rarely bites an opponent, it may be possible though that the creature bites its opponent while chewing on its armor or metallic item. This is about 10% chance if such is worn on the prone character.



"It's better to wear out than to rust out."
—Richard Chamberland

Perhaps the best way of battling a rust monster is to crush it in a deadfall, with rolled boulders, or perhaps to trap it in a pit and strike it from above with rocks and clubs. If one must face it in open-field battle, it can often be successfully disabled by first striking at its antennae and then at its legs, possibly enabling one to escape with prized metal (magical weapon, coins, jewelry) intact. Beware its tail—an ankle high, lashing sweep of this appendage has knocked many a warrior on his rump, and before he can rise the creature has spun about to beat upon his armor with its antennae, and greedily seek out buckles, weapons, flasks, coffers, and even metallic mirrors buried deep in backpacks! If the hit roll for the rust monster's is one or two lower than the number needed for a successful strike with its antennae, there is a chance that it has knocked over an adversary with its tail. Any humanoid standing to the rear of the monster or on either side of it within 5 feet of its body must roll his dexterity or lower on d20 to avoid being knocked down by a sweep of the tail. The rust monster is +4 to hit in the following round against any single target that was knocked down; a miss indicates that the character managed to scramble to his feet and get out of reach of the antennae in time. No character who is knocked down can attack the rust monster in the following round.

The DM should judge the effects of a successful rust monster antenna-strike according to the circumstances. If only a certain part of a character's body or weapon is exposed through a doorway or hole, then only that part can be affected. However, the rust does spread across the extent of an entire area of metal; if a character clad in a ring mail jersey strikes at a rust monster through a small opening and his arm is hit by one of the antennae, the rust will travel along the jersey and the character will soon lose his shirt. The corrosive action does not "jump" across gaps between two objects or areas of metal. For instance, a character who wears metal leggings and a metal breastplate that aren't in contact with each other will not have all of his armor affected by the same strike, in the same way that a suit of armor and a helm can't be rusted at the same time—unless there is a metal to-metal connection between the armor and the helm. When forced to fight on open ground, a rust monster will tend to strike at the nearest and largest concentration of ferrous metal, but may not be right on target because of evasive action taken by the target. In such cases, the metal item struck table can be used to determine where a rust monster's antenna strike hits.

Metal item Struck	
01-36	Weapon
37-64	Shield
65-85	Armor
86-95	Helm
96-00	Minor visible item
Belt Buckle, Headband, Gauntlet, etc.	

Obviously, the item struck will only be affected if it is being held, carried, or worn by the target, and only if the item is metal. Re-roll if an effect on an absent or non-metallic item is indicated, or simply assign a result if only one of the above items is applicable. The rust monster never fails to rust something on a successful hit, as long as the target is wearing or carrying anything metallic in plain view. If the target character or creature has no metal to be rusted, there can't be a successful hit in the first place. Even so, the rust monster will smell metal items in a backpack or belt pouch, and will relentlessly try to get at the metal it cannot see unless and until a better prospect comes along



Habitat/Society:

Rust monsters dwell only in dark, subterranean places such as caverns and underground structures. They are not disposed to groups; often a lair. Rust monsters wander endlessly in search of food, their bony exterior armor protecting them from most predators. Rust monsters help in removing metallic junk and clutter from underground fastnesses. In fact, it is not unusual to find a rust monster and a Carrion Crawler working in a symbiotic relationship, with the latter eating the organic litter and the former consuming the metal cast-offs. These creatures have been known to range the entire area of an underground complex, searching for supplies of metal.

Though it will eat raw ore, a rust monster always prefers the refined, forged metal (just as a human would prefer fresh, filtered water over swamp water). A rust monster can smell a metal object from up to 90 feet away. When it detects one, it dashes toward the source and attempts to strike it with its antennae. The creature is relentless, chasing characters over long distances if they still possess intact metal objects but usually ceasing its attacks to devour a freshly rusted meal. The creature targets the largest metal object available, striking first at armor, then at shields and smaller items. It prefers ferrous metals (steel or iron) over precious metals (such as gold or silver) but will devour the latter if given the opportunity. Rust monsters are natural trackers, capable of seeking out an armored opponent as easily as a vein of valuable metal ore. When around bloodshed (areas with copious amounts of spread blood), the scent of iron in the blood drives these creatures into a frenzy, and starved specimens have been known to viscosly attack wounded creatures.



Like underground dwelling locusts, rust monsters wander the depths searching for metal in any form. Upon finding a place with suitable metallic food sources, a rust monster seeks out a den, preferring cramped, defensible tunnel complexes with several exits for evading predators—particularly Umber hulks. When injured by metal using-enemies, rust monsters hide in their tunnels relying on the cramped space to force as much contact with their corrosive carapaces as possible.

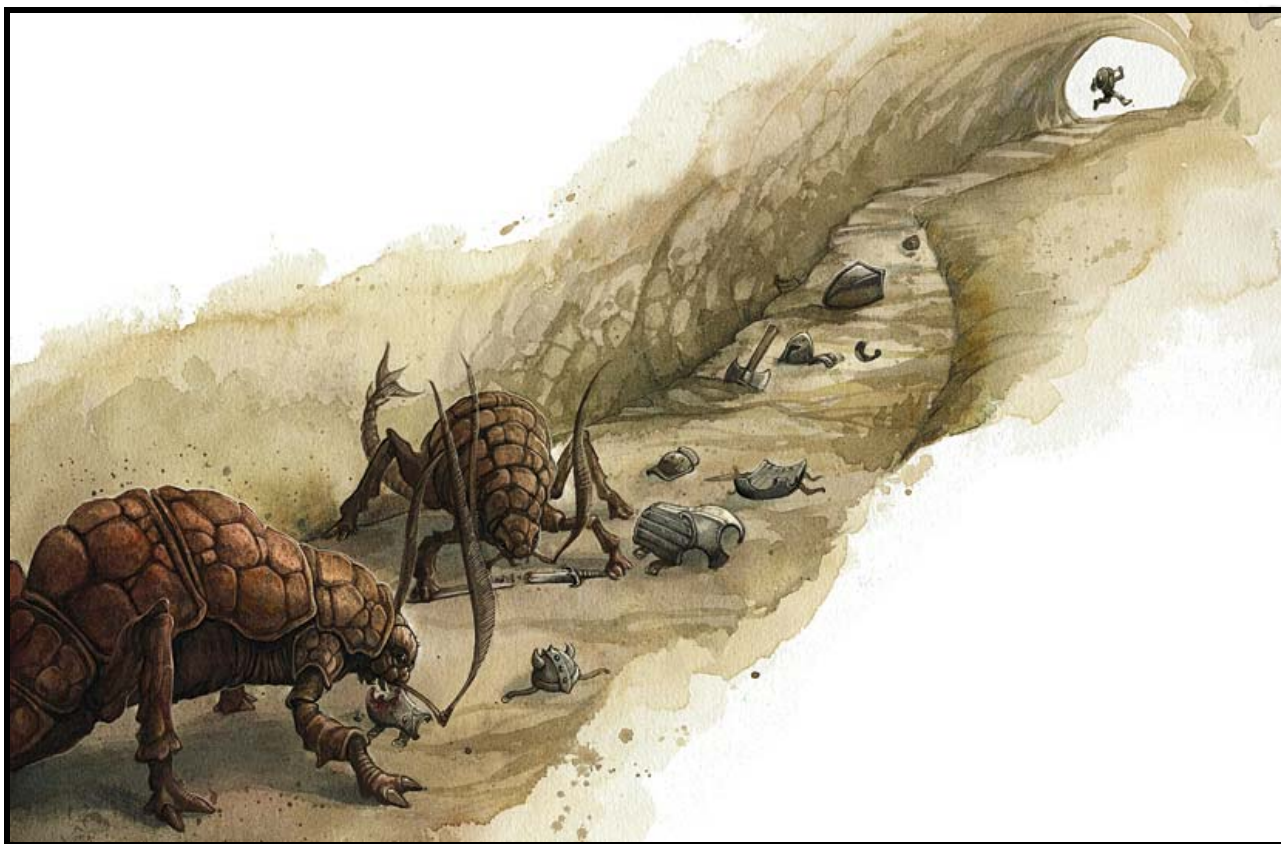
Aside from their underground habitat, rust monsters might make their homes in a variety of other regions, eagerly relocating to any environment (but below water or arctic) with an abundant metallic food source. While mountains and ore-rich hills attract many of these creatures, the debris and metal strewn sewers of most cities prove especially hospitable. Many city officials dread rust monsters and the damage they can do on a community's substructure. Rumors of rust monsters infesting a city's depths often precede retellings of a tale of a cliff-side port, half of which supposedly slid into the sea when rust monsters devoured its underground supports.

Reproduction

They do not pair for life or choose specific mates, but merely mate with another rust monster when circumstances allow. This prolificacy has kept the curiously unaggressive rust monster from dying out in the face of attacks from humans and natural predators.

Rust monster are mostly solitary creatures. Males are uninterested in reproduction until they come in contact with large amounts of metal ore, or a rare magical metal like mithril or adamantite—that triggers psychological changes. Rust monsters mate often, following a ritual in which each one of the pair makes agitated chittering noises for several minutes. Several males often compete to bring the female the largest amounts of these rare metals, and (to them at least) most melodic chittering, with but one earning her attention. After winning a mate, the male remains with the female until their eggs hatch, then departs. Adventurers with items made of these metals might find themselves harried by waves of hopeful male rust monsters seeking the rare metals they need to impress a female.

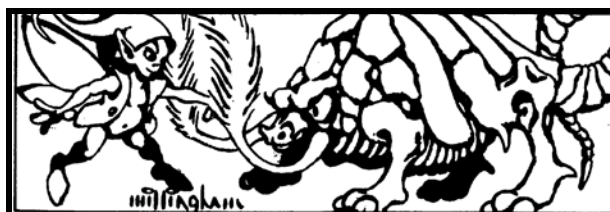
Rust monsters hatch from spherical, iron-colored eggs. After a brief pregnancy, a mother lays her clutch of about twelve sticky, melon-sized eggs into deposits of metal rich rock. Although the eggs require no special attention, both the parents stay nearby to ward off any hunters (particularly Umber Hulks, which view all rust monsters—but particularly their young as delicacies). After approximately a month the eggs hatch, each spilling out a tiny larval rust monster about 18 to 22 inches long. These young have no appendages and look like nothing more than bloated, brownish maggots with moist antennae approximately a foot long. These antennae possess the same corrosive effects as an adult rust monster's and over the next two years they grow in size, along with legs, a bony tail, and a hard carapace.



It will be born 4-7 weeks later, live, whole, and active, and will usually accompany its parent until it is full grown. Newly born rust monsters have all the powers of an adult (there is a transferal of some of the bacteria from parent to child), but have only 1+4 HD and are size S, with a 3-foot-long tail and 2-foot-long antennae with a full-strength appetite.. Such a "rusty" will grow rapidly to a young, 3 HD, M-size form, with full adult size tail (10') and antennae (7'), usually within 8 months or so, but this growth is dependent on food supply. After a year of life a rust monster is a mature adult and can mate with others of its kind. Some adventurers hunt juvenile rust monsters as they are more easily handled and turned to specific purposes than adults.

Rust monsters dwell only in dark, subterranean places such as caverns and underground structures. They are not disposed to groups; often a lair comprises one or two rust monsters, with a 5% chance of encountering a single offspring. These creatures have been known to range an entire underground complex, searching for supplies of metal. Though it will eat raw ore, a rust monster always prefers the refined, forged metal (just as a human would prefer fresh, filtered water over swamp water).

The creature's relatively inoffensive nature makes it an unlikely target. There have been many accounts of mages and sprites approaching a rust monster and the only reaction from the beast was a cursory sniff, then a leisurely departure. Dwarves and gnomes, known for metalworking and mining, have no sympathy for rust monsters, and will do anything to get rid of them.

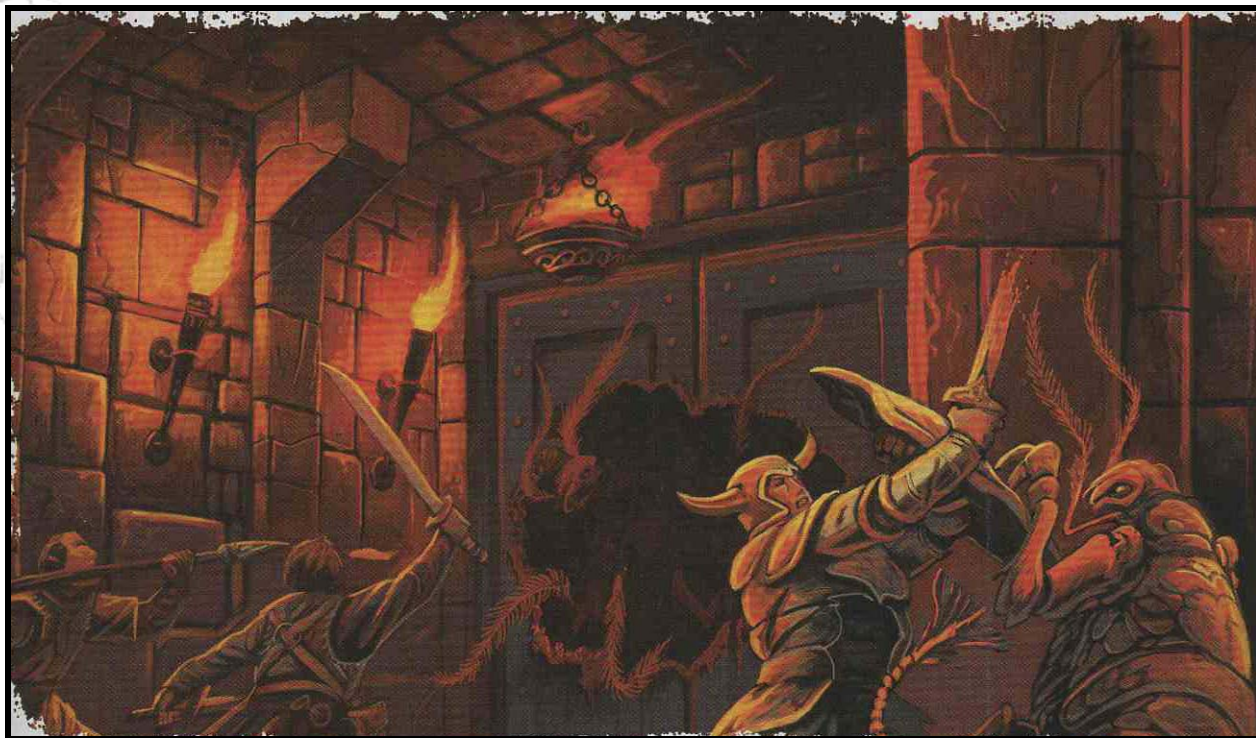


Metal gates, statues (even animated, magical ones such as iron golems) and the like can be affected by rust monster antennae strikes. Very large objects may take 1 or 2 rounds before rusting entirely and then collapsing. Magical objects with a magical adjustment get a straight saving throw, at 10% per adjustment point to avoid being rusted.

Large enchanted objects (such as an iron golem) get a saving throw vs. petrification at +1 to avoid the rusting effect. An iron golem striking a rust monster would do 4d10 points of damage, perhaps killing the creature, but if a golem carrying an edged weapon struck the antennae or the body of the rust monster with its blade and not with a crushing blow from its fist (the golem is unintelligent and does not choose its attack mode deliberately), the golem would begin to corrode immediately and would collapse into a mound of rust at the end of the following round. During this second round, it can move only 30' without toppling, and it will do only half damage on any attack. A rust monster antenna will take at least 5 hit points of damage before being severed.

Rust monsters are apparently immune to all forms of poison, including the breath weapons of iron golems and those of Gold dragons (who must often fight rust monsters to defend their hoards), and liquid poisons produced by various creatures and by men (and smeared on weapons). Fire does normal damage to a rust monster, but acid rarely seems to have an effect (+3 on saving throw, half damage if save fails, no damage if save succeeds).

Ecology:



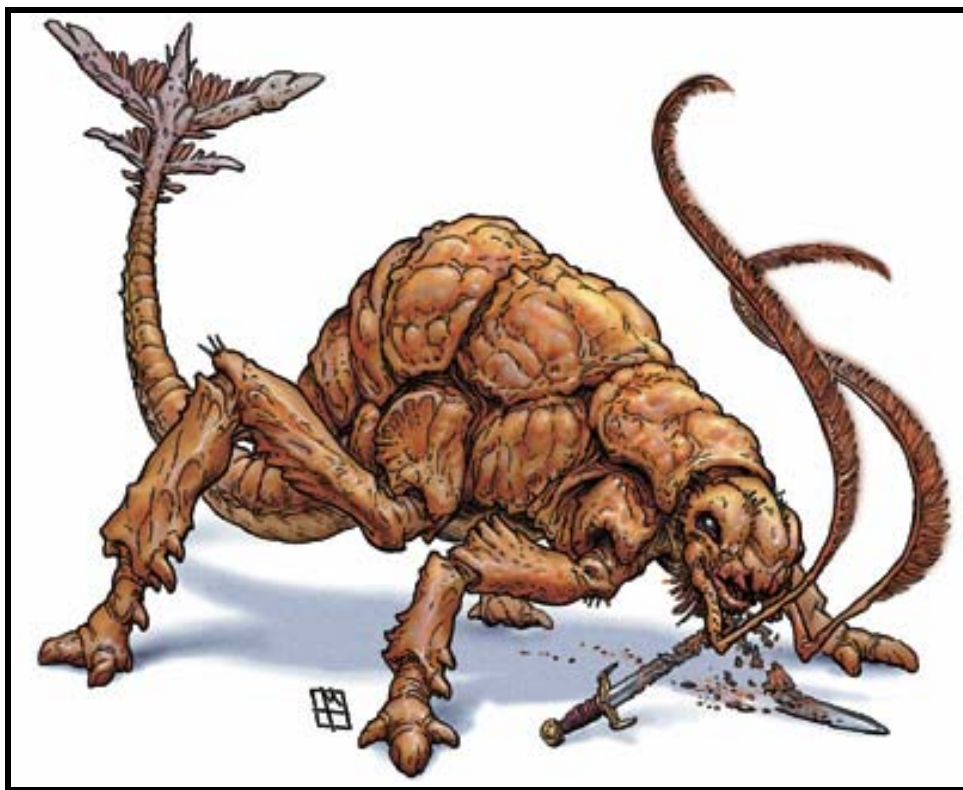
Rust monsters help in removing metallic junk and clutter from underground fastnesses. In fact, it is not unusual to find a rust monster and a Carrion Crawler working in a symbiotic relationship, with the latter eating the organic litter and the former consuming the metal castoffs.

Diet

It has a dexterous, sticky, six-inch-long tongue that it can extend from under its beak to catch up even the smallest flakes of metal or rust. It is not known what rust monsters originally ate, or why they developed a bony 'shell' of armor, an oddly shaped tail, or their strangely specialized antennae (which are evolved legs), but since recorded history began these curious beasts have lived in symbiosis with a particular type of bacteria that can apparently coexist with no other species of creature.

These bacteria are found in a rust monster's antennae, stomach, capillary hairs, and bloodstream, and have a particular need for metallic ores. They gain energy from the sun (the monster absorbs heat through its body armor and tail), and with this and ingested metallic oxides (more commonly called rust), they produce chemical energy (sugar) to power, repair, and nourish for growth both themselves (the bacteria cells) and their host, the rust monster.

The bacteria—a type not yet identified or reproduced by any alchemist—can upon contact with any metal oxidize the metal, even if it is inside a rust monster.



There are some exceptions—Noble metals (Ruthenium, Rhodium, Palladium, Silver, Osmium, Iridium, Electrum, Platinum, and Gold) can't be oxidized and the lesser noble metals (Copper, Brass, Aluminum) are only covered with a thin layer of oxidized metal, and don't lose any consistency—they'll lose 0.1% of their weight when polished as new. Any dropped item of these materials will be licked free of rust, infected anew until finally it will also be gone completely.

Metal covered by these metals will rust as normal—the metal processes in that age weren't complete and accurate) Thus, anything swallowed by a rust monster, touched by its antennae or tongue, or that draws blood from its innards will rust. A weapon that bounces harmlessly off a rust monster's tail, legs, or bony shell will be unaffected, but any metal weapon that pierces its bony shell and wounds the beast will immediately rust and become useless. Hand-held wooden piercing weapons do not have enough strength to penetrate the shell, and can only harm its eyes and mouth. Wooden clubs are effective weapons against the beast, as are crossbow bolts and arrows.

The bacteria will spread rapidly across the entire surface of any metal object it comes into contact with. A dagger or sword blade or any other relatively small piece of metal will rust completely in 2 segments, and a full suit of plate mail will be corroded within 5 segments after contact. Metal weapons that pierce a rust monster's body will do normal damage on that strike, but will rust immediately afterward. If pulled back from the creature's body and wielded again, the weapon will crumble harmlessly into chunks of rusted metal. The rust monster takes significantly longer to consume the rust. A rust monster will not stop to eat when it is being attacked, but will begin gobbling its spoils as soon as it perceives that all attacks upon it have ceased.

Rusting Speed		Consuming
Buckle, handful coins, Dagger	2 segments	1 round
Helm	2 segments	2 rounds
Other weapon, Swordblade	2 segments	3 rounds
Shield	3 segments	3 rounds
Armor	5 segments	5 rounds
Full plate, Horse barding	5 segments	6 rounds
Metal gates, Statues, Golems	up to 2 rounds	up to 1 Turn
Piercing weapons	Direct after strike	varies

They also feed upon Funghi of any sort, including the larger versions, to prevent vitamin deficiency.

Senses



The beast's acute (effective up to 90' distant as far away as a man can make out the features of another man) sense of smell is believed to be a result of a strain of bacteria unique to rust monsters, which also lends them their rusting ability. Rust monsters can also smell non-ferrous (non-magnetic) metal, but only at a distance of 20'. The sense of smell of a rust monster is apparently linked to magnetism; it increases in effectiveness as the amount and purity of the metal increases. Thus, traces of metal immersed or suspended in liquid, sand, or some forms of clay could escape the rust monster's attention; but rusty nails or tiny shards of metal from a notched or scratched weapon would not.

Metal clearly visible to the eyes but beyond smell range is apparently nonexistent to rust monsters, and they climb poorly, so the lofty upper reaches of any pole or tree that can withstand their galumphing charges is a safe haven against the creatures. They have near-infinite patience and perseverance, however, and have been known to wait at the base of such a nearby trove for a month or more. A rust monster can go for as long as two months between one full meal (a suit of plate mail, or equivalent weight in metal) and the next, if it does not expend much energy in the meantime.

The monster will unthinkingly try to wait out a target perched in a tree, but won't wait so long that it starves to death. (The unfortunate figure in the tree will probably fall unconscious and drop out of the tree long before this anyway.)

Metal smell 90', Darkvision, other senses low. These creatures appear to be deaf, but still use singing in their mating rituals, still they don't react on silence or sound based magic.

Rust monsters can't dig through rock, but can scratch away loose rubble and earth to uncover buried metal (in tombs or caches). They can glean sustenance from all ferrous metallic ores, and often follow the subterranean tunnels of umber hulks, purple worms, and the like, searching for exposed veins of ore in the tunnel walls, or metal treasure in the lairs of various underground creatures. Many an otyugh has dined on a rust monster that tried to root through it to get at treasure lying underneath. The beasts will often be found exploring mines in search of tools and ironmongery. In one mine north of Mirabar, a standing guard of warriors with wooden weapons is employed to keep lurking rust monsters away from the exposed veins of ore, tools and hoists, and quarried ore. Magic-users are sometimes hired to rid a place of rust monsters by the use of chain traps; Lengths of old, rusty chain are laid in a large circle in a strategically located cavern or other large area; at the center of the circle sits the magic-user and a few bodyguards with wooden staves. When a rust monster galumphs up to feast, it ignores the men, the magic-user leisurely throws a fireball at the beast, and its body is rolled aside with the staves. If scavengers (such as hunting dogs or dungeon inhabitants) are not likely to dispose of the remains, the body is painted with a rune or message to warn away other adventurers.

Rust monster antennae will continue to rust metal for some time after the creature's death. The bacteria can survive, and continue to act through the antennae, for 6-10 days after the death of the host rust monster, depending on the availability of food. The bacteria can thrive on previously devoured metallic oxides in the stomach and bloodstream of the monster, any metallic weapons left lodged in the monster's body, or newly introduced metal, but the bacteria will die when such supplies are exhausted. A rust monster antenna that was placed in a bowl of water with rust and a lot of metal could continue to thrive indefinitely, and perhaps could even be carried as a weapon for occasions of 5 days or less before the bacteria would need to have their food supply replenished. A scavenger that devours a rust monster would have any previously devoured metallic treasure still in its body rusted and eaten by the bacteria, but the bacteria could not take over the creature so that its attacks would have the ability to rust. Only the creature known as the rust monster (sages have argued over a proper name for this beast for decades, but none has gained common acceptance, or seems likely to) can support the mysterious bacteria, and rust monsters do not eat each other. In the example of the scavenger mentioned above, the bacteria would die when its metallic food in the scavenger's stomach was used up, without harming the host, and would be excreted.

Many societies with access to rust monsters seek to domesticate them, hoping to deny their enemies the advantages of metal weaponry. In addition to war, rust monsters serve other uses. Some Dwarven train rust monsters to track veins of ore or employ the creatures against enemy fortifications and spells like Wall of Iron or Metal Form. In some societies, enterprising surgeons (healer clerics) use rust monster larvae to dissolve and eliminate shrapnel, barbed arrowheads and other invasive weaponry.

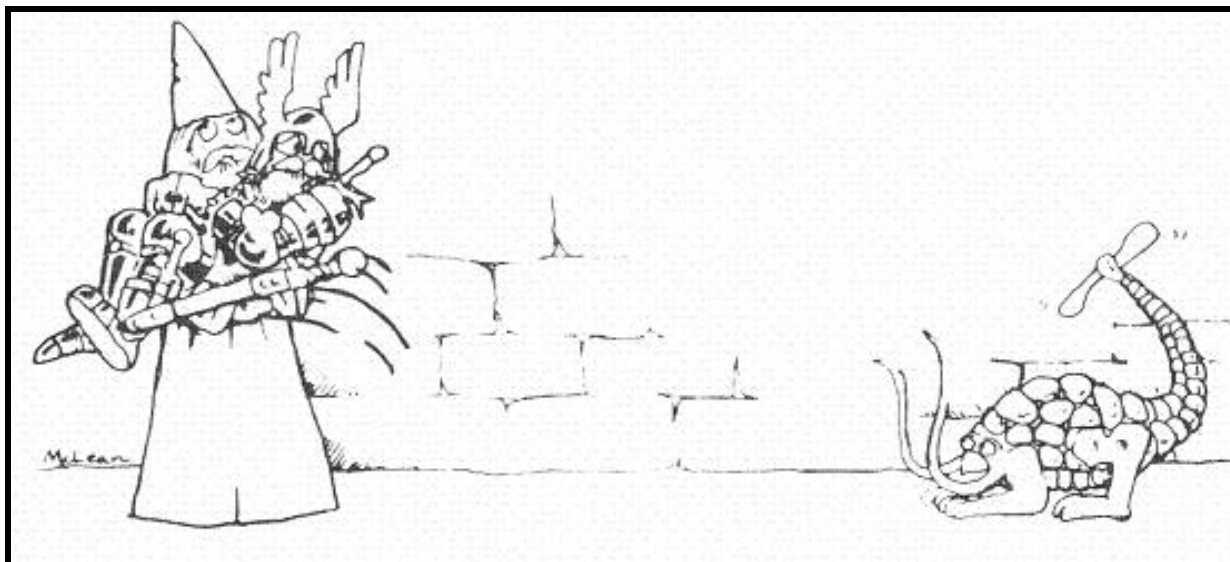


Rust monsters are also extremely useful for destroying cursed items, and many adventurers laden with malignant magic items seek them out. Creatures vulnerable to specific metals also often exploit the defensive potential of rust monsters. Noble fey houses and packs of lycanthropes train rust monsters as guardians, eager to destroy the substances that would cause their masters harm.

The only treasure to be found in a rust monster lair is gems, usually the sort used for decoration on armor or sword pommels. Rust monsters have no grand designs, only the wish to keep well-fed.

Skill; Monster Lore (or Survival Dungeons at -2)

Success	Rust monsters are dog-sized insectal creatures best known for their moth-like antennae, the touch of which corrodes metallic objects
Success +2	A rust monster's carapace destroys metal, just as its antennae do. Wood, stone, and non-metallic substances are unaffected by the creatures' touch.
Success +4	While dull-witted, rust monsters are tenacious. They can smell metal at great distances and relentlessly pursue their meals, favoring crude metals to rare and noble metals.
Success +8	Although more resistant than normal metal wares, magic weapons are also vulnerable to a rust monster's corrosive powers.



Senses; Tremorsense 30', Scent and taste high other senses human

Main Prey; Metal Ore, remains or metals owned by Humanoid, Funghi. Main Predator; Umber Hulk, Otyugh, Spiders, Dragon.

Social Insects (*Insecta eusociale*)

Ant, Giant (*Formica massivus*)

Ant, Giant	Worker/Soldier	Queen	Male
Type	Lowlife Insect		
Climate	Any But Cold		
Terrain	Forest, Hills, Plains		
Frequency	Rare		
Organization	Colony nest		
Activity Cycle	Day		
Diet	Omnivore		
AL	N		
NA	2d4(4d6-15d6)		
Size	M;6'long 2'high		
ST	25	26	27
IN	2	2	2
WI	4	5	6
DX	17	17	17
CO	12	12	11
CH	9	8	7
Languages	0		
Spellcaster Limits;	0		
AC	3		
AV	2		
HD	2*	3*	4*
HP	2d8	3d8	1d8/HD
MV	180'(60')		
FL (1st year Only)	na		
MF (1st year Only)	na		
BR	30'/10'		
THAC0	15	14	13
Attacks	1 Bite		
Damage	1d6	2d4	na
Attacks	and 1 Sting		
Damage	3d4		
Special Attacks;	Ant Acid Spray		
Special Defenses;	0		
Immune to;	Cham, Hold, Illusion		
Extra Vulnerable to;	Fire, Cold Slows		
AM	0		
Save as;	F2	F5	F2
ML	7		
XP	25	50	125
TT	U (30% 1d10x1000gp nuggets)		
Body Weight	500cn	600cn	5000cn



Giant Ant

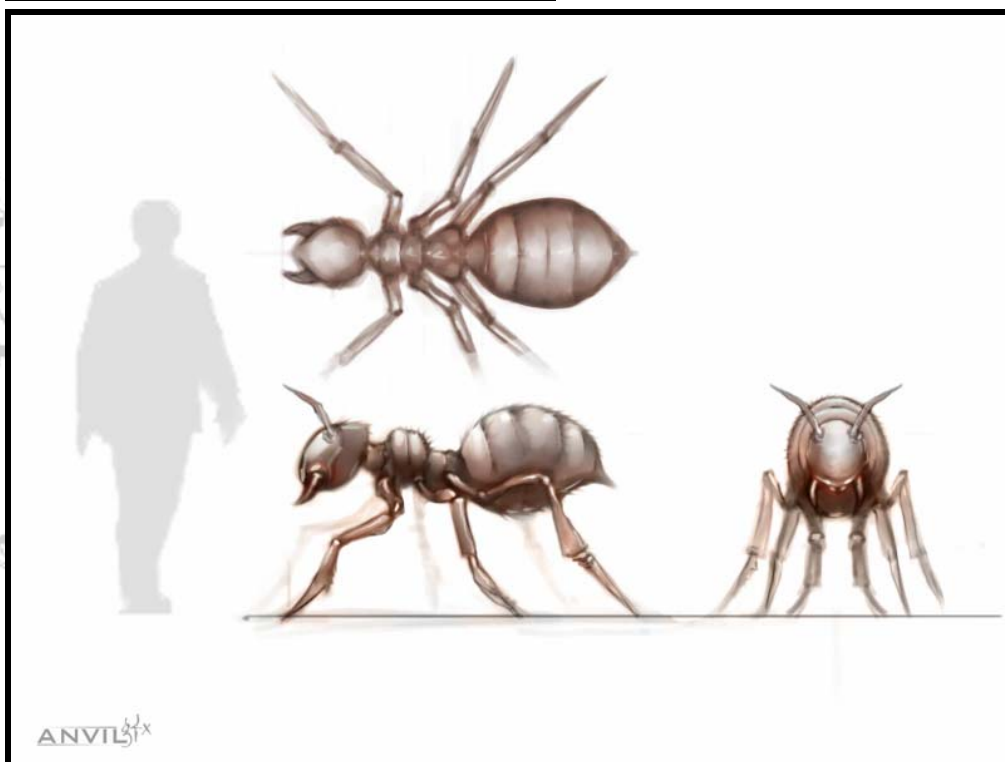
Giant ants are black, Red, Green or Brown social ants about 6' long that form cooperative colonies in all but cold regions. They are normally docile, but can be fierce fighters if their nest is threatened. They are omnivores and will attack anything edible that lies in their path (no reaction roll); if they win, they carry their kills back to the nest. Once engaged in combat, they will fight to the death, even trying to cross flames to reach their opponents.

A Giant ant's body is covered by a hard outer skeleton of chitin that serves as protection and prevents the body from dehydrating. Two thin antennae sprout from the head and are used in smelling, tactile and scent speech and touch. An Ant's scissor-like mandibles can cut, dig and carry. Six long legs covered by bristles grow from the thorax (main body), while the abdomen contains most of the organs.

Combat

Both worker and warrior ants will fight. If a warrior ant manages a hit, it will attempt to sting with its abdomen for 3d4 points of damage. (This is

ant acid, a mild form of acid that loses potency after 1 round, but can be a boon to many alchemical appliances). A successful saving throw vs. poison reduces the sting to 1d4 damage. The ant queen has 10 HD, but neither moves nor attacks. If she is killed, the remaining ants become confused (as if affected by the Confuse spell) for 6 rounds, then scramble for the nest.



ANVTIX

Habitat/Society;



A giant ant colony makes its nest underground in a series of rooms and passages. Mounds of earth and twigs mark the entrances (often guarded by 1d6 warrior ants). A giant ant nest looks like a large, bare hill. The passages may reach a depth of 6 feet, and the entire nest may be spread out over an area exceeding several thousand square yards. Giant ant nests are not as heavily populated as those of smaller ants. At any given time, the nest will be protected by 4d6 giant ants, and another 10d6 will be on the trails, gathering food. There is an ant queen in the deep, well-guarded egg chamber of the ant nest.

Giant ants behave just like their smaller cousins. They wander all over the landscape, finding sources of ready food (grain warehouses, watering-holes, villages), communicate their finds to the nest, and set up a trail from the nest to the food and back.

There are legends of giant ants mining gold, and there is a 30% chance that a lair will contain 1d10 thousand gp worth of nuggets.

Both worker and warrior ants fight. If a warrior manages to

bite, it also tries to sting for 3d4 points damage. A successful save DR reduces damage to 1d4. Special Attacks; Ant-Acid spray SV PO or suffer 1d6T irresistible itch, redness and DX -3

The lair is layout-shaped like a giant butterfly, with entrances at the eastern and western wingtips and southern lower part. The farms and storage are placed in the wings, but the young and larvae (which are nothing more than white moving sacks requesting food. The queen houses in the heaf, while the belly is used as hatchery. Here can the males and young queens be found in early summer before they fly out high into the sky to mate. The exits are guarded by worker- soldiers. The activity follows the movement of the sun. In the morning it is primarily east, at noon south and at round sunset west. At night they are resting, although individuals (including the queen) remain active with hatching, egg laying feeding, guarding.

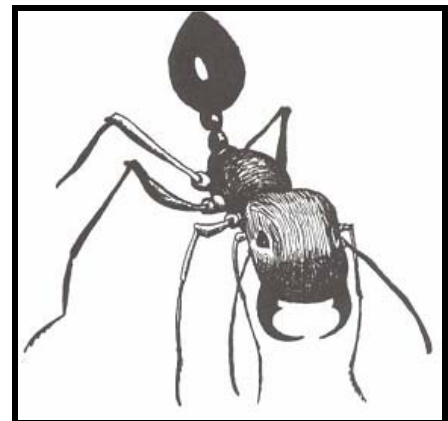
When encountered in the wilderness, there is a 90% chance that all of the ants are workers. Encountered in their colony, there is usually one warrior ant for five worker ant; a typical colony consists of 100 to 200 workers, 20 to 40 warriors, and a single queen and a few weeks prior to the mating season 20 to 40 males. The warriors are responsible for guarding the queen and defending the nest. All other duties are divided among the workers. Some gather food, some clean the nest, some attend the developing larvae. Other suck nectar from flowers and produce a sort of honey (see bees, or (more often) manage fungal farms. Storage ants (a special worker ant) swallow the honey until it is too fat to move or wok. In times of scarce food, the storage ants expel the honey from their mouths to feed the rest of the colony.

The queen has no responsibilities other than lay thousands of eggs per week. Her chamber also contains the colony's treasure, usually shiny jewels the workers collect on hunting expeditions. Nurse ants care for the young in an egg chamber; the larvae hatch (not all eggs hatch—often this is lower than 50%) and develop into adults in just a few weeks. From 5 to 50 workers and 5 warriors guard the nursery chamber. Giant Ants life for about 6 month, except the queen which lives for up to 2 years. Males live for only the mating period, and all die soon thereafter.

Ecology

Giant Ants prefer to eat seeds and grasses, but they will also eat meat if given the opportunity. Neither giant ants nor their eggs have any commercial value, though some gourmets enjoy their honey. In a pinch, giant ants are a good source of protein. It is immune to Mind-influencing effects like Charm, Hold, Illusion, and has Infravision 60' Senses. Tremorsense 30', Scent, (high, other senses low).

Main Prey; Insects, Plants, Main Predator; Spider, Insects, Aspis



Bee, Giant (*Apis mellifera*)

Bee Giant	Worker/Soldier		Queen	Male
Type	Lowlife Insect			
Climate/Terrain	Plain, Wood, Mountain, Hill;			
Frequency	Rare			
Organization	Nest			
Activity Cycle	Day			
Diet	Omnivore (Plant Juices) and Freshly vead animals			
AL	N			
NA	1d6(5d6)		1	1d8
Size	S;1' long		M;6	
ST	22	23	20	18
IN	1	1	4	1
WI	12	12	7	3
DX	14	14	17	13
CO	11	11	10	9
CH	9	9	6	6
Languages	0			
Spellcaster Limits;	0			
AC	7	7	3	3
AV	0	0	2	2
HD	1/2*	1/2*	10	2
HP	1d4	1d4	10d8	2d8
MV	60'(20')	60'(20')	0	120'(40')
FL MF	150'(50')	150'(50')	120'(40')	120'(40')
	1B	1B	5	5
THACO	19	18	na	na
Attacks	1 Sting		na	
Damage	1d3	1d4	na	
Special Attacks;	Stinger		na	
	Poison		na	
Special Defenses;	0			
Immune to;	Cold 100%, Acid 25%(sv for 50%) Electricity 50% (sv for 100%) Charm, Hold, Illusion, Fire, Smoke			
Extra Vulnerable to;	0			
AM	0			
Save as;	F1	`F1	F5	F2
ML	9			
XP	6	6	1000	20
TT	special;			
Body Weight	5cn	6cn	5000cn	1600cn



Giant bees, also called "killer bees," are foot long giant bees with nasty tempers. Although many times larger, giant bees behave generally the same as their smaller cousins. Giant bees are usually not aggressive except when defending themselves or their hive. Fire gives double damage, while

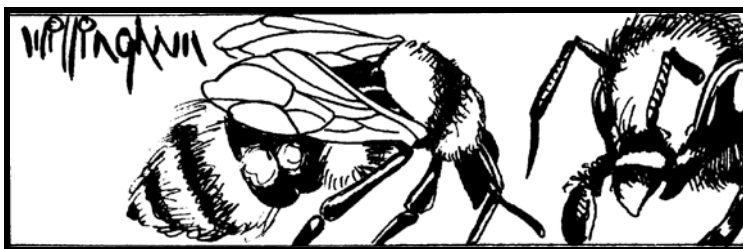
smoke relaxes them—makes the bees acting as if stunned.

Combat

Giant bees always attack anyone within 30' of their hive. If a giant bee attack hits, the bee dies, but the creature stung must make a saving throw vs. poison or die. The stinger will work its way into the victim, inflicting 1 point of damage per round, unless a character spends a round pulling it out.

Poison;

After the Injury, each character must also throw a saving throw vs. poison or suffer the initial and secondary damage of 1d4. A giant bee that successfully stings another creature pulls away, leaving its stinger in the creature. The bee then dies. The stinger prevents any healing, leaving the wound open for infections.



Habitat/Society

Owing to the great weight of their hives, giant bees prefer to build their hives in small caves and underground areas near the surface. There will always be at least 10 bees with their queen in or near the hive. At least four of these bees will have 1 Hit Die each (XP 13). The queen bee has 2 Hit Dice (XP 35) and can sting repeatedly without dying.

Ecology



A Giant Beehive in summer trying to relocate.

Queens honey a small amount of the first year harvest after spring is used to feed the queen so males and new queens are born.

The first weeks of warm weather ignites the mating growth. Males and queens will leave the nest and fly as high as possible (up to 40,000') is recorded to find the strongest mate. High in the air mating takes place and the feeding of the queen, as she literally dines upon her partner while mating. Then her wings start to deteriorate and she will fall/fly/glide down. It will never return fully, a queen can fly no more than 3 turns and must then rest 1 day. Her MF is 3C

All bees are immune to Mind-influencing effects like Charm, Hold, Illusion, and has Infravision 60'

They feed primarily upon sweet plant juices like pine tar and barks saps from different trees. They have Infravision 120', Darkvision, and Tremorsense 60' and can see into the ethereal Plane for 60' but do not

use this sight therefore. Instead they use it to see if trees are wounded or have fluids near the surface or to locate freshly dead corpses for extra food they consume this directly and do not store it. A human-sized corpse will be done of all flesh, blood, tendons leaving only a fully cleaned skeleton spread out on the forest floor in a single day. They hibernate (not really but are almost inactive

Senses; Infravision 90', Darkvision, Scent, all high, other senses human.

Main Prey; Plants, Main Predator; Bear, Spider, Giant Wasp/Hornet, Spiders, Werebear, Owlbear, Humanoids.

Honey

Honey is a sweet food made by **bees (Bumblebees, Stirges, and many other insects)** using nectar from flowers. The variety produced by honey bees (the genus *Apis*) is the one most commonly referred to and is the type of honey collected by beekeepers and consumed by humanoids of all kinds. Honey produced by other bees species and insects has distinctly different properties.

Honey bees form nectar into honey by a process of regurgitation and store it as a primary food source in wax honeycombs inside the beehive. Beekeeping practices encourage overproduction of honey so that the excess can be taken without endangering the bee colony.

Honey gets its sweetness from the monosaccharides fructose and glucose and has approximately the same relative sweetness as that of granulated sugar. It has attractive chemical properties for baking, and a distinctive flavor that leads some people to prefer it over sugar and other sweeteners.

Most microorganisms do not grow in honey because of its low water activity. However, honey sometimes contains dormant endospores of the bacterium *Clostridium botulinum*, which can be dangerous to infants as the endospores can transform into toxin-producing bacteria in the infant's immature intestinal tract, leading to illness and even death. 2% of ill kept(open) honey can thus be infected. 1% of all closed honey containers. Adults are immune.

Flavors of honey vary based on the nectar source, and various types and grades of honey are available. It is also used in various medicinal traditions to treat ailments.





Honey is created by bees as a food source. In cold weather or when fresh food sources are scarce, bees use their stored honey as their source of energy. By contriving for bee swarms³ to nest in artificial hives, people have been able to semi-domesticate the insects, and harvest excess honey. In the hive (or in a wild nest) there are three types of bee: a single female queen bee, a seasonally variable number of male drone bees to fertilize new queens, and some 20,000 to 40,000 female worker bees (these numbers describe normal sized bee hives). The worker bees raise larvae and collect the nectar that will become honey in the hive. Leaving the hive, they collect sugar-rich flower nectar and return.

In the hive the bees use their "honey stomachs" to ingest and regurgitate the nectar a number of times until it is partially digested. The bees work together as a group with the regurgitation and digestion until the product reaches a desired quality. It is then stored in honeycomb cells. After the final regurgitation, the honeycomb is left unsealed. However, the nectar is still high in both water content and natural yeasts, which, unchecked, would cause the sugars in the nectar to ferment. The process continues as bees inside the hive fan their wings, creating a strong draft across the honeycomb, which enhances evaporation of much of the water from the nectar. This reduction in water content raises the sugar concentration and prevents fermentation. Ripe honey, as removed from the hive by a beekeeper, has a long shelf life and will not ferment if properly sealed.

History

Honey has a long history of human consumption and is used in various foods and beverages as a sweetener and flavoring. It also has a role in religion and symbolism. Honey use and production has a long and varied history. In many cultures, honey has

associations that go beyond its use as a food. Honey is frequently used as a talisman and symbol of sweetness. Honey collection is an ancient activity. In Nithia honey was used to sweeten cakes and biscuits, and was used in many other dishes. Ancient Nithian and Ochalean peoples also used honey for embalming the dead. The fertility god of Nithia, Min, was offered honey. In Sind, honey is poured over the Immortals in a ritual called Madhu abhisheka. They use honey as a great medicinal and health food.

Collecting honey

Honey is collected from wild bee colonies, or from domesticated beehives. Wild bee nests are sometimes located by following a honeyguide bird.

Collecting honey is typically achieved by using smoke from a bee smoker to pacify the bees; this causes the bees to attempt to save the resources of the hive from a possible forest fire, and makes them far less aggressive. The honeycomb is removed from the hive and the honey is extracted from that, often using a honey extractor. The honey is then filtered.

Honey	Pint (10cn)	
	Common bee	Giant Bee
Rose Petal, Clover	5sp	15gp
Parsley	3sp	45gp
Lavender	10sp	300gp
Special Plants	35sp	1100gp
Flower	4sp	120gp
Heath Flower	6sp	180gp
Royal Yelly	40sp	500gp

Use

The main uses of honey are in cooking, baking, as a spread on bread, and as an addition to various beverages such as tea and as a sweetener in some commercial beverages. According to international food regulations, "honey stipulates a pure product that does not allow for the addition of any other substance." This includes, but is not limited to, water or other sweeteners. Honey barbecue and honey mustard are common and popular sauce flavors.

Honey is the main ingredient in the alcoholic beverage mead, which is also known as "honey wine" or "honey beer". Historically, the ferment for mead was honey's naturally occurring yeast. Honey is also used as an adjunct in some beers.

Most bears actually eat a wide variety of foods, and bears seen at beehives are usually more interested in bee larvae than honey, in contradiction to the commonly assumption that bear prefer honey above all.

The magical honey is used by Druids, clerics and Wizards alike to create Cure-all potions. Normal honey is valued at prices different per sort of origin in honey. (See table above)

Medical Use

Honey has also been used for centuries as a treatment for sore throats and coughs and, according to recent research, may be an effective soothing agent for coughs.

For at least 2700 years, honey has been used by humans to treat a variety of ailments through topical application, but only recently have the antiseptic and antibacterial properties of honey been chemically explained. In game terms, it gives the patient a +2 bonus to saves in fighting of the disease.

Some studies suggest that the topical use of honey may reduce odors, swelling, and scarring when used to treat wounds; it may also prevent the dressing from sticking to the healing wound.

Honey could reduce the time it takes for a minor or medium burn to heal—up to four days sooner in some cases.

Magical Honey of Giant Bees.

Giant bees make magical honey. If a character eats the honey of an entire hive (about two pints), it has an effect like a half-strength potion of healing, curing 1d4 points of damage. When used as a salve or ointment it will cure 1d6 points of burn damage, and even without leaving scars. **Boogars ointment** made of Giant Bee honey, (originally created by Boogar of Glantri—a Werebear alchemist) is the only regularly sold ointment able to remove existing scars of any kind when applied for a month at daily regime. This would cost about 100gp for an application of 4 square inch wound. This product is sold anywhere on Brun, and the recipe is available to almost any alchemist or apothecary.

Storage

Because of its unique composition and chemical properties, honey is suitable for long term storage and is easily assimilated even after long preservation. Honey, and objects immersed in honey, have been preserved for decades and even centuries. The key to preservation is limiting access to humidity. In its cured state, honey has a sufficiently high sugar content to inhibit fermentation. If, however, the honey is exposed to moist air, its hydrophilic properties will pull moisture into the honey, eventually diluting it to the point that fermentation can begin. Honey sealed in honeycomb cells by the bees is considered by many to be the ideal form for preservation.

Honey should also be protected from oxidation and temperature degradation. Honey generally should not be preserved in metal containers because the acids in the honey may promote oxidation of the vessel. Traditionally, honey was stored in ceramic or wooden containers; however, glass is now the favored material. Honey stored in wooden containers may be discolored or take on flavors imparted from the vessel. Likewise, honey stored uncovered near other foods may absorb other smells. Excessive heat can have detrimental effects on the nutritional value of honey. Regardless of preservation, honey may crystallize over time. Crystallization does not affect the flavor, quality or nutritional content of the honey though it does affect color and texture. The pace of crystallization is a function of storage temperature, availability of "seed" crystals and the specific mix of sugars and trace compounds in the honey. The crystals can be redissolved by heating the honey.



Dangers

Because of the natural presence of botulinum endospores in honey, children under one year of age should not be given honey. The more developed digestive systems of older children and adults generally destroy the spores.

Honey produced from the flowers of oleanders, rhododendrons, mountain laurels, sheep laurel, and azaleas may cause honey intoxication. Symptoms include dizziness, weakness, excessive perspiration, nausea, and vomiting. Less commonly, low blood pressure, shock, heart rhythm irregularities, and convulsions may occur, with rare (5%) cases resulting in death. DM; determine if these plants are dominant in the lair's surrounding. Then a save vs. poison is needed to

Royal Jelly or Queens Honey

Royal jelly is secreted from the glands in the heads of worker bees, and is fed to all bee larvae, whether they are destined to become drones (males), workers (sterile females) or queens (fertile females). After three days, the drone and worker larvae are no longer fed royal jelly, but queen larvae continue to be fed this special substance throughout their development. It is harvested by stimulating colonies with movable frame hives to produce queen bees. Royal jelly is collected from each individual queen cell (honeycomb) when the queen larvae are about four days old. It is collected from queen cells because these are the only cells in which large amounts are deposited. The cells of queen larvae are "stocked" with royal jelly much faster than the larvae can consume it. Therefore, only in queen cells is the harvest of royal jelly practical. A well-managed hive of normal bees during a season of 5–6 months can produce approximately 500 g of royal jelly. (at 500gp/pint) Since the product is perishable, producers must have immediate access to proper cold storage in which the royal jelly is stored until it is sold or conveyed to a collection centre. Sometimes honey or beeswax is added to the royal jelly, which aids its preservation' then it is called Queens Honey.

To date, there is preliminary evidence that it may have some cholesterol-lowering, (if eaten) anti-inflammatory, wound-healing, and antibiotic effects (if applied as a salve). Royal Jelly is said to improve fertility in both men and women, in men by increasing the quality of their sperm, and in women by increasing the quality of their eggs.

Royal jelly may cause allergic reactions in humans ranging from hives, asthma, to even fatal anaphylaxis. This is 1d10% per person, checked only once in a lifetime.

Magical Effects

The queens honey has however several effects. It acts as a Potion of Heroism (permanent effect only when one originally is a giant

bee), it cures any sort of wound, (up to 10d8hp (the hp of the Queen) removes any disease and paralysis and minor curses. It also gives the creature consuming it double Infravision (or when non available of 30), and removes all fear (natural or magical). All these effects last 24 hours after the last bit of queens' jelly is consumed,. Due to the magical effects giant bee honey is valued at 500 gp/2pints and queens jelly at 5000 gp/pint.

Queens jelly can however only be harvested in the first weeks of warm weather after winter (temperature must have breached the 15 degrees Celsius barrier for more than a week, and can be not harvested after the first week of autumn.

Beeswax

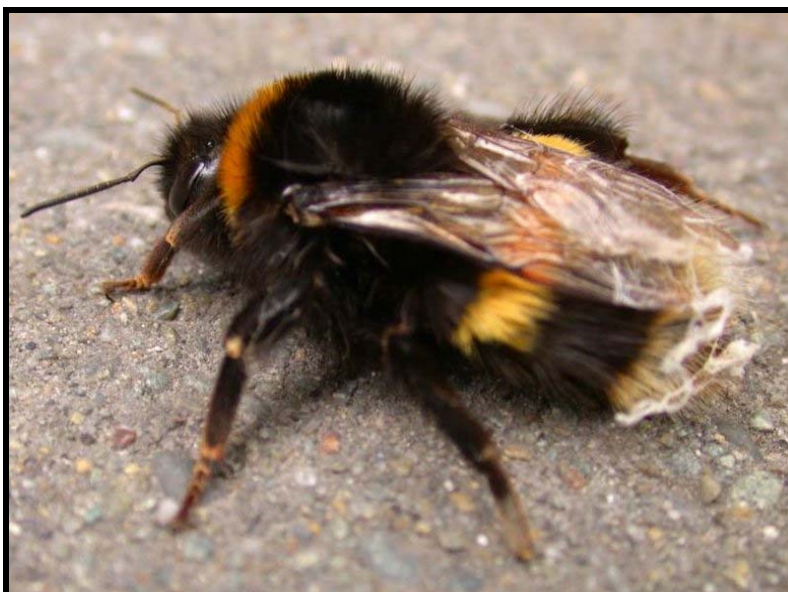
Beeswax is a natural wax produced in the bee hive. It is mainly esters of fatty acids and various long chain alcohols. Typically, for a honey bee keeper, 10 pounds of honey yields 1 pound of wax. Beeswax from either common bees or giant bees is valued at 3sp/10cn.

Beeswax has many uses; Candles, Honeycomb foundation for beekeepers, Cheese coating, Skincare products, shoe, leather or furniture polish. Resin, writing boards, embalming, waterproofing painted walls, payment or tribute, sealing wax lubricant, etc. beeswax was also ancient'mans's first moldable material to create jewelry.



Bumblebee Giant (*Bombus terrestris gigantes*)

Insect Giant	Bumblebee
Type	Lowlife Insect
Terrain	Forest, Hills with water
Climate	Temperate
Frequency	Uncomm on
Organization	Nest
Activity Cycle	Day
Diet	Herbivore
AL	N
NA	1d3
Size	M: 3'
ST	24
IN	2
WI	9
DX	9
CO	14
CH	15
Languages	0
Spellcaster Limits;	0
AC	5
AV	1
HD	6+4*
HP	6d8+4
MV	60'(20')
	240'(60')
FL	3
MF	250/500
Load	na
Jump	13
THACO	13
Attacks	1 Sting
Damage	1d6
Special Attacks;	Poison
Special Defenses;	see below
Im mune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cold
AM	0
Save as;	F-3
ML	7
XP	650
TT	nil
Body Weight	26LBS



Bumblebees live like Giant bees, and feed upon plant juices and water plants. They love the pollen of the amber lotus flower and are immune to it (or any other pollen by the way). Their poison causes an additional 1d6 points of damage unless a save vs. poison (with a -1 penalty) is made, then it brings no further damage.

If encountered at or near the nest (a round burrow in a hill near water), there will be 1d6+6 bumblebees, and a combative queen. The queen has 8d4 HD and a sting that causes 1d8 points of damage. The poison from her sting causes additional 2-8 points of damage if a save vs. poison at a -2 penalty is failed. Bumblebees do not lose their stingers after use, but are as eagerly willing to die to protect the nest.

Giant Bumblebee honey, contains more treesap, and therefore can be sourer to taste. It has a highly disinfectant effect upon founts or organics of any kind, and therefore it is primarily used in the bandages of Mummies of any forgotten empire (Primarily Nithian). It would prevent rot for up to 500 years, and thereafter slowing it with for centuries. It could literally take 5000 years for and with bumblebee honey embalmed corpse (if properly done at least) to rot away.

Honey had a wider use and more significance during burial services and funeral rites than during ceremonies for either birth or marriage. Many ancient races, among them the Nithians, believed that the souls of the departed continued to live and required food for their future maintenance, otherwise they would starve. According to ancient concept, the body was destroyed, but not the soul, which survived and was supposed to return to earth. Death was considered not so much the departure of the body but that of the soul, freed of its fetters, in flight to a future destination. Honey, as a rule, symbolized death among the ancients, an allusion to the sweetness of death, contrasted with the bitterness of life. The Millenians also thought that life was bitter and death sweet. Honey was offered to Hecate, the Chthonian Artemis. Hecate's by-name was Melitodes (honey-like).

There was no other more appropriate and favored food for the dead than honey. It is often still an established custom among the Sindhi, Ochalean, Azcan, Nithians, Millenian, Thyatian to place honey next to the corpse. Similar practices were in vogue among the Azcan, Atruaghin and the northern Eskimos. The Alphatians supplied not only food and drink but also clothing for their dead.

Before burial, the so-called funeral repast was placed next to the bier and rations were also stored in the graves to supply the needs of the deceased. On solemn occasions, especially on death anniversaries, ritual services were held by relatives and friends during which the most favored provisions of the departed ones were laid on the burial places or in the tombs. Honey and wine were often sprinkled over the graves and over the funeral pyres.

In the various copies of the Nithian Book of the Dead which are the most ancient scripts, originating as far back as the Pyramid Age, honey is often mentioned. In the tombs of kings, next to the mummies, jars of honey were placed. When found, this honey was still in a fairly good state of preservation. Millions of jars of honey were purchased from the royal treasury for sacrificial offerings. There is an inscription on a tomb in the Necropolis of Abidos: "The King appoints that a sum of three and a half pounds of silver from the Treasury of the Temple of Osiris be given in order to cover the daily demand for one measure of honey, to be used at the ceremony of the worship of the dead, for his beloved Naramantha." The Royal Butler, accompanied by the sacred bull, carried honeycombs and lotus blooms to the tomb of the royal dead.

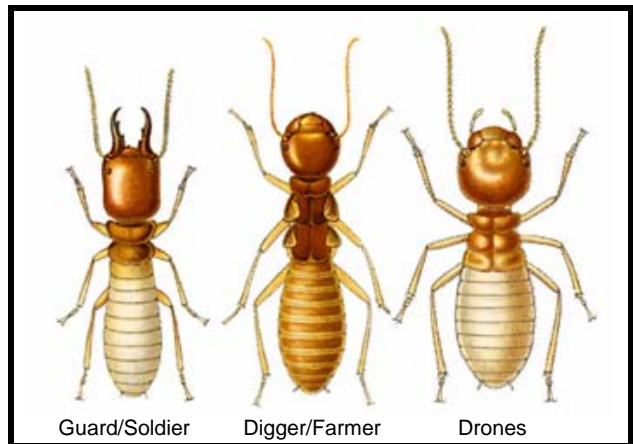
Honey sacrifices consisting of honey, honey cakes and edible plants were often tendered to the Nithian gods. The lips of the priests were anointed with honey and part of the sacrificial food was later consumed by the believers

Senses; Infravision 90', Darkvision, Scent, all high, other senses human.

Main Prey; Plants, Main Predator; Bear, Spider, Giant Wasp/Hornet, Spiders, Werebear, Owlbear, Humanoids.

Termite, Giant Harvester (*Nasutitermes formosan subterranean*)

Termite, Giant	Worker	Soldier	Queen	King/swarmer
Type	Lowlife Insect			
Climate/Terrain	Any But Cold			
Frequency	Rare			
Organization	Nest			
Activity Cycle	Day			
Diet	Omnivore			
AL	N			
NA	6d10	3d6	1	1
In nest	100 + 6d100	1d100	1d8	2d8
Size	M;6long 2'high		M;6	
IN/WI	2	2	4	1
ST/DX/CO/CH	17	18	13	12
Languages	0	0	0	0
Spellcaster Limits;	0	0	0	0
AC	3	3	3	5
AV	2	2	2	1
HD	1+2	2+2	8+8	6+6
HP	1d8+2	2d8	8d8+8	6d8+6
MV	90'(30')	90'(30')	30'(10')	60'(20')
FL (1st year Only)			120'(40')	120'(40')
MF (1st year Only)			5B	5B
BR (1st year Only)			30'(10')	30'(10')
THACO	19	18	13	15
Attacks	1 bite	1 bite	1 bite	1 bite
Damage	1d2	1d4	5d6	3d6
Special Attacks;	nil		na	
Special Defenses;	0	0	0	0
Im mune to;	Charm, Hold, Illusion			
Extra Vulnerable to;	Fire, Cold Slows			
AM	0	0	0	0
Save as;	NM	F1	F5	F2
ML	6	7	6	4
XP	15	25	7775	350
TT	Nil		nil	
Body Weight	500cn	600cn	5000cn	1600cn
1st year			1800cn	



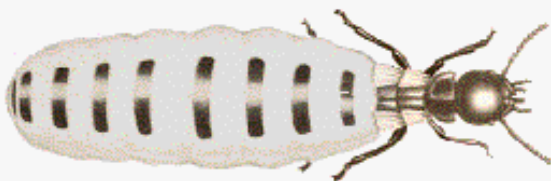
Groups of 30 or more worker termites are accompanied by soldiers. Soldier termites can spit an irritating liquid like kerosene once per turn at a range of 10 feet. This flammable liquid blinds creatures, for 5d4 rounds that do not save vs. poison. If ignited, termite spittle causes 4d4 points of damage. King termites have double range spittle and can use this attack every other round, but the queen lacks this ability. Both the queen and king (and the eggs) are guarded by twice the number of workers and soldiers encountered normally, and who attack with a +1 to hit and a +5 bonus to morale rolls. Senses; Tremorsense 30', infravision 60', darkvision, scent high other senses low. Main Prey; Funghi, Plants, dead organic matter, Main Predator; Spiders, Humanoid, mammals.

The termite is the acknowledged master architect of the creature world. No other insect or animal approaches the termite in the size and solidity of its building structure.

The world's tallest non-human structures are built by giant termites. The relative size of a single termite nest is the equivalent of an 18 story building--almost 200 feet high. Obviously this knowledge is innate to the termite. The process of construction, the materials and correct combination of materials to yield an elegant, structurally efficient and durable structure is simply awe-inspiring. The building material is usually local soil mixed with saliva. Sometimes dung is mixed in. It becomes so hard and impervious that the native people of the area use it for building their mud and stick shelters.



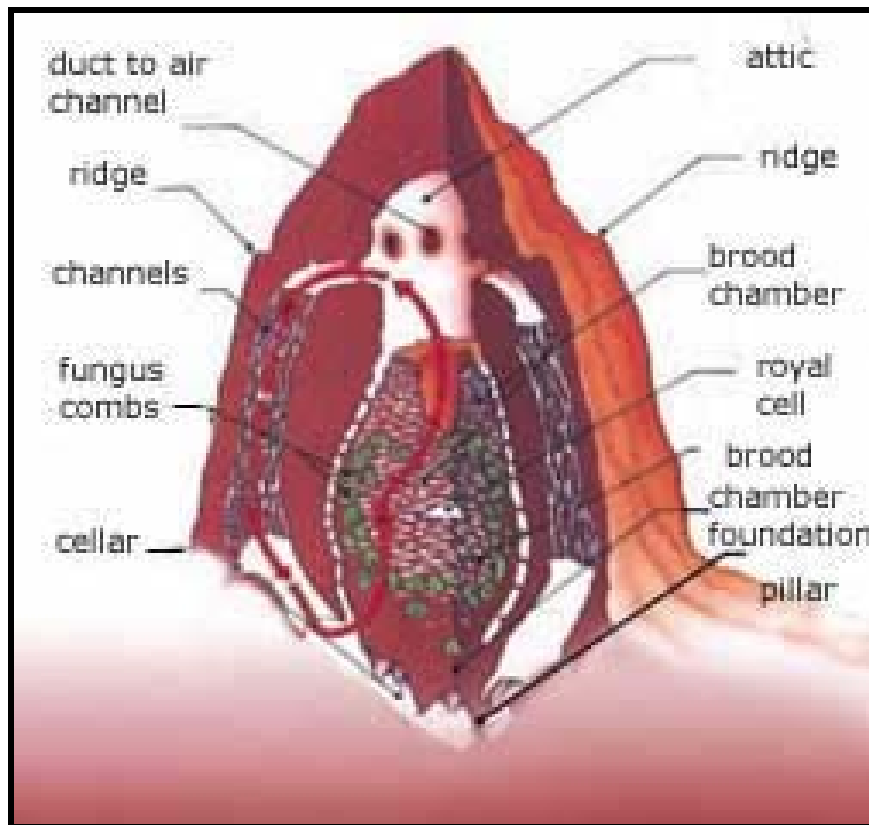
King



Queen



Swarmer (Male and Female)



The termite mound, or termitary, consists of hard, thick walls that seal in moisture and keep heat out. The termite towers are designed for cooling. A system of channels and ducts circulates air through the mound. These passageways run through areas of the mound that have walls that are porous or have tiny ventilation holes. The pores act as fresh air ventilation and stale air exhaust. This supply and return system performs solely on heat and gravity with no moving parts. At the lower core of the termitary are the living and working quarters (10'-15' high). This area is the coolest and most insulated zone of the nest.

The royal chamber (15'-25' high), which is the largest chamber in the nest, houses the queen and king. Below the royal chambers (10'-15' high) are where the workers store food and care for the young termites, called nymphs. In some colonies the workers tend gardens (10'-15' high) where tiny mushrooms and varieties of fungus are grown. The termites grow this fungus inside a comb which is located in several pockets in the central zone of the inner nest.

The comb, made of termite droppings, provides nourishment for the growing fungus and the termites feed on both the fungus and the comb. Termites live on cellulose, the substance which makes the framework of vegetation, and fungi. Ingress and egress from a termite tower is provided by a series of underground tunnels. The tunnels lead outward and branch into a network of passage (4' to 6' high) that open to the outside. The insects make their trips to the outside at night, when it is cooler, and collect twigs, leaves, seeds and other food. In very hot, dry climates some species in the desert dig straight down exceeding 1250 feet (380m) to connect with underground water. Underground wells supply the termitary with water and a source for cooling the interior.



The peaks and towers of the termite's nest act as lungs that expel rising hot air, which is generated by the breaking down of the fecal comb by the fungus. The air then rises via a large central air duct and moves up through the long porous chimneys' the carbon dioxide in the air then diffuses to the outside, while oxygen diffuses into the chimneys. The oxygenated air eventually loses its heat to the cooler outside air and cools sinking down into the cellar' such an ingenious system is necessary for the survival of all termites to a single colony.

The exterior form of the termite nest depends upon the climate. For instance some termite nests have adapted to their rainy surroundings by creating umbrella-like roof structures that direct water from heavy rains away from the nest. Compass termite nests appear like giant wedges with the broad side facing due east and west. This solar orientation serves to keep the high, intense sun from hitting any appreciable portion of the mounds surface and allows the weaker morning and setting sun to warm the greater surface area of the structure; thus, the structure attempts to create an even heating situation whereby the mound does not overheat.

Termite, Water (*Nasutitermitae formosan Aquus*)

Termite, Giant	Swamp	Fresh Water	Sea
Type	Lowlife Insect		
Climate/Terrain	Any water but Cold		
Frequency	Uncommon		
Organization	Floating nest of weed/plants		
Activity Cycle	Day		
Diet	Omnivore		
AL	N		
NA	0(1d4)	0(1d3)	0(1d6+1)
In nest	2d20	2d20	2d20
Size	S;3'long 1'high		
IN/WI	2	2	2
ST/DX/CO/CH	17	18	18
Languages	0	0	0
Spellcaster Limits;	0	0	0
AC	3	3	4
AV	2	2	1
HD	1+1	2+1	4
HP	1d8+2	2d8	1d8+1
MV	90'(30')	120'(40')	180'(60')
SW	300'(100')	300'(100')	300'(100')
THACO	19	18	17
Attacks	1 bite	1 bite	1 Bite
Damage	1d3	1d4	1d6
Special Attacks;	Hull damage		
Special Defenses;	Ink Spray		
Immune to;	Charm, Hold, Illusion		
Extra Vulnerable to;	Fire, Cold Slows		
AM	0	0	
Save as;	F1	F2	F3
ML	10	8	9
XP	15	25	75
TT	Nil		
Body Weight	500cn	600cn	700cn
Termite, Giant	Queen	King	
Type	Lowlife Insect		
Climate/Terrain	Any water but Cold		
Frequency	Uncommon		
Organization	Floating nest of weed/plants		
Activity Cycle	Day		
Diet	Omnivore		
AL	N		
NA	1	1	
Swarmer period	1d8	2d8	
Size	M;6		
IN/WI	4	1	
ST/DX/CO/CH	13	12	
Languages	0	0	
Spellcaster Limits;	0	0	
AC	3	5	
AV	2	1	
HD	8+8	6+6	
HP	8d8+8	6d8+6	
MV/SW	30'(10')	60'(20')	
FL (1st year Only)	120'(40')	120'(40')	
MF (1st year Only)	5B	5B	
BR (1st year Only)	30'(10')	30'(10')	
THACO	13	15	
Attacks	1 bite	1 bite	
Damage	5d6	3d6	
Special Attacks;	na		
Special Defenses;	Ink Spray		
Immune to;	Charm, Hold, Illusion		
Extra Vulnerable to;	Fire, Cold Slows		
AM	0	0	
Save as;	F5	F2	
ML	6	4	
XP	775	350	
TT	nil		
Body Weight	5000cn	1600cn	



Water termites range from 1' to 5' long, the largest found only in ocean waters. The three species of water termites all belong to the same breed and can intermingle freely. Any offspring will always be that of the Queen's racial stem. All are shaped like normal termites, except for an elastic sac in their abdomen that can intake and expel water for movement and feeding. When the sac is completely expanded, the creature looks like a large balloon with a small insect like head on the front.

The creature does not bite unless cornered; instead, it uses an inky spray for defense. When frightened above water, a normal attack roll must be made. A victim hit by the spray must make a saving throw vs. poison or be paralyzed for 1 turn. Underwater, its ink does not paralyze, but merely provides an inky cover for the creature's retreat, forming a cloud 10' high x 10' wide x 10' long. The cloud provides total concealment and obscures all vision within the cloud (including magical or supernatural vision.) The termite may squirt ink up to once per 6 rounds. The real terror of these creatures is the destruction they bring to ships. They cling to hulls, each causing points of hull damage equal to their bite before letting go (they bite a chunk of wood away as food for their offspring—so they bite only once each, but may return later for another bite). Once any damage has been inflicted, there is a 50% chance per round that someone will notice the leakage. A water termite can while swimming perform some special action or avoid a hazard. It can always swim, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. They are nearly mindless - they have animal intelligence and are immune to all mind-affecting effects. They have no sense of morality and are always neutral. They have 60ft. infravision and any treasure they possess (which is usually none) consists of the property of former victims.

Senses; electric sense 30', darkvision, taste and scent high

other senses human.

Main Prey; Funghi, Plants, dead organic matter, Main Predator; Spiders, Humanoid, mammals.

Giant Hornet (*Vespa gigas-magicans*)

Insect Giant	Hornet
Type	Lowlife; insect
Climate/Terrain	Any Forest or cave
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Day
Diet	Omnivore
AL	N
NA	1
Size	M; 5'long'
ST	18
IN	2
WI	6
DX	14
CO	8
CH	6
Languages	0
Spellcaster Limits;	0
AC	2 (4)
AV	1
HD	5*
HP	5d8
MV	60' (20')
FL	240' (80')
MF	3
Load (non flying)	na
THACO	15
Attacks	1 Sting
Damage	1d4
Special Attacks;	Poison Paralysis
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire, Smoke
AM	0
Save as;	F2
ML	8
XP	300
TT	nil
Body Weight	22 LBS

Giant hornets are nothing more than fantastically enlarged versions of the normal 1"long insects. Unlike their more common cousins, they are often hostile and aggressive. The giant Hornet has a 5' long body with a 10' wingspan. Their chitinous exoskeleton is marked by shiny, parallel stripes of black and yellow (or reddish yellow). The abdomen is tipped by a retractable stinger. Hornets do not lose their stingers when they attack.



Combat

Giant hornets are solitary creatures that will attack on sight. The solitary giant hornet swoops down on its prey, holding it with its legs, while its stinger repeatedly stabs the victim. In addition to inflicting 1d4 points of damage, the stinger also injects a potent toxin. If a saving throw vs. poison is not made, the toxin does an additional 5d6 points of damage and 2d6 hours of paralyzation. Smoke and flame are powerful weapons in battle against these giant insects. Smoke causes them to become somewhat tranquilized, invoking a -2 penalty on its attack rolls and morale. Flame frightens them greatly, and they will suffer a -4 penalty on their attack rolls against anyone who is using fire to defend him/herself. The hornet's wings are especially vulnerable to flame and will be consumed by any form of fire-based attack in one round. Although this does no physical harm to the hornet, it dies render it flightless until its wings grow back in 2d6 weeks.

The giant hornet is a very noisy flier and the buzzing of its wings can be heard up to 150' away. Underground, this range is halved for each wall or closed door between the monster and the listener.

Habitat/Society

Giant hornets are believed to be the result of magical experiments gone awry. Save for the fact that they are much more aggressive than the common hornet; their gigantic size has not changed their instinctual behavior.

Once per month, female hornets will prepare a nest and attract a male for mating. Together the two create an egg chamber in some out of the way place. Egg chambers can be established in pits, abandoned buildings, caves, or any similar area. The walls of the chamber are coated with a mixture of mud, cellulose, and hornet saliva which hardens in a material resembling rock. The construction of the chamber takes between 1 and 6 days, depending on the size.

When the chamber is completed, the couple mates. The male departs shortly afterwards, but dies within a day or so from exhaustion. The female leaves the chamber in search of a victim which it paralyzes and carries back to the chamber.

Once in the chamber, the hornet uses its mud-like compound to bind its prey and inject it with 2d4 eggs. It leaves promptly thereafter, pausing only to seal the egg chamber (which takes 1d6 hours). Mere hours later, the eggs hatch and the larvae within begin to feed on the living but paralyzed body around them. The six inch long larvae do 1 point of damage each turn each. After devouring the body, the larvae enter pupal stage and metamorphose into young hornets in 2d3 days. Thereafter they break through the walls of the egg chamber by dissolving it with their saliva and fly off to begin their lives in the wild.

Ecology

The giant hornets are the result of deliberate tampering with nature. They roam the world mindlessly following their primal instinct to reproduce. Hornet's toxin decays quickly when removed from the body. It can be used to coat blades and such only if the poison is less than to days old. The toxin may also be used in the preparation of anti-paralysis potions and antidotes.

There is a 5% per individual (check once in a lifetime) that it is allergic to wasp and hornet poison; in this case the victim must save vs. spells or die by anaphylactic shock.

Senses; Tremorsense 30', infravision 60', darkvision, scent high other senses low.

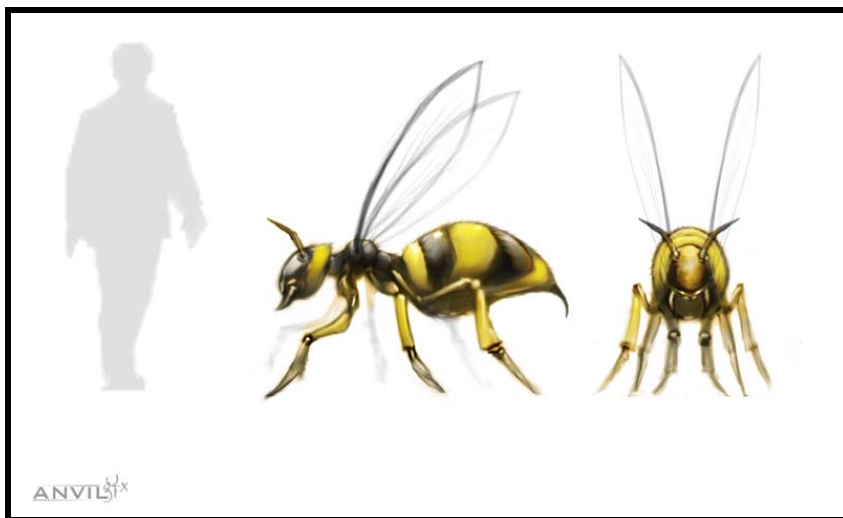
Main Prey; Mammals, Insects, Main Predator; Spider.

Giant Jellowjacket, Giant wasp (*Vespa gigantes* and *V.gigas*)

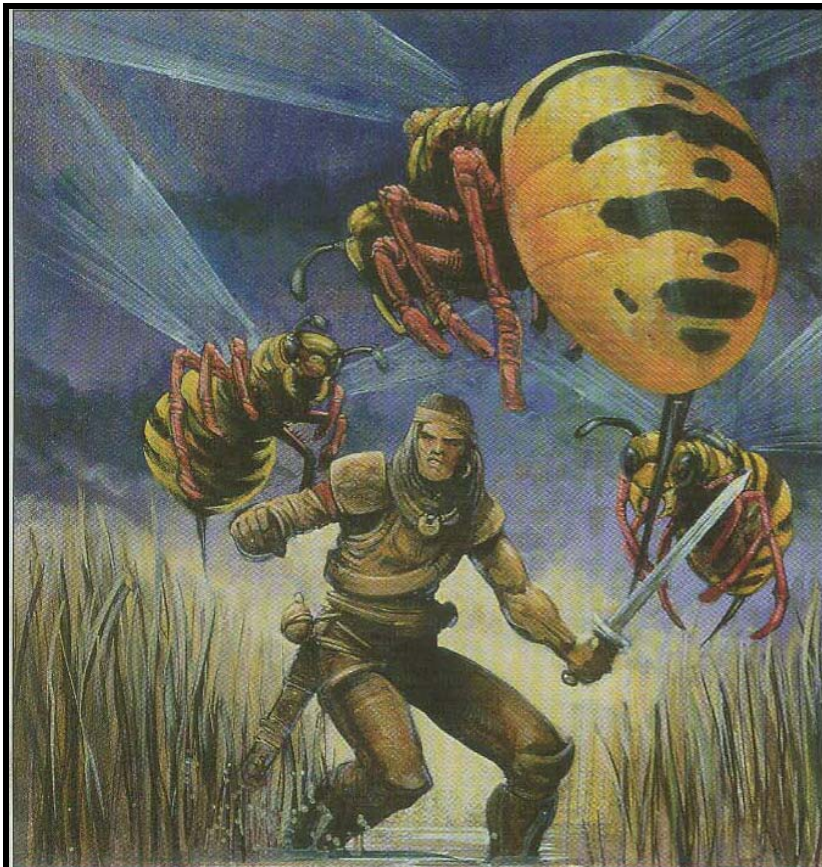
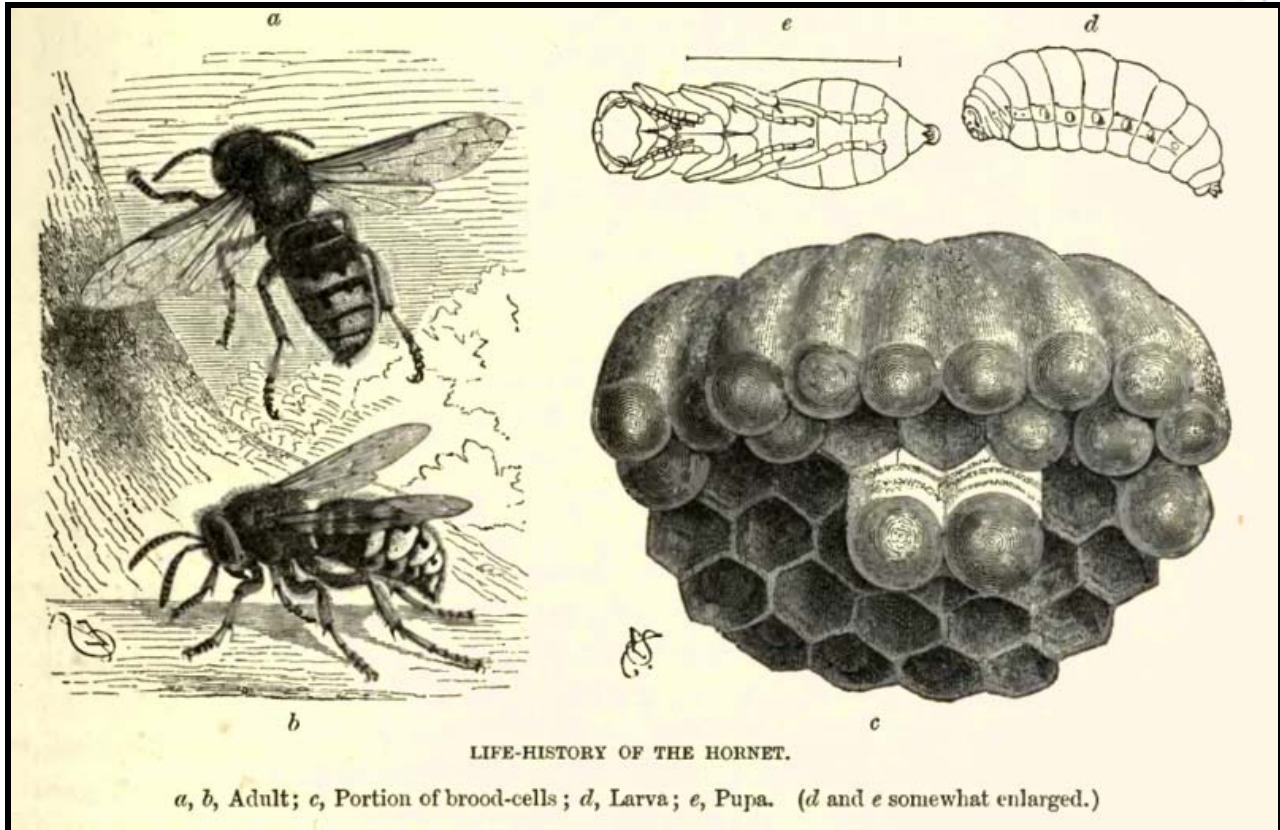
Insect Giant	Wasp	
Type	Lowlife; insect	
Climate/Terrain	Any Forest or cave	
Frequency	Rare	
Organization	Hive	
Activity Cycle	Day	
Diet	Omnivore	
AL	N	
NA	1d20	
Size	M; 4'length/6'wingspan	
ST	12	9
IN	1	2
WI	6	7
DX	16	9
CO	10	10
CH	8	8
Languages	0	
Spellcaster Limits;	0	
AC	4	
AV	1	
HD	4*	2*
HP	4d8	2d8
MV	60'(20')	90'(30')
FL	210'/70'	240'(80')
MF	3	3B
THACO	16	18
Attacks	1 Bite	
Damage	1d4	1d4
Attacks	1 Sting	
Damage	2d4	2d4
Special Attacks;	Poison, Paralysis	
Special Defenses;	0	
Immune to;	Charm, Hold, Illusion	
Extra Vulnerable to;	Fire, Smoke	
AM	0	
Save as;	F2	F1
ML	8	
XP	125	25
TT	nil	
Body Weight	50 LBS	18 LBS



These two species of insects (Yellowjacket and Giant Wasp) are very similar to giant hornets but live in swarms of as many as 20 individuals. These do not genetically match, but further they behave equal. Wasps do not lose their stingers when they attack. Wasps are hunters and carnivorous predators. They make a wood/paper based hive in lair, caves or even under houses. Giant wasps are cooperative insects that build and maintain immense hives. Constructed of a thick paper-like substance (chewed bark and wood with saliva), giant wasp hives are home to 1d20+20 adults, and 1d4 x 100 eggs, larvae, and pupae. Their hives may surround a large tree or fill a vast chamber in the earth. A giant wasp attacks with its powerful bite (2d4 damage), then stabs with its stinger for 1d4 points of damage. Failure to make a save against poison means that the victim hit by the stinger has been injected by a powerful poison; the toxin does an additional 5d6 points of damage and 2d6 hours of paralyzation. Paralyzed victims are carried back to the hive and placed in the communal egg chamber where they are quickly (alive and aware) consumed by the hungry larvae.



Alarm escalation



Giant Wasps, like many social wasps, can mobilize the entire nest to sting in defense: this is highly dangerous to humans. The alarm pheromone is used to raise alarm of nest attack, and to identify prey, for example bees. It is not advisable to kill a giant wasp anywhere near a nest, as the distress signal can trigger the entire nest to attack. Materials that come in contact with pheromone, such as clothes, skin, dead prey or wasps, must be removed from the vicinity of the wasps nest. Perfumes and other volatile chemicals can be falsely identified as pheromone by the wasps and trigger attack.

Actions to avoid

Disturbing a nest (including vibrations and loud noises), Being within a few meters of a nest, Disturbing or killing a wasp within a few meters of a nest, Blocking the path of a wasp, Breathing on the nest or wasp, Making Rapid air movements, wasps prey on many insects that are considered to be pests, so are actually beneficial. They do also prey on bees, but unlike honey bees, wasp colonies die out every winter. Their eggs surviving the cold, breaking open in spring building new nests.

Senses; Tremorsense 30', infravision 60', darkvision, vision high other senses low.
Main Prey; Mammals (mostly rodents), Animals dead or alive matter Insects, Main Predator; Spider.

Pernicon (*Pernico pernicon*)

Insect Giant	Pernicon	Leader
Type	Lowlife Insect	
Climate/Terrain	Forest, Swamp, Jungle	
Frequency	Rare	
Organization	Swarm	
Activity Cycle	Day	
Diet	Carnivore/Hemovore	
AL	N	
NA	1 Swarm; 4d10	1
In Lair 20%	300 to 3000	1
Size	T; 1 to 2" long	T; 4" long
ST	9	10
IN	6	5
WI	5	7
DX	9	9
CO	10	11
CH	9	9
Languages	0	0
Spellcaster Limits;	0	0
AC	3	2
AV	1	1
HD	1*	1*
HP	1	2
MV (jumping)	120' (40')	
THACO	special	20
Attacks	1 swarm attack	Drain
Damage	1d10/swarm	1hp/r max 10
Special Attacks;	Continuous damage	
Special Defenses;	see below	
Immune to;	Charm, Hold, Illusion	
Extra Vulnerable to;	Cold, Smoke, Fire	
AM	0	
Save as;	F3	
ML	7	
XP	13	
TT	nil	25% 2d6gp melted
Body Weight	0.5cn	



Adventurers wandering the vast reaches of desert lands might happen upon a brightly-colored insect resembling a large grasshopper. Well known in desert lands not only for their powerful abdominal pincher but also for their uncanny ability to detect moisture. It has six legs like all insects, but for some unknown reason these are rarely depicted in art forms of this creature. These rainbow-swathed are actually pernicons.

A brightly colored insect rather like a grasshopper about 2 inches long. There are several points that distinguish it from its smaller cousins. Coloration is vastly different, with red, yellow, ochre, and blue being common, as well as some rarer shades among those, such as orange-yellow or greenish-yellow.

The Pernicon inhabits the outer regions of deserts. It is much prized by the nomads of these regions, because the antennae on its head are water-diviners, vibrating and giving off a low hum (audible in 15', but greater distances are reached with greater amounts of pernicons) when within 120' of a large quantity of water. The droning hum of a swarm of pernicons is somewhat unnerving to anyone unaccustomed to hearing it, but those who know the desert know that where that sound is heard water is not too far away.

Any characters traveling in the desert that hears the hum of a Pernicon swarm may make a Wilderness, Desert survival or Knowledge (nature) check to locate the water supply. Perhaps one of the most unusual aspects of the pernicons is that they are not unintelligent vermin as they possess a rudimentary intelligence that goes beyond other animals.

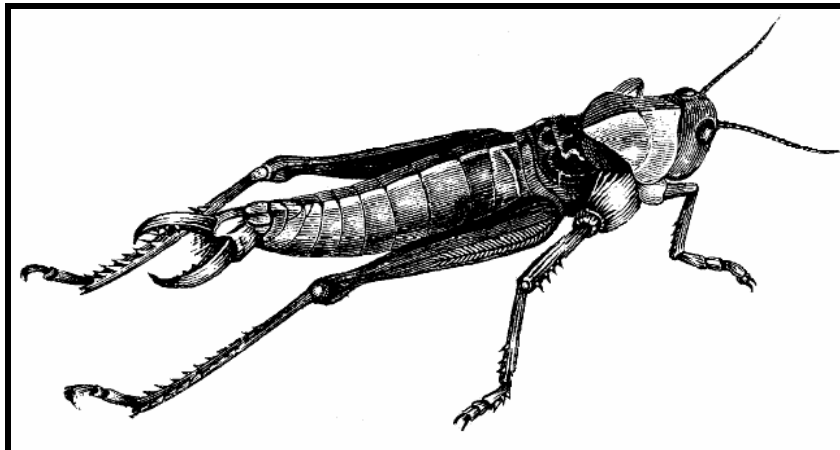
The Pernicon is usually inoffensive, but it attacks in large numbers if disturbed, accidentally or otherwise. It leaps on its victims and grips exposed flesh with the set of pincers at the rear of its abdomen. The pincers themselves do 1 hit point of damage and then begin draining the fluids of the victim at the rate of 1 hp per subsequent round, without requiring further hit rolls. Normal pernicons are capable of draining 5 hp of fluids in that manner, thus being capable of doing 6 hp damage total), at which point they are quite bloated and will drop off the victim to crawl away. A Pernicon attached to a victim has an armor class of 10. However, on an attack against it that misses and is a roll of 4 or more under the number needed to hit it, the victim is hit and receives half-normal weapon damage (rounded down). If the insect is slain while attached, the pincers remain in the victim and continue to drain hit points (fluids) at the rate of 1 point per round. Removing the pincers, which can be done easily in 1 round by the victim or a companion, inflicts an additional 1 hp damage but stops the fluid loss.

Another difference is that the Pernicon lacks wings. It's a crawler and jumper. The pernicon's diet does not consist mainly of other animals, as he appears to imply. They are primarily herbivores, though, creatures "eaten" aid the creature by providing much-needed liquids, and some nutrients, but pernicons cannot live on fluids alone.

Leader pernicons:

In each colony of pernicons, there is one extraordinary leader Pernicon, whose main functions are deciding when it's time to leave the lair, choosing where to establish a new lair, and breeding. Leader-type pernicons are different from normal sorts as follows: AC 2, 2 hp, 4" length, low intelligence, and the capability to drain up to 10 hp of fluids (at 1 hp/round). A leader-type Pernicon invariably has its own chamber in the lair, and there is a 25% chance that the chamber's walls are of saliva-glued gold dust (value 2d6 gp if melted down). In mass combat (see below), the leader is treated as an individual monster, never as part of a swarm.

Combat



The Pernicon is usually inoffensive but will attack in large numbers if disturbed, accidentally or otherwise. Since pernicons are small creatures that attack in large numbers, they are difficult to manage in a conventional combat manner. The following suggestions should help the main Pernicon swarm always divides into small swarms of relatively equal size for each opponent. A swarm may then be in some ways treated as if it was a single creature. Each Pernicon has 1 hp, so the collective 'creature' has as many hit points as there are pernicons within it.

Pernicon attack by swarming victims and tearing at exposed flesh with their large, strong abdominal pinchers. Able to worm their way under clothing and armor, no one is completely safe from these

creatures. When a Pernicon attacks it buries its pincers into the flesh of its victim. An attached Pernicon has an AC of 10. When the swarm hits, the victim suffers 1 points of damage per attached Pernicon by draining bodily fluids from the victim. If the victim falls unconscious; below 1 or the victim dies these creatures have a 50% chance to attack other nearby creatures due to their inherent higher intelligence than most other insects.

If a Pernicon is killed while attached to the victim's body, its pinchers remain buried deep in the flesh. Forcefully removing the pinchers of a Pernicon deals 1 points of damage to the victim. A Healing skill check or cure wounds spell can remove them without further injury.

A victim is more likely to attack successfully against such a large number of insects, so the swarm's opponent receives +1 to hit for each ten pernicons alive and lighting him when the attack is made the number of pernicons that can actually attack depends on the clothing or armor of the opponent, as noted below. Shields affect armor class (they can bat away insects), but not the number of creatures able to attack. Combat is carried on in a fairly normal manner. When there are very large numbers of pernicons, it is recommended that the DM take a percentage (20 minus the number required to hit a Pernicon, times five) of the number of pernicons able to attack as the number of successful hits. Each hit does 1 hp damage, and once pernicons are attached, they remain so for up to five more rounds. The number of pernicons attached to a victim reduces the number of pernicons able to make further attacks — thus, a person in full plate with three pernicons attached is effectively immune to further attack until the three drop off, though he takes only 3 hp damage per round from them.

Note that the pernicon's attack form will not harm certain creatures greatly, if at all, at the DM's discretion. The "immune" group should include all undead, most elementals, Dragons, some outer-planar creatures, Constructs like golems, Creatures with an AV of 10 or higher, and so on.

Armor/Clothing victim	AV	Pernicons able To Attack
Bare	0	200
Cloth	1	100
Leather	2	50
Studded Leather	3	40
Ring Mail	4	30
Scale Mail	4	20
Chain Mail	4	15
Banded Mail	5	15
Elf Chain	4	12
Plate Mail	6	10
Field Plate	8	5
Full Plate	9	3

Jumping

The distance that a Pernicon can jump varies greatly. This author suggests a base horizontal range of 10' and a vertical range of 5'. These figures should be adjusted at the DM's discretion, in consideration of such factors as wind speed and direction, and temperature.

Pernicons function more sluggishly in lower temperatures, but this is not generally a factor in their desert environment, except at night.

Sample combat:

Colonel Endrivan (9th level fighter, 55 hp, STR 17, *chainmail* +2, shield, *longsword* +1) and his henchman Vandren of Agenelia (2nd level fighter, 13 hp, STR 14, studded leather, shield, broadsword) have the misfortune of encountering 40 pernicons. The larger swarm divides into two swarms of 20 each.

First round: The Colonel and Vandren gain the initiative and attack. Both receive +2 to hit, since they are each fighting 20 pernicons. Colonel Endrivan needs a 5 and rolls an 18; Vandren needs a 15 and rolls a 14. Colonel Endrivan rolls a 6 for damage, adjusted by +2 for strength and magic, thus killing eight pernicons.

The pernicons attack. Chainmail allows all 12 pernicons remaining in Endrivan's swarm to attack, and they need a 19 to hit. The DM rolls a d20 twelve times, and three hit with rolls of 19 or 20, thus reducing the Colonel to 52 hp. Vandren does not fare so well. A 15 is needed to hit Vandren and there are twenty pernicons, the DM rolls five to have hit. Vandren is down to 8 hp.

Second round: The pernicons gain the initiative. For a start, the three pernicons attached to Endrivan and the five on Vandren take their toll, leaving 49 to the colonel and 3 hp to his henchman. The nine pernicons swarming around Endrivan attack, and one hits. Five more of Vandren's attackers hit and he loses consciousness (at -2 hp) from blood and fluid loss. The ten pernicons attached feast to their capacity, and the ten that aren't attached now move toward Endrivan (50% chance to do so), to fight him the next round. Colonel Endrivan fights back, receiving two attacks this round. Since there are only eight in his swarm, he needs a 7 to hit, but he misses twice with a 3 and a 4.

Third round: Once again, the insects gain the initiative. The four pernicons on Endrivan reduce him further to 44 hp. Those leaving the body of Vandren (50% chance to do so) bring the number of attackers to eighteen, and two hit. Endrivan now needs a 6 to hit, and rolls an 8; the damage roll (a 6, plus adjustments) indicates that he has slain another eight pernicons.

Fourth round: Endrivan gains the initiative, and attacks twice; he needs a 6, and rolls 19 and 17, killing all "swarming" pernicons. Those attached do another 6 hp damage, leaving Endrivan at 36 hp.

Fifth round: The Colonel, having some knowledge of pernicons, attacks one of the more recently attached ones and removes it. He also removes the pincer, but is down to 30 hp at the end of the round.

Sixth round: Endrivan removes another Pernicon, and the three who attached in the first round of combat fall off, bloated. The Colonel has 25 hp left.

Seventh round: Endrivan removes the last Pernicon and pincer, and kills as many of the horrid, crawling beasties as he can find. He emerges from the encounter with 24 hp out of his original 55.

As can be seen, large numbers of pernicons are formidable even to high-level fighters. Of course, a wand of Fire or Cloudkill can do much to counteract an unwanted swarm of the pests. . .

Habitat/Society

The Pernicon lives in the outer reaches of deserts, probably so that it has a supply of vegetable matter available for consumption when there is a lack of animal life; again, unlike the grasshoppers and locusts, it is truly an omnivore. The creature feeds on animals by jumping on them and clenching exposed flesh (or soft body parts, in the case of some creatures) with pincers at the rear of its abdomen. Through this, the insect drains the fluids of the victim, and often its life. The DM should remember how the Pernicon harms. It sucks out body liquids. If a creature has no body fluids, it won't be harmed, except by the pincer being clamped on or pulled off.

The pincers continue to siphon out one's endurance even if the insect is slain, and removal of the pincers is a delicate and painful task. Only 1 hp damage for the removal of a pincer of ½ inch in length (at most).

Though they are small and weak, the trouble in killing pernicons lies in hitting them, because of their size and swift hopping. Always beware those pincers; a Pernicon dodging your blow may at the same time be launching its own attack. Of course, a Pernicon that is attached to you makes a much easier target. A Pernicon attached to a victim has AC 10. Note that if an attack is made on such a Pernicon and the attack misses, a hit roll against the victim should be required 50% of the time, with no dexterity adjustments applicable. Even if the Pernicon is killed, its pincers remain in the victim.

One seeking these creatures should hope to find a small foraging group of pernicons, rather than the thousands that infest a lair. Though one or two cause little trouble to anyone with fighting experience, a large group poses a threat even to the most able of warriors. For dealing with combat between pernicons and armored characters, refer to the table.

Lair

The lairs of the creature are found near the desert's edge, as mentioned before, near their plant and animal food supplies. A lair almost resembles a town, being made of many mounds resembling large conical anthills raised from the sand, dirt and silt ranging between 3' and 5' tall. An inhabited "town" of pernicons will rarely, if ever, be located more than a mile from the border of the desert. Remember that they are hills, with burrow entrances. Make sure that they are just that; near many Pernicon "towns" are the pits of ant lions, which are giant insects of greater power and aggressiveness. Those ant lions living in such places often feed on pernicons which leave the lair to forage, though a little variety in the ant lion's diet is welcomed. On occasion, the ant lions become the prey rather than the predator. Once I saw a huge swarm of pernicons attacking one, covering its body and draining its life. I would guess that it had dug unwittingly into one or more of the pernicons' tunnels and was paying the price of annoying the occupants.

The burrows from the mounds go down at least six feet, to where the ground is more firm. It is here that the pernicons rest, breed, and spend much of their time. They dig long tunnels, each usually no more than half an inch high—which is ample space for the insects. The Pernicons, by their water-detecting powers, tend to dig down where there is a supply of ground water. In some places there would be tunnels going down a hundred feet or more! They need these humid "wells" to lay their eggs in, lest the eggs shrivel up and the young die before birth.

Female pernicons lay eggs twice a year. Special moisture-holding chambers are made by the pernicons, by gluing grains of sand together with sticky saliva (produced from fluids drained from victims), to hold the hundred or so eggs deposited by each female after mating. Because of the thin, membranous shells of the eggs, they have to be deposited on moist sand lest they shrivel up and die before hatching. This is the reason that the pernicons tunnel down to reach ground water or moisture (which is closer to the surface near the border of the desert), and the major reason that they possess water-detecting antennae.

After sand on the chambers' floor is sufficiently dampened and the eggs deposited, the chamber is sealed by saliva-glued sand to contain the moisture. The young hatch within a week or so and eat their own shells (and sometimes their neighbors' shells, or even their neighbors). They then burrow out to join the colony. As the average, only 1d6 of a pernicon's hundred laid eggs will survive to maturity. The rest will die or be eaten by other creatures.

After the pernicons have eaten all the food near their "town", they move on to another location, abandoning their old lair to seek a new place with more food. The entire colony moves at once—a great multicolored blanket moving across the land: crawling, jumping, and devouring everything in their path until they find a suitable site for a new tunnel complex. There is a 1% chance that an encounter with wandering pernicons will be with a moving colony, in which case the number appearing will be the lair size rather than the normal "wandering" size (i.e., 300-3000 rather than 4-40). Player characters meeting such a group are advised to get as far away as possible, as fast as possible. Pernicons en route to a new lair are particularly aggressive, since they will need animal fluids for the construction of the tunnels and egg chambers of the new lair. Hundreds die on the journey, but hundreds more live. They are the hated enemies of farmers and those who live off the fertile land. As they eat plants around their new "town" in great quantities, they enlarge the desert. But just as the farmers loathe them, the nomads and travelers of the desert treasure them almost beyond gold.



Water divining

The antennae of the creature have a curious water-detecting power. When within two score yards of great amounts of water, the antennae vibrate and hum (Any water body of 5000 gallons or more should be easily detectable. Smaller amounts should be detectable at closer ranges). The creature's water-divining power has been cause for much speculation and theorizing among sages. It does not seem to be magical in a strict sense. This is, however, no place to argue the difference between 'magical' and 'natural'. No magical power is required in the preservation process. Through the length of the antenna from outer tip to anchor is a clear, oily liquid. In the presence of the elements of earth and air it remains still, but water causes the fluid to become agitated, vibrating the antenna. This could be compared to the liquid-crystal display in digital watches. Electricity causes the liquid crystal molecules to align in such a way as to absorb light, becoming visible to the observer. The radiations of water cause the Pernicon antenna's oily fluid to behave in the opposite manner—going from a neutral state to chaotic and agitated. Close contact with fire renders the liquid a brittle solid, which has no divinatory powers. Fire causes the reverse, the liquid going to a rigidly structured form. Submersion in water destroys the antenna; the oily substance disperses rapidly, bursting out of and shattering the antenna.

Ecology

Among many nomadic tribes, the Pernicon antenna is a sacred religious object offered by some shamans to their Immortals for water. To some desert cultures, the insect itself is sacred and is the symbol of deities. The ancestors of one nomadic tribe sacrificed criminals to the Pernicon swarms. It is ironic that while some hold the Pernicon sacred for religious reasons, among other groups (most notably the royalty and very wealthy classes) the Pernicon is sacred for culinary reasons. There are several ways to prepare the insect, though always the antennae and pincers are removed. In a favorite recipe, the pernicons are fried in olive oil and served with salt and camel butter. Cooked properly, they are light, crispy and delicious; furthermore, they are a status symbol indicating great wealth. Attempts have been made to domesticate the creatures, but none yet successfully.

Despite being a culinary delicacy, even more valued are the creatures' antennae, as mentioned before. It is not easy to find them on the market. Near the eastern edge of the Great Sindhi Desert, they are sold for considerable sums of money, but they are often improperly preserved (disintegrating in the buyer's hands moments after being purchased) or were not correctly removed from the creature (and thus are completely useless). In all likelihood, you will have to find and preserve the antennae yourself to ensure their quality. The first problem, once you have found and slain the Pernicon, is the careful removal of the antenna. The antennae have a bulbous portion not far below the outside of the skull. This anchors the antenna, but still allows it movement. There are tiny muscles in the anchoring chamber. With them, the antennae may be moved together or in different ways. This is helpful in finding the direction of water. One antenna is aimed one direction, and the other the opposite. The creature can detect the most minute difference in the frequency of vibration, and the antenna vibrating faster is closer to the water.

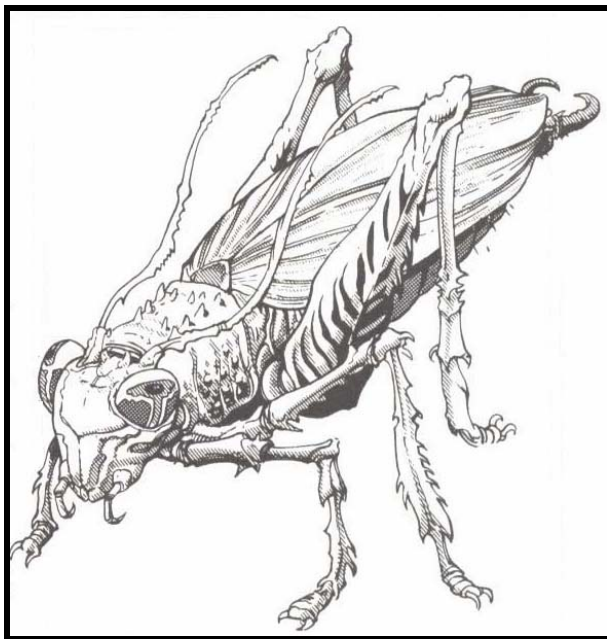
Humans using an antenna have to move around, with the antenna indicating the direction of the source. Beneath the 'anchors,' the very bases of the antennae are short, thin projections with rounded tips. Each tip touches a sensitive, rubbery tissue atop the creature's brain. This tissue detects the vibrations of the antennae (if any) and the direction it is aimed, and sends them to the brain, which can interpret the signals. To correctly remove the antenna, the skull must be pulled apart to either side of the anchor, and the antenna cut free from the muscle tissue and removed. Most professionals use a special tool, a spring tweezers, to remove the antenna; if these are not available, the next best things are some of the more delicate instruments found in most sets of thieves' tools. Successful removal is not automatic. The base chance, rolled on a d20, is equal to the dexterity of the character (or the average of two characters) attempting the removal, modified as follows: If the first time ever tried, -10 (then -9 on the second, -8 on the third, etc.); If special tools are used, +2; If thieves' tools are used by two characters, no adjustment; If thieves' tools are used by one character, -2; and, The task requires the total concentration of the individual(s) involved. If work is disturbed before finishing the removal, there is an 80% chance of the antenna being ruined. If other tools are used, such as hairpins, -2 (two characters) or -4 (one character).

Though small and delicate, an antenna lasts quite a while if you care for it well. If allowed to become damp, it disintegrates. It is by nature dry, and immersion in water causes it to explode harmlessly. An antenna is also brittle, and crumbles to dust unless handled with utmost care. It is good to have it stored carefully and used only when necessary. The Desert Nomads have a simple but effective means of storing their antennae, which is recommended to all travelers. They use a bone map case, in which is placed a roll of camel hide (with plenty of cushioning fur) around the antenna. It does an excellent job of protection, so that the antenna will usually remain intact even if dropped quite a distance (Pernicon antennae should have saving throws for resisting damage from falling. Normally 20 is the proper save, but in such a bone case, it should be 10, adjusted upward by 2 for every 10' fallen. A metal case grants a base saving throw of 8). It also keeps the antenna silent and still when not needed. If the case is watertight, it is even more useful. Some folk, such as some merchants I know, prefer metal or wooden cases, often inlaid and decorated with precious metals and stones. A last word of advice must go to the traveler: The antenna can only detect water. If there is no water near, the antenna is of no more use than another grain of sand.

If a Pernicon antenna is used by a cleric or druid as an additional material component for a create water spell, the spell will produce 10%-60% more water than it would otherwise. As with other material components, the Pernicon antenna will disappear after the spell is cast.

Senses; Darkvision, scent high other senses low.

Main Prey; Humanoid, Main Predator, Insect, Spider, Lizard.



Hivebrood (*Formica hominoidea-parasites*)

Hivebrood	Larva	Broodling
Type	Lowlife Insect	
Climate/Terrain	Any But Cold	
Frequency	Rare	
Organization	Colony	
Activity Cycle	Night	
Diet	Carnivore	
AL	N	
NA	1d20	1d100(1d100+20)
Size	1'; 6 inch	M; 4.5'-7'
ST	2	Host -1d6
IN	1	4
WI	5	Host-1d6
DX	16	Host-1d6
CO	9	Host
CH	3	Host -1d6
Languages	0	Scent/Signals
Spellcaster Limits;	0	Hivemind Powers
AC	3	6
AV	0	1
HD	1/8*	as Host*
HP	1	as Host+1d4
HD		2+1*
HP		2d8+1
MV	na	120'(40')
T HACO	20	17
Attacks		2 Claws
Damage		1d4 each
Attacks		or 1 weapon
Damage		by weapon
Attacks		1 bite
Damage	0	1d6
Special Attacks;	Body Metamorphosis	Hivemind Powers
Special Defenses;	Infravision 60'	
Immune to;	Charm, Hold, Illusion, vision affecting spells	
Extra Vulnerable to;	0	
AM	0	
Save as;	NM	F3
ML	12	
XP	0	35 or Host
TT	N, U, O, V	
Body Weight	5cn	as Host -150 cn

metamorphosis takes place. A humanoid altered by the parasitic larva has now become a Broodling, the least powerful member of the Hivebrood mobile insects. Eventually a Broodling will develop into a Hivebrood. Broodlings and Hivebrood are the most common Hivebrood members.

Broodling (*Pupae Formica hominoides-parasites*)

Broodlings are the partially altered hosts of the parasitic Hivebrood larvae. Outsiders can recognize them by fibrous membranes that cover their eyes and by their chitinous skin. A Broodling's insect like way of movement adds to its frightening aspect. Broodlings attack with their hardened claws, teeth or a weapon of some type (often the one originally belonging to the host, and can use any of the abilities transmitted to them by the Hiveminds or Hiveleaders. (See below).

Casting a Cure Disease or a Cure All/Heal spell on a victim, will kill the parasitic Broodling Larva in 4d4 hours, but will also badly affect the host creature. He or she will permanently lose 1d6 points of Intelligence, Wisdom, Dexterity, and Charisma (actually Comlience) due to the Broodlings tamperings with its body. And he or she will also suffer from a 10% penalty on all Thief abilities due to the lack of tactile information received through the hardened fingers. However, the host will permanently benefit from a +1 to its Armor Value due to its chitinous nature of his or her new skin' this will also protect him or her from most abrasions, and his hands now function as if having a stone in the fist (with boxing).

Hivebrood are communities of insects somewhat similar to ant colonies (of which they evolved naturally or magically enhanced—sages are still unsure about this). Unlike ants, however, the large parasitic members of a Hivebrood live by infesting other intelligent beings, controlling, and eventually destroying the host in the process for members of a Hivebrood, individuals have no meaning or worth; only the interests of the Hive matter.

Hivebrood insects have many specialized forms, each one depending on the state of development or the main duty it performs' the six different functional types of Hivebrood members are; the Larva, The Broodling, The Hivebrood, The Hiveleader, The Hivemind and the Broodmother.

Larva (*Larvae Formica hominoides-parasites*)

A Hivebrood contains a few (1d20) insects in larval form that resembles a legless beetle about 6 inches in length. Once born the Broodling larvae are not kept in nurseries to grow, but are placed on paralyzed victims, who become hosts for the parasitic larva. The larva has only 1 hit point and AC 10, and can't move or attack on its own. Another Hivebrood member must place the creature on the neck of a paralyzed Human, Demihuman, or Humanoid. The immature creature uses its bite to imbed itself in the neck of its host between the neck vertebrae and the shoulder bones. Here it attaches itself to the spinal chord and slowly but almost unstopably begins to alter the host's metabolism. It does not kill the host, but adapts and modifies itself to the host, so much so that the host and the Broodling larva are to all intents and purposes, a single creature. This process takes a whole day, during which time various changes take place in the metabolism of the host and the Broodling larva. The most obvious changes are that the host creature—always a Humanoid of some kind—develops a chitinous outer layer to its skin, and its eyes film over. The host also becomes stiffer and more insect-like" in its movements. After this change is complete the new Broodling goes to join its fellow Hive members at work, until the next stage of



Hivebrood (*Formica hominoides-parasites*)

Hivebrood	Hivebrood	Hiveleader
Type	Lowlife Insect	
Climate/Terrain	Any But Cold	
Frequency	Rare	
Organization	Colony	
Activity Cycle	Night	
Diet	Carnivore	
AL	N	
NA	1d100(1d100+20)	2d4(2d4)
Size	M; 5'	M; 7'
ST	16	17
IN	7	10
WI	8	8
DX	10	10
CO	9	9
CH	6	5
Languages	Scent/Signals	
Spellcaster Limits;	Hivemind Powers	
AC	3	2
AV	2	3
HD	3+1**	5+1***
HP	3d8+1	5d8+1
MV	120(40')	
THACO	15	13
Attacks	2 Claws	
Damage	1d4 each	1d6 each
Attacks	or 1 weapon	
Damage	by weapon	
Attacks	1 bite	
Damage	1d8	1d10
Special Attacks;	Paralysis	
	Hivemind Powers	
Special Defenses;	Infravision 60'	
Immune to;	Charm, Hold, Illusion, vision affecting spells	
AM	0	
Save as;	F4	F7
ML	12	
XP	100	400
TT	N, U, O, V	
Body Weight	165 LBS	185 LBS

A Hivebrood can attack using all the methods available to a Broodling, but in addition its powerful sticky saliva causes paralysis (unless a successful Saving Throw vs. Poison is made) for 2d8 turns or until a Neutralize Poison, Cure Serious Wounds (or better) or Haste spell is cast on the victim.

This saliva can be collected, and is prized by alchemists for its uses in preparing magical potions. All types of Hivebrood have Infravision 60' (which can sometimes be better if the original species had a better Infravision range), and fight as well in total darkness as in daylight, sensing the position of opponents by feel and smell. They are thus immune to the effects of spells such as darkness and continual darkness, although these cast in concert with a silence spell will "blind" them. Hivebrood are, however, very vulnerable to the effects of fire and heat. All fire-based attacks cause double damage to them.

Hiveleader (*Princeps Formica hominoides-parasites*)

The Broodmother also emits a foul smelling jelly which is sometimes fed to the new-born Broodlings before they are placed on hosts. If this is done, the Hivebrood becomes a Hiveleader, capable of giving orders (The Hivebrood - continued) too the members of the hive through emitted scents if they're within a 30' radius. Hiveleaders can also "store" up to five abilities which they receive through the Hiveminds scents (see below) and can pass these on to Hivebrood under their command. Hiveleaders are similar to Hivebrood, but are stronger, larger and have the storage ability to the Hivemind ability scents. In appearance Hiveleaders are equal to common Hivebrood, but their powers and scent are different.

After a period of 1d4+4 days, the Broodling becomes dormant for 1d4+4 hours. During this time it sheds its outer skin, and any remaining clothing or armor, jewelry, iron stones and similar, and becomes a full Hivebrood. At this point, nothing short of a very well worded Wish spell can rescue the host from the character. The character can not be raised as it did not die. Killing the Hivebrood also kills the host. And no host willingly returns to a body that is not its own anymore, let alone that it was slain by the same individual that now intends it to become raised. Reincarnation and Clone are also no possibilities as these spells need one pound of original flesh (unless it was stored before the change), and would not recreate a body for the host, but would return the Hivebrood also.

This new form keeps the overall shape of the original host; but is more insectoid in appearance, with antennae, cellular eyes and a tough, chitinous exoskeleton. In this form the Hivebrood acts as a worker and soldier on behalf of the hive, and forgets any of the host creature's previous abilities and normally (but not always) loses any special physical characteristics of the host. There is a 25% chance that physical traits are still available in the new form—these could be multiple arms/legs or wings, other ways of sight (like infravision, Elven or Dwarfen Detection suites), immunities (Like Elven immunity to Ghoulish paralysis, etc.

It can use abilities emitted by chemical scent from Hiveminds and Hiveleaders (see below). Hivebrood are very simple minded and are unable to deal with complex problems. As a result, they are controlled by a complex series of chemical scents that govern their behavior, but if all else fails they resort to ritual responses and violence.



Hivemind (*Rex Formica hominoides-parasites*)

Hivebrood	Hivemind
Type	Lowlife Insect
Climate/Terrain	Any But Cold
Frequency	Rare
Organization	Colony
Activity Cycle	Night
Diet	Carnivore
AL	N
NA	1d4(1d4)
Size	M; 7'
ST	16
IN	16
WI	15
DX	8
CO	13
CH	4
Languages	Scent/Signals
Spellcaster Limits;	Hivemind Powers
AC	6
AV	4
HD	6+6***
HP	6d10+6
MV	30'/10'
THACO	13
Attacks	2 Claws
Damage	1d4 each
Attacks	1 bite
Damage	1d6
Special Attacks;	Paralysis
	Hivemind Powers
Special Defenses;	Infravision 60'
Immune to;	Charm, Hold, Illusion, vision affecting spells
Extra Vulnerable to;	Fire/Heat
AM	0
Save as;	F12+
ML	12
XP	1175
TT	N, U, O, V
Body Weight	250 LBS



If this feeding on the jelly continues, the Hiveleader undergoes a second period of dormancy and later emerges as a Hivemind. A Hivemind is another barely mobile type. It is entirely devoted to controlling the activities of the Hive. It's the Hiveminds that decide when it is time for the Broodmother to lay another Broodmother egg—and where and when the egg should be sent to with a retinue of Hivebrood to begin a new colony. It will mate with the Broodmother to create a viable egg.

The larva will initially be similar to any other, but when placed on any humanoid it will transform rapidly in to a cumbersome female Broodmother. It is possible for Hivebrood to become another sex than the original host was, as this is determined by the larva. The Hivebrood, are all males, while the Broodlings still can be either. The Hiveleaders are female, while the Hiveminds are male. It is thus possible that a well-known paladin will become a nasty female Broodmother, and a female cleric to become an ugly Hivemind. These colonies are never in war or other competition with each other, and sometimes may even work together to defeat a particular nasty enemy to the species.

Hiveminds have one very powerful ability that makes them truly to be feared. If a Hivemind eats a creature, it gains all of the creature's abilities (including saving throws if these are better than before). These abilities can be passed on to any Hive members through its wind-born chemical emissions. If for example, a Hivemind has dined upon a 3rd level thief and a 6th level mage, it can send out signals to all Hivebrood so that they may be able to hide in the shadows as a 3rd level thief or cast any of the spells that the 6th level mage had memorized when eaten.

There are limits to the to this chemical transfer. The chemicals only spread at a rate of 60' per round, and dissipates completely after three rounds limiting the spread to a 180'. Only positive wind currents can increase this to a maximum of 3 times this distance, but any wind stronger than 6 will completely destroy the scent. This is also the reason these creatures use many air ducts, so the scent will spread evenly in the 180'sphere around the Hivemind. If the ability is not used within a further three rounds, the Hivebrood involved cannot further use them. Hiveleaders are an exception in this because they can store up to 5 abilities and can even spread them further themselves. Furthermore, only one chemical scent per Hivemind can be active at any one time in a single hive. If a second scent is emitted by the same Hivemind before the first has vanished, the receiving Hivebrood become confused and unable to attack for a full round, although they can still defend themselves. Where two or more scents are received from different Hiveminds they can all be used, although only one at a time.

Once an ability has been emitted as a scent it is lost and "forgotten" by the Hivemind, although it may have an unlimited number of abilities in its mind at any one time. This can include duplicated abilities and spells if the Hivemind has eaten several individuals with similar abilities.

An ability is defined as one spell (of any level or type, or a Skill such as a Thief ability, a level of weapon mastery an attack rank, or a Fighters combat option, like Smash, Parry, Disarm, Multiple Attacks. Spells that need material components, or a link between the caster and his Immortal Clearly Holy spells, like; Commune, Holy Word, etc) or which need a link to the casters level or alignment (druidic or Shamanistic spells, or spells like Wish—which can't be cast prior level 33 experience) can't be cast and are thus never transmitted by the Hivemind.

If a Hivebrood of any type casts a spell of any sort, it loses 1 hit point in the process. A Hivebrood will cast a spell and lose a hit point even if this leads to death, for the hive is far more important than the individual.

Broodmother (*Regina Formica hominoides-parasites*)

Hivebrood	Broodmother
Type	Lowlife Insect
Climate/Terrain	Any But Cold
Frequency	Rare
Organization	Colony
Activity Cycle	Night
Diet	Carnivore
AL	N
NA	1(1)
Size	L; 12'
ST	15
IN	1
WI	9
DX	5
CO	16
CH	3
Languages	Scent/Signals
Spellcaster Limits;	Hivemind Powers
AC	8
AV	5
HD	12+2"
HP	12d12+2
MV	30/10'
THACO	na
Attacks	na
Damage	na
Special Attacks;	Poisonous gas
Special Defenses;	Infravision 120'
Immune to;	Charm, Hold, Illusion
	Vision affecting spells
Extra Vulnerable to;	Fire/Heat
AM	0
Save as;	F12
ML	12
XP	1900
TT	N,U,O,V
Body Weight	500 LBS



The Broodmother is the most important member of the Hivebrood, living at the centre of all the hive's activities and protected with fanatical devotion by her "children". This large creature -one per hive -is barely capable of independent movement, and exists solely to produce Broodling. Besides laying eggs, she secretes a chemical-rich foul-smelling jelly, which is applied to certain larvae to cause them to develop into Hive leaders and Hiveminds. So specialized is the Broodmother that she has none of the normal attacks of Hivebrood and can only defend herself by emitting a 30' radius cloud of poisonous

chemicals and scents. This ability can be used up to three times per day. Those caught within the cloud must make a Saving Throw vs. Poison at -1 each round or suffer 3d6 points of damage per round until they do make a successful Saving Throw.

Hivebrood are almost singly dominant in an area. If these creatures discover other forms of intelligent life (which is not a Threat to them, like monsters or Dragons), the Hivemind order soldiers to bring in specimens to serve as hosts and to get rid of the remaining pests. Hiveminds also dispatch raiders to find adventurers and others who might possess special abilities they can 'learn'.

These creatures seem indifferent to any treasure that might lie in or near the Hive. Thus, treasure, although it is found in Hivebrood nests, is simply of irrelevance to Hivebrood. If a treasure is magical, usable (scrolls, for example, can be read by a Hivemind if it has eaten someone who can read) and recognized as such, it will be used by a Hivemind. Otherwise small items of treasure can be found scattered around their lair.

An adventure dealing with the Hivebrood is



in Dungeon 13 "Of nests and Nations",

Aspis (Aspis intellectum Primus)

The Aspis are an insectoid race that dwells in underground nests. They are very reclusive, generally only coming up to the surface to forage and raid for food. They live in small, self-sufficient groups that only rarely deal with other beings. The adult male drones are the only Aspis encountered by surface dwellers, as the larvae and cow don't leave the nest. So, the majorities of encounters with these unique beings are with the adult male drones; contact with or sightings of the larvae and cows are all but unheard of. Aspis are able to eat nearly anything, and favor blood as their preferred drink.

Aspis are the epitome of the omnivorous creature, deriving nourishment from nearly any organic substance. Their digestive systems are very efficient, and they are not as squeamish about their meals as humans (well, most humans anyway). An Aspis doesn't always bother to kill its prey before eating it—small insects, spiders and worms are eaten alive. Even 'slain' Aspis drones are recycled by becoming food for the nest—if not the drones, then the larvae that swim in the grub hatcheries. The cow has her food brought to her in her chamber, she is not fussy about what she eats, and so long there is a lot of it.

Waste material takes the form of small, white flakes that are shed from the Aspis' abdomen. Their efficient digestive systems process all liquid intake (most of which is a by-product of the food they eat—an Aspis very rarely needs to drink extra water).

Nest

Aspis nests are underground, not far below the surface. Typically, they consist of a primary entrance leading to a central chamber. From this chamber radiate several low passageways. One leads to the 1d3 egg chambers and 1d6 grub hatcheries (amount depending on the size of the nest), which are inhabited by 1d10 larvae each. Another leads to the 2d2 granaries, where foodstuffs are stored.

The third leads to the chamber of the Aspis cow—the Aspis equivalent of an ant-queen. The walls and floor of this room are covered with a thick, white liquid that is highly acidic and eats through metal or wood in a single round. If it comes into contact with living flesh, it inflicts 1d8 points of damage each round until washed off, as might be expected; all types of Aspis are immune to this fluid.

There are side passages along each of the tunnels, leading to chemical preparation rooms and small storage areas where the nest keeps its weapons and any treasure—although Aspis nests don't realize the value of gems and coins and treat them as debris. Normally, none of these underground chambers is lit, except for what little light filters down into the central chamber. This doesn't bother the Aspis Drones, who are able to maneuver in the dark using their excellent hearing and olfactory senses. All Aspis have the **blind-fighting** skill. However, most Aspis nests have several escape routes—vertical tunnels leading to the surface, whose camouflaged trap doors can be opened to let light into the chambers directly below. The chambers beneath these escape routes are generally left empty, so that the rooms may be put to various uses as the need arises. If otherwise empty, these rooms contain at least one Aspis drone on guard duty to prevent enemies from infiltrating the nest.

Senses

Aspis do not sleep. They do rest, however, spending several hours at a time in a motionless state, conserving energy and purging fatigue poisons that have been building up in their bodies. Like all insects, they don't have eyelids (Larvae and cows don't even have eyes), so they remain aware of events in their field of vision even while resting—although an Aspis drone is more likely to detect someone approaching with his sense of smell which has a range of 2' per wisdom point. (Unless in dirty and stinking surroundings, like moor, bog, sewer, swamp and city or graveyard.) In the latter two they still can communicate by smell (the former not).

Its vision is somewhat poorer than that of a human (they see half the human ranges and lose all purple and blue colors after 30 feet distance) the multifaceted eye was designed for detecting movement, so a thief attempting to hide in shadows and remaining motionless does so with a 10% bonus—provided they remain out of smelling range.

The Aspis subscribe no religion. They are practical minded, finding it difficult to believe in something that can't be seen, heard, smelled. Cows and larvae care only about eating, and as for the drones, their cow is all the deity they need.



Waste materials take the form of small, white flakes that are shed from the Aspis abdomen. Their efficient digestive systems process all liquid intake (most of which is by-product of the food they eat—an Aspis very rarely needs to drink water (double the water deprivation limits of a human)).

Aspis are able to domesticate other forms of giant insects via chemical clues and scents. It is not known for sure if the Aspis are able to acquire control over other semi-intelligent insectoid races (like the cave fisher or giant hornet), but current wisdom speaks against this.

Communication

Aspis do not speak in the way that humanoid races do, although roughly 5% of them have been able to master a rough form of the local tongue. Among themselves, they have no spoken or written language; they communicate via a unique language of scents. The human olfactory system is wholly unable to detect the subtle changes of odor used by Aspis in their conversations.

Aspis communicate among themselves via a language of scents, which they produce from glands in their bodies and detect with their extremely sensitive olfactory sense. These scents have a range of 100' adjusted by airflow and moisture (dry air permits scents to travel less far than wet or moist air. Humans are unable to pick up even the slightest trace of these scents and so are naturally unaware of Aspis speech. It thus is completely undetectable by any creature that does not have the Scent special ability.

Fortunately, about 5% of the Aspis drones in a nest are able to speak a basic form of a spoken language in the local area. Aspis are unable to speak if subjected to strong wind scents (like those of a skunk, a dirty adventurer, etc.)

The Aspis scent language provides a great amount of information in a short period. Certain specific scents are used as words, while others are modifiers, denoting the type of information being conveyed, the verb sense, and so on. Thus a sentence like "the enemy is attacking" would be conveyed by the scent words for enemy and attack along with an overall modifying scent denoting present tense and another denoting urgency. When an Aspis learns a spoken language, it tries putting its words together in a similar fashion. Thus a speaking Aspis with a large enough vocabulary usually begins each sentence with the sentence type or the feeling behind the information about to be transmitted by the words of the sentence itself. For instance; "Query; What are you doing?" or "Overall feeling of contentment; That was a good meal" or "Statement of personal belief; You probably shouldn't do that".

Aspis don't understand the concept of personal names and will use the race, class, sex and name interchangeably. The scents that compose Aspis speech remain in the air for a minute or two (6 to 12 rounds) before dissipating. Thus it is possible for a drone to enter a chamber and smell a recent conversation between others of its kind (even when from another nest).

The Aspis knowledge of scents, musks, and perfumes is second to none. They are able to formulate and mix certain concoctions, including pollen and musk that simulate almost any odor: they use these compounds for many purposes. For example, a town that has taken action against a nearby Aspis hive may find that its walls have been splashed with liberal doses of a sticky, yellow liquid that smells somewhat like chlorine. Imagine the surprise of the watch when they find that this substance not only attracts giant rats and similar rodents, but it also drives them into a wild fury.

Table 1: Aspis Sentence Modifiers

Sentence Type	Standard Modifiers
Question	Query;
Command / Order	Command;
Passing along information	Statement of fact; Helpful input;
Passing along opinion	Statement of personal belief;
Agreeing with someone	Statement of (strong) affirmation; Statement of (strong) agreement; Acknowledgment; Acceptance;
Disagreeing with someone	Statement of (strong) negation; Statement of (strong) disagreement;
Kissing up to the cow	Statement of undying obeisance: (possibly also used when speaking to female superiors)
Explaining something	Statement of explanation; Explanation; Clarification;
Unsure of one's self	Statement of intention; Statement of bewilderment; Statement of partial confusion; Statement of possible understanding; Uncertainty;
Understanding	Statement of comprehension; Statement of certitude;
Thanking someone	Statement of gratitude;
Irritation	Statement of annoyance; Statement of irritation;
Contentment	Statement of (overall) contentment; Statement of (overall) satisfaction; Feeling of (overall) contentment; Feeling of (overall) satisfaction;
Pride	Statement of unqualified success;
Panic	Statement of (extreme) urgency;

Words in parentheses are used to differentiate between varying degrees of a specific feeling.

These are just some examples of aspis sentence modifiers. Players are encouraged to come up with others as their aspis PCs encounter strange and unusual situations in the world outside the nest.

Aspis, Drone (*Aspis i.P. Opera*)

Insect Giant	Aspis													
	Drone													
Type	Lowlife, Insect													
Climate/Terrain	Any non-cold Land													
Frequency	Very Rare													
Organization	Group													
Activity Cycle	Night													
Diet	Omnivore													
AL	N (CN, N, LN)													
NA	Gang (1d6 drones) or hive (2d10 drones, 6d10 larvae, +1 cow +1d10 giant ants/other insect)													
Size	M; 6'													
ST	3d6 (6 to 18)													
IN	2d6+6 (8 to 18) PC 13+													
WI	3d6 (3 to 18)													
DX	3d6 (3 to 18)													
CO	2d6+7 (9to 19)													
CH	3d6-1 (3 to 15)													
Languages	Aspis , Local													
Spellcaster Limits;	0													
AC	3 (+2 Shields AC2)= -1													
AV	5													
HD	3	4	4	5	5	6	7	8	9	9	9	9	9	
Level	1	2	3	4	5	6	7	8	9	10	11	12	12	
Thief Hp	3d4	+1d4		+1d4		+1d4	+1d4	+1d4	+1d4	+1	+2	+3		
Fighter Hp	3d8	+1d8		+1d8		+1d8	+1d8	+1d8	+1d8	+1	na	na		
	+ Constitution adjustment													
MV	150'(50')													
SW	0													
THACO Fighter	19			17				15			13	na	na	
THACO Thief	19			17				15						
Attacks	2 weapons													
Damage	By weapon													
Attacks	or 2 Claws													
Damage	1d4 each													
Special Attacks;	Acid Secretion													
Special Defenses;	Weapon Use													
Immune to;	Cold, Electricity													
	50% To Fire, Stench (only stops communication)													
Extra Vulnerable to;	Female orders and dominance													
AM	0													
Save as;	F1/T1	F2/T2	F3/T3	F4/T4	F5/T5	F6/T6	F7/T7	F8/T8	F9/T9	F10/T10	T11	T12		
ML	7													
XP	50	75	125	175	225	275	450	650	900	1000	1100	1250		
TT	varies													
Body Weight	900+ 5d30 cn													

Aspis drones are about 6 feet long and look something like giant weevils. Their heads have two multifaceted eyes, a pair of short, blunt antennae, and a long proboscis. Drones have six legs, each of which terminates in a cluster of fine manipulatory claws.

Aspis drones have hard, chitinous bodies that are gray or off-white in color and provide excellent protection from harm. Not only does it give the creature a natural AV of 5 but it also makes the Aspis immune to cold and electricity and halves any fire damage taken. Aspis are adult in 5 years and live to about a 50 years, after which they die. The orange 6 HD statistics are the most common in a nest. 90% belong to this group. The rest (10%) are class based Aspis, and these are sent out in the world. These can be PC class creatures. They are all male.

Despite their high intelligence, the drones do not take any independent actions unless they are unable to communicate with their cow. They totally lack any sort of individuality or personality and live only to serve their purpose in the hive. They are fierce

warriors, however, and protect the nest from intruders before they even get to the cow. These creatures have a chitinous body of gray or off-white color. Their heads have two multifaceted eyes, two short, blunt antennae, and a long proboscis. Their six legs end in a cluster of fine claws that allow them to manipulate and construct objects.

Combat

Most combat situations are handled by Aspis drones, who are charged with protecting the nest and defending the larvae. If fighting to defend their cow, Aspis warriors never check morale and fight to the death against any odds.

They rise on two rear legs, leaving the other four limbs to wield two weapons and two shields, increasing its AC to 2 (or 4).

The Aspis is a very hardy creature, immune to attacks that use cold or electricity to inflict damage. In addition fire-based attacks cause only half damage to an Aspis. All Aspis have the blind-fighting skill.

Aspis drones have manipulatory claws at the ends of each of their six limbs. Each can be used as a hand, although generally only the front four limbs are used as arms and then only when the drone is walking upright. This allows the drone to use two weapons and two small or normal shields (decreasing AC by +1 each or +2 each correspondingly) when standing erect. The two shields are both held on the same side, while the weapons are held in the arms at the other side. (Like humanoids-Aspis can be left or right-handed). Aspis don't hold a shield and a weapon on the same side of the body, as the shield interferes with the weapon's movement (THACO-8 whenever used this way).



The most common weapons employed by Aspis in combat are short swords and hand axes. Although the structure of their bodies prevents them from using bows, they have been known to employ an unusual form of light crossbow in missile combat and are sometimes found with javelins and other throwing weapons.

They may eschew shields, and employ two of these crossbows instead, firing once and reloading the other each round.

If it must fight without weapons, it strikes with two of its claws each round inflicting 1d4 damage+STR damage with each successful hit.

When called upon to defend their nests, Aspis drones place numerous traps in any area they are forced to withdraw from. Even if they are caught off guard, the regions of the hive that surround the cow's chamber and the larvae rooms are always trapped as a precaution against trespassers. As a rule, Aspis traps involve rockfalls, pits, and other crude devices. Delicate traps, like poisoned needles, are not encountered in Aspis lairs.

Habitat/Society

Aspis drones have no concept of individuality—a drone is a drone. They lack personal names and even distinct personalities. As far as the nest is concerned, a drone's life is immaterial, as any single drone is easily replaced by another. They are nothing more than cogs in the machine that is the hive itself. Despite their high intelligence they take no actions on their own unless instructions from the cow are impossible to obtain.

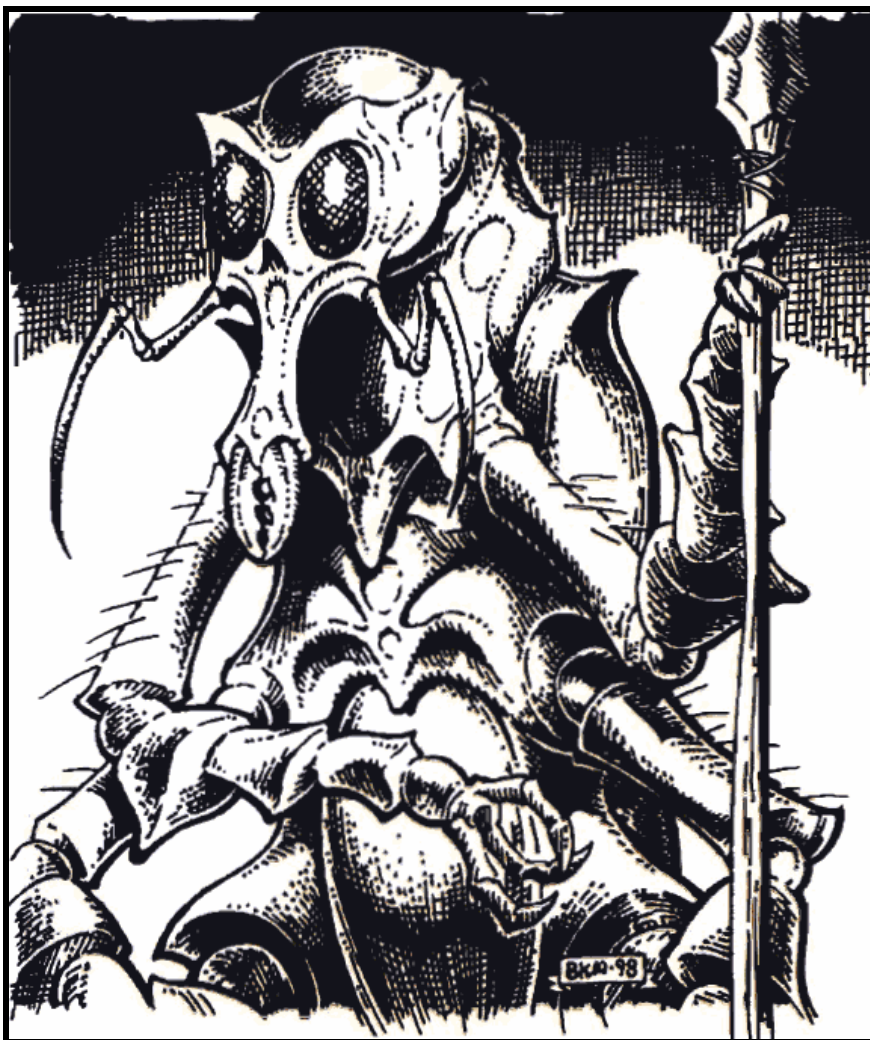
Not all drones are identical, however. Within the nest, there are various functions that must be performed. While each drone must be able to perform any of the common tasks required, some specialize in certain areas; defense of the nest, trap building, speaking aloud to humans and humanoid creatures, scouting, tending the mold cultures in the granaries or the grubs in the hatcheries, food gathering, and even breeding with the cow. A drone that has specialized in a particular task adopts a personalized scent to identify its area of expertise; thus 'breeder' or 'gatherer of food' serves as the closest equivalent a drone has to a name. Not all drones have such pseudo-names, however, and those names used aren't likely to be unique—a nest might have three 'breeders' and seven 'gatherers of food' for instance any of which are interchangeable.


Ecology;

Aspis are the epitome of the omnivorous creature, deriving nourishment from nearly any organic substance. Their digestive systems are very efficient and they are not as squeamish about their meals as humans (well, most humans anyway). An Aspis doesn't always bother killing its food before eating it—small insects, spiders, and worms are eaten alive. Even slain Aspis Drones are "recycled" by becoming food for the nest—if not for the drones, then the larvae that swim in the grub hatcheries. The cow has her food brought to her in her chamber, she is not fussy about what she eats, and so long there is a lot of it. The Aspis mostly eat, however, Tree bark and specially cultivated harvesting mold from the granaries, earthworms (of any size) or beetles.

Aspis technology is rather primitive. They are capable of making simple wicker or wooden shields and often carve spears and javelins from straight shafts of wood, but metal-working (of any kind) is unknown to them and they scavenge or trade for their metal weapons.

Although the concept of magic is unknown to the Aspis, they are adept at mixing natural concoctions that can simulate nearly any odor, even those not normally distinguished by humans at a conscious level. These "nonmagical" potions have a wide variety of effects. Some attract or repel certain types of animals or bring them in heat, fear or violence. A favorite form of Aspis vengeance against a town that has taken action against an Aspis nest is to splash its walls with a sticky, yellow liquid that not only attracts rats and similar creatures but also drives them into a wild frenzy, causing them to attack everyone they encounter.





Such examples of Aspis vengeance are not common, but they are numerous enough because the ferocity which Aspis drones defend their nest and its cow, this race has few natural enemies. They generally prefer to keep to themselves as much as possible. Most encounters with the Aspis occur when hard times force a colony to begin raiding nearby human settlements for food and other supplies.

The acid that is secreted by the cow is highly prized by alchemists. In addition to its obvious uses as a corrosive agent, it is important in the preparation of magical inks and potions that relate to acids and corrosion. (Valued at 50gp/jar (1LBS))

To create a compound that affects a specific type of creature, the drones must first have some contact with the creature. They couldn't create a formula of scent to keep wolverines at bay unless they had been within sniffing distance of a wolverine to capture its particular essence.

The Aspis are fanatically loyal to their cow, and will fight to the death against any odds to protect it. The Aspis always defend their tunnels with numerous traps and guards. They commonly use things such as rockfalls, pits, and other crude traps to defend the cow's chamber.

To ensure a steady supply of food for the nest, white, light-green mold growths (shaped like linen sheets hanging from the ceiling) are cultivated in the nest. The granaries never lead to escape routes, so that they can remain in the darkness that promotes the growth of mold. Aspis know which kind of mold to grow and of the more dangerous species (Brown and Yellow Mold) they use them also. They are immune to the spore and other attack forms of these molds only. Other molds (like blastspores) are as dangerous to them as any other creature.

Many Aspis nests include 1d10 giant ants (larger nests may have up to 100). These insects are the spoils of war, stolen as eggs from a giant ant nest after a raid by Aspis drones. Allowed to hatch in the Aspis nest, the Aspis are bond to the Aspis cow, believing her to be their queen (this is a scent effect). Giant ants understand the simple scent communication enough to obey direct commands given by the cow. They don't enter her chamber, however, being vulnerable to the cow's acidic secretions. Giant ants are most often used as food gatherers, egg tenders, and warriors when the nest is under attack. Only workers and soldiers are found in an Aspis nest, never a queen or males, requiring the Aspis nest to steal giant ant eggs on a regular basis to resupply their stock of slaves.

A Statement of explanation

By Johnatan m. Richards

Karl, the woodcutter was used to solitude. Every day, he left his small cottage in the woods with some bread and cheese wrapped in a clean cloth for his lunch and his trusty ax upon his shoulder to go fell trees. He was used to the sounds of the forest; the chirping of the birds, the chatter of squirrels, his own grunts as he swung his axe with a rhythmic efficiency. He was used to the smells of woodcutting; the clean scent of the freshly-cut pine, the heavy, woodsy smell of growing things, even the presence of his own sweat as he toiled at his work. He was used to the forest's inhabitants; the chipmunks who watched him with a weary eye, the dragonflies that buzzed through the air in a frantic dance of shining colors, even the occasional deer seen in the distance.

He was therefore surprised when a trio of giant insects approached him one day.

These were like no insects he had ever seen before. For one thing, they walked upright on their hind legs. Their stocky bodies were covered in a hard, chitinous armor like beetles, only theirs was grayish-white, like no beetle he'd ever heard of. They reminded him of weevils, with their elongated proboscis and the two short, stubby antennae poking up halfway down their narrow faces—only weevils as big as he was, nearly six feet tall.

With a grunt, Karl pulled the ax from the tree he had been chopping—his younger days, alas, were behind him—and waved it in what he hoped was a menacing fashion at the insect intruders. “Keep Away” he warned.

“Keep away” agreed one of the bugs. “I mean it!” Karl Said, drawing his weapon back by his shoulder, ready to swing if they came closer. “I meenut”, replied the bug sagely, to which one of his companions added “Kee paway”.

They advanced upon the woodcutter, and Karl swung his ax. Had the lead bug been a tree, the axe would have sunk into the trunk with a satisfying thunk! However, the bug merely grabbed the axe handle in its two hands and deftly pulled it from Karl's grasp. Karl, unarmed, was unable to prevent the other two bugs from rushing him. He tried fighting them off, but their eight arms against his two were too much. He was lifted from his feet and carried, arms pinned, between the two upright insects while the third examined his ax and the tree he had been chopping. “I Meenut” the bug said knowingly. Then, by some signal that Karl was unable to fathom, the one bug motioned the others to depart, and off they went, taking the old woodcutter with them.

The trip was brief and uneventful. In less time than it would have taken Karl to eat his lunch, the bugs arrived at their destination and dropped him down a hole in the forest floor. Karl slid down an angled shaft that led into a large chamber. It was dark there, lit only by the feeble rays of sunlight filtering down from the entry shaft above. Before the woodcutter could get his bearings, two more bugs came at him from out the darkness and held him in place while his three escorts climbed down the shaft. “Confoundit, let me Go!” he exploded, struggling with his captors.

The bug with Karl's ax approached, staring into his face with multifaceted eyes. “Con Foundit. Let Meego.” When that got no response from the old man, he tried “I Meenut. Kee Paway” Karl only stared at the big, a look of confusion on his weathered face. The bug stared back at him for a short while, then, again at some signal that Karl missed, his two captors dragged him away to a chamber deeper into the nest.

The Drone approached the cow's chamber, ready to give his report. As usual, it was pitch black in the chamber, but that didn't bother him. He could smell the cow's presence, picking her unique scent out of all others. If that wasn't enough, he could feel the thick liquid that covered the walls and floor of the cow's chamber oozing between his feet.

“Statement of Fact; We have captured a human, as ordered” he reported to the cow in the scent language of the Aspis.

“Feeling of Strong satisfaction; Good”. “Query; Has it been taken to the learning Chamber?”

“Statement of affirmation: Yes”.

“Command; Learn his strange manner of communication”. “Clarification; I wish three Drones to learn, instruct the two that went with you to learn as well.”

Statement of undying obeisance; It will be done’

“Feeling of satisfaction; Good”. “Command; You may Go”.

The next few weeks were trying for the three drones. There were difficulties with the human from the start. He didn't like being in the dark, so one of the drones opened the trap door in the tunnel overhead to let in the sunlight. He immediately tried escaping up the shaft and had to be dragged back down. He was finicky, refusing to eat tree bark and the specially harvesting mold from the granaries. Even after conveying with the drones the concept that he ate animal flesh, he balked when they offered him a dead drone. Nor did he want to dig for earthworms or beetles in the soil of the nest. In the end he seemed satisfied with fruits and nuts brought from the trees in the forest.

Shortly after the sun went down, though the human closed his eyes and lost consciousness. When the drones went to check on him, he started screaming and thrashing about. They backed off, afraid to hurt him, and he huddled into a ball and soon lost consciousness again. After a quick huddle, the drones decided to leave him alone for a while and see what would happen. He stirred and mumbled, tossed and turned, but eventually settled in one position and began making strange, rhythmic noises in his throat. Fortunately, when the sun came up and light filtered into the room, the human regained consciousness. The drones regarded it as a strange human trait, and the carried on with their lessons.

The language learning started slowly, but gradually the drones build up a small vocabulary and learning to string words together. At first, they merely repeated everything the human said, a trait that irritated the old woodcutter. Once he learned that they weren't going to harm him, though, that all they wanted from him was to learn his language, things progressed more smoothly. In fact, Karl seemed to warm the role of the language teacher, as if realizing that the faster he finished the lessons over with, the sooner he'd be a free man. Indeed he found, himself growing oddly attached to the insect trio, for he sensed that they earnestly wished to expand their knowledge by learning to speak. He could respect that.

As for the drones, they were apt pupils. How could they not be? Their leader had told them to learn, so learn they did, devoting all of their attention to the task at hand.

After learning all of the words for parts of the body (both Karl's and the drones) and the words for objects in the learning chamber (*Rock, Dirt, Shaft, Tunnel, Trap door, Bug, Human, Man, Karl*—these last three causing some confusion for the drones who didn't understand the concept of personal names and therefore used these terms interchangeably), the drones began bringing objects into the room and having Karl identify them. "*That's an ax*" he would say, and the Drones would nod their heads sagely and repeat "*Yes. That's an ax*" or "*that's an ax, I mean it*".

After that began an intense series of pantomimes, wherein the woodcutter tried to express certain concepts (*Big, Small, Old, Young, Eat, Drink, Sleep, Hunt and so on*). The insects seemed intrigued by the game, often copying the gestures and maneuvers as well as the spoken words.

Finally, the drones led their human guest/captive/teacher on a tour of the nest, in the granaries they learned the terms *Mushroom, Mold and disgusting crap*, but didn't fully understand the difference between them. Moving to the egg chambers, they learned *egg, baby and hatch* with Karl performing a pantomime to get the last two words across. As the drones repeated the words, a pair of giant ants entered the egg chamber. Feeling the ants with their nimble antennae, the ants turned a few over and selected one of the biggest. Working together, they began dragging the egg down a narrow corridor to one of the grub hatcheries.

Following the ants and their precious cargo, the drones inadvertently learned the words *vomit, sick and stench*, after quizzing Karl on his strange reactions to the room. . They quickly decided to move the tour to another chamber.

Still, all in all, progress was made, and finally the drones decided they had learned as much as they could under the conditions of the nest one of the drones reported to the cow in her chambers.

"Statement of Fact; Three drones have been taught as much of the human language as is possible here in the nest"

"Feeling of contentment; Good",
"Command; Bring the human to me".

"Statement of undying obeisance; It will be done"

The drone left, reappearing soon thereafter with Karl. They stood immediately outside the cow's chamber to prevent the acidic secretions from harming the human. Karl squinted in at the creature and said; "*Cripes! She is as fat as a cow!*"

"Statement of Intention; I will Question the Human" said the cow in scent language. **"Command;** You will translate"

"Statement of Comprehension; Understood!"



“Query; Where did he get the weapon?”

The drone turned to Karl and said, “Where did you get the ax?” “I bought it in the village”. “Bought? What is bought?” “I purchased it. With money. You know, coins?” The drone stared at the human in incomprehension. I...traded small bits of metal for it.” “What is ‘village’?”. “Village, uh... man-nest”. The drone switched back to scent language. **“Statement of partial confusion; He acquired it from his nest, by trading something in value in return.”**

“Query; are there more axes in the village?”

“The cow speaks; Are there more axes in the village?” “Yes”. **“Statement of Affirmation; Yes”**

“Query; What will they accept as trade for the weapons?”, **“Explanation; Metal axes will allow the drones to better protect the nest.”**

After a moment's thought, the drone said; “The Cow speaks; “What things humans trade?” Bugs want axes bought for bug-nest”.

“Beats me. You’d have to ask the blacksmith”

After a bit of further explanation, the drone passed; **“Statement of possible understanding; the human is unsure and suggests we ask the question of the maker at his nest.”**

“Command; Go to the human nest and find out.”. **“Query; Would the human be of assistance in speaking to the others of his nest?”**

“Statement of strong affirmation; Yes, my cow. Our grasp of the noise-language is not complete.”

“Command; Then take him. The other two drones will remain here. If you are slain, I do not want to have to start all over. Now go”.

“Statement of Undying obeisance; It will be done my cow.”. The drone turned to Karl. “We go to your village now”

“Praise be to the Gods!” he said.

Karl blinked at the sunlight, the first direct sunlight he had seen in over three weeks. Scrambling up behind him came the drone, rising to stand upright once he cleared the entrance of the Aspis nest. “Lead bug to your village” he said.

“First, we stop at my cottage,” Karl said. “I want a bath and a decent meal before I take you anywhere else”. The drone had been given no time constraints by his cow, so he shrugged mentally and followed the woodcutter to his small dwelling in the woods.

A cottage is a small man-nest” he declared upon seeing it. I understand. What is a “bath”?

“Wash with water. Remove dirt from body. Forget it.”

The drone chalked it up as another odd human custom, like praying to unseen gods, snoring, and the removal of liquid wastes from the body. While Karl went around to the rain barrel at the side of the cottage, the drone examined the interior of the small man-nest. There was little to see. A cot and blanket, a small table and chair, a wooden dresser—all items unfamiliar to the drone, who couldn't imagine what strange purposes they might serve. Mounted on the wall was a sword and shield; these at least, the drone recognized, for his nest had several such items, taken from slain enemies like the orcs and goblins who occasionally attacked drones gathering food in the forest. The cow, ever concerned about the well-being of the nest, desired many more such items. As the drone waited for Karl to finish his “bath”, he studied the weapon and nibbled idly on the woodcutter's blanket.

“Now, let me do” the talking”, suggested Karl, as they approached the village. The village of Barker's Grove was a small one, claiming little more than a single inn, two taverns’, a blacksmith's shop and a cluster of tiny houses. The blacksmith's was closed; expecting this, Karl advanced upon the nearest tavern. It was late afternoon, and the streets were clear, so the first to notice the arrival of the Aspis was a donkey tied to the hitching post. It brayed in fear at the creature's unfamiliar scent. The drone got a good whiff of the donkey and altered his own odor to mimic that of the beast. Convinced the danger had passed, the donkey snorted once and was silent.

“Thought I'd find you here, Aegon” said the woodcutter poking his head in the door. “C'mon out here a minute. There is someone I want you to meet.”

Aegon finished his ale in a single swig, wiped his mouth with the back of his hand and climbed off his stool. He winked at his wife Daphnia, the tired-looking waitress who served drinks at the tavern. She ignored him and carried on with her own business. *Whatever happened to us?* Thought Aegon. *We used to be so close.*

The blacksmith stepped out into the open air, a ready retort on his lips. Instead, he took one look at the grey-white insect standing behind Karl, and his jaw dropped open.

Aegon, I'd like you to meet...well shoot, I guess he doesn't really have a name.”

“I am a bug” supplied the drone helpfully. Aegon just stared. “You are a Karl” added the drone. “No, I'm Karl,” said Karl. “He's Aegon”. “Ay-gon. Aegon. Aegon is human. Karl is Human”. “Right”. “I am a bug”. “Look, I thought we agreed I'd do the talking,” said Karl. “What's all this about?” asked the blacksmith, voice shaky with shock.

“The bug here wants to buy some axes. Wants to know what you'd trade for them.” “Axes are...axes are a gold a piece. You know that”. “No, he doesn't want to buy, he wants to trade.” “Trade what?” “Good question.” Karl turned to the drone. “What would you be willing to give to Aegon in exchange for axes for your nest?” The drone thought it over. “Food. We have many mushrooms and disgusting crap to spare.” “What the hell?” asked the blacksmith. Uh...Forget it,” Replied Karl. To the drone, he asked “What else?” “Goo.” “Goo?” “White cow-goo”. Aegon looked questioningly at Karl. “They've got this white stuff that eats through flesh, wood, metal, you name it” the woodcutter explained. “What would I do with that?” Aegon asked. Karl Frowned. “Hmmm. What else?” he asked the drone. “Slaves. We have many giant ants; we could trade some for your axes.” “And what would I want with a giant ant?”

“They are useful. They will care for your eggs, and help them hatch into fat babies. They are also good food”. “Uh... it doesn't quite work like that with humans” said Karl. “No deal” said Aegon. “We can make chemicals”, suggested the drone. “What kind of chemicals?” asked the Blacksmith. “You mean, like potions?” “Potions?” What is “potions?” “Magic,” Karl explained. “You drink the potion and something magically happens. You know, like you can fly, or turn invisible, like that”. “Bugs do not know ‘magic’. But we can make many chemicals. We can make rats come or run away. We can make Karl vomit. We can make a creature smell like another creature. We can cause an attraction between two creatures. We can make—“ “Wait, hold it there a minute” said Aegon.

“Cause an attraction between two creatures? You mean, like a love potion?” the drone looked to Karl, hoping for an explanation. Karl ignored the Aspis and spoke directly to the blacksmith. “You betcha” he said, “The bugs back at this guys nest could whip up a potion that'd have the women falling at your feet” Aegon rubbed his jaw. “Even Daphnia? You think it'd work on her?” Karl grinned.

“Looking to put the spark back in your marriage, eh, Aegon? Well, this love potion 'll do the trick just fine—you'll be like newlyweds again. So whaddaya say? How many axes would that be worth to you?” “Ten.” “Not enough.” “Twenty”. “You're not being serious. Perhaps the bug and I need to take our business elsewhere. I'm sure there are smith's in the city that can spot a value when they see it, maybe we'd better off doing our business there. Good day, Aegon” “City? What is city?” “Big man-nest. Bigger than village”

“Wait!” called aegon “how many axes do you want?” Karl called a quick conference with the drone. He had estimated about a dozen drones at the nest; the Aspis confirmed fifteen. So, fifteen drones, each were carrying two axes. Plus some extra for the newer drones as the larvae hatched...“Forty axes. No more no less”. Aegon thought deep and hard. That was a lot of work; he'd didn't have forty axes back in his shop and he knew it. He looked back at the inn, and thought of his wife working within. To be like newlyweds again...“Deal,” he said.

The drone reported back to the cow in the scent language of their race.

“Statement of unqualified success; I have arranged to receive forty axes from the humans at the man-nest”.

“Query; What do they want to have in return?”

“Statement of bewilderment; A small quantity of what they term ‘love potion’.”

“Query; can we produce what they want?”

“Statement of affirmation; Yes my cow. I have analyzed the human pheromones involved and can reproduce them in an appropriate elixir” **“Command; Assist one of the alchemist-drones in such a preparation”.**

“Statement of undying obeisance; It will be done.”

“Statement of satisfaction; Excellent.” **“Command; After the compound has been made, exchange it for the weapons.”**

“Helpful input; I will acquire assistance to carry such a large load, my cow.”

Acknowledgement; You may take other drones to aid you.”

“Statement of Gratitude; Thank You, my Cow.”

“Command; After we have the weapons, you will leave the nest.”

“Statement of bewilderment. The drone sent out scents of confusion and distress but could make no coherent scent-words to form a sentence. Had he offended the cow? Was he being exiled?

“Command; Calm yourself”. **“Explanation; I have decided that access to the man-nest will benefit the nest. You will therefore go out into the world and explore. There might be other items available that will also be helpful. You will find them and return with them to the nest”.**

The drone found his scent-voice again.

“Query; How long will I be gone?”

“Uncertainty; As long as it takes to find items of value”. **“Clarification and return to certitude; in the meantime, we will begin trade with the man-nest on a regular basis. They may provide us with other metal items already known to us. We want shields for instance”.** **“Annoyance; Enough explanations—go about your duties.”**

“Statement of undying obeisance; It will be done”.

As he left the cow's chambers, he could still smell the lingering words of their last conversation. Would that prove to be the last time he spoke to his cow? It was possible—who knew what kind of dangers awaited him, alone in a world he barely knew? Still, the cow was the cow, and he could not defy her orders. He made his way to the chemical preparation chamber and prepared himself for the task ahead.

The drone stood at the blacksmith's shop at Barker's Grove, watching as the Karl named Aegon counted out axes and placed them into the waiting hands of the three other drones that accompanied him. Satisfied that all forty were accounted for, he passed over a vial of the chemical he had helped produce.

“Put some of this in food. Give food to partner.”

Aegon rubbed his hands together in eagerness and accepted the flask. **“It's been a pleasure doing business with you”**, he said, and sped to the tavern. The drone turned to his companions. **“Command; Return to the nest and give the weapons to the cow.”**

“Query; Won't you be accompanying us?”

“Statement of Negation; I have other others.”

“Acceptance; The cow must always be obeyed.”

“Statement of agreement; The Cow must be obeyed”. **“Statement of sorrow; I will miss the nest.”**

The others turned and followed the dirt road leading out of Barker's Grove. As the drone watched his nest brothers depart, he couldn't help but add, in the noise-language of the humans; **“I mean it.”**

“C'mon, cheer up”, said Karl. **“It won't be so bad. You'll be back to your nest in no time, with a mess of stories to tell to your little bug buddies. And in the meantime, there's a whole world out there for us to see and explore.”**

“You will accompany me?”

“You bet I will. I may not be the stalwart warrior I once was, but I can still swing a mean ax if I have to. And let me tell you, there's plenty for me to show you! Wait until you see the city—the big man-nest. The Bakeries! The Arenas!, The Marketplace! We can take a ride on a boat—you'd like that.”

“And you will help me to learn the noise-language even better?” asked the drone.

“Sure I will,” agreed Karl.

“Good. Then, what is ‘businesses? What is ‘Buddies? What is ‘Stalwart? What is ‘Bakery? What is Arena? What is ‘Boat?”

Karl sighed and shook his head as they started down the road toward the city.

Aspis, Cow (*Aspis i.P. Regina*)

Insect Giant	Aspis
Type	Cow
Climate/Terrain	Lowlife, Insect
Frequency	Any non-cold Land
Organization	Very Rare
Activity Cycle	Group
Diet	Night
AL	Omnivore
NA	N
Size	1
IN/WI	H; 10-15'
ST	12
DX	18
CO	1
CH	9
Languages	11
Spellcaster Limits;	Aspis Only
AC	0
AV	3
HD	2
HP	10*
MV	10d10
SW	30' (10')
T HACO	0
Attacks	11
Damage	1 Bite
Attacks	1d3 each
Damage	
Special Attacks;	Acid Secretion
Special Defenses;	Scent
Immune to;	Cold, Electricity
	Charm, Hold, Illusion
	50% To Fire
Extra Vulnerable to;	Cold
AM	0
Save as;	F5
ML	7
XP	1750
TT	nil
Body Weight	5000 CN

The Aspis cow is a large, bloated female creature about 10-15 feet in length that just looks like an oversized larva. There is only one cow per nest, and its only purpose in life is to lay eggs to keep the population going. A new cow is selected from the existing larva only when the nest's cow dies or becomes too old to lay eggs. Just as each ant colony, each Aspis nest has but one cow. This is the only female in the entire nest, as all drones and larvae are male. Physically, the cow is similar to the Aspis 'larvae stage, looking like a 15' long large maggot. Cows are pasty white, the result of living an entire underground existence. The cow, less intelligent than the drones, is nevertheless in complete control of all aspects of Aspis life. The cow gives a basic command, and the smarter drones figure out how best to fulfill it. As the cow is responsible for laying eggs that keep the nest functioning, a drone always fights to the death to ensure his cow's safety.

Although the cows never leave their chambers (and therefore are almost never encountered by other races), they are quite able to defend themselves. Lacking eyes, they can track prey through their sense of smell and attack with its enormous jaws, inflicting a massive amount of damage.

It is immune to Mind-influencing effects like Charm Person, Hold Person, Visual Illusions, and has Infravision 60'

Combat

Though very sluggish and slow-moving, the Aspis cow has a very dangerous bite. Their skin also secretes a thick, milky, acidic slime. Drones usually use this acid to cover the walls and floor of the cow's chamber.

In addition they excrete a thick, white, corrosive liquid from their skin. This liquid coats their bloated bodies and the walls and floor of their chamber, and eats through metal and wood in a single round (-1 weapon damage each round

and -1 AV each round permanently). If it comes into contact with living flesh, it inflicts 1d8 points of acidious damage each round until washed off with Alcohol, wine, vinegar or water (other liquids won't work). All Aspis are fully immune to the corrosive properties of this substance—in fact, if the nest is invaded; drones often coat their claws in the substance before attacking enemies, enabling them to inflict a single attack with an extra 1d8 corrosive damage.

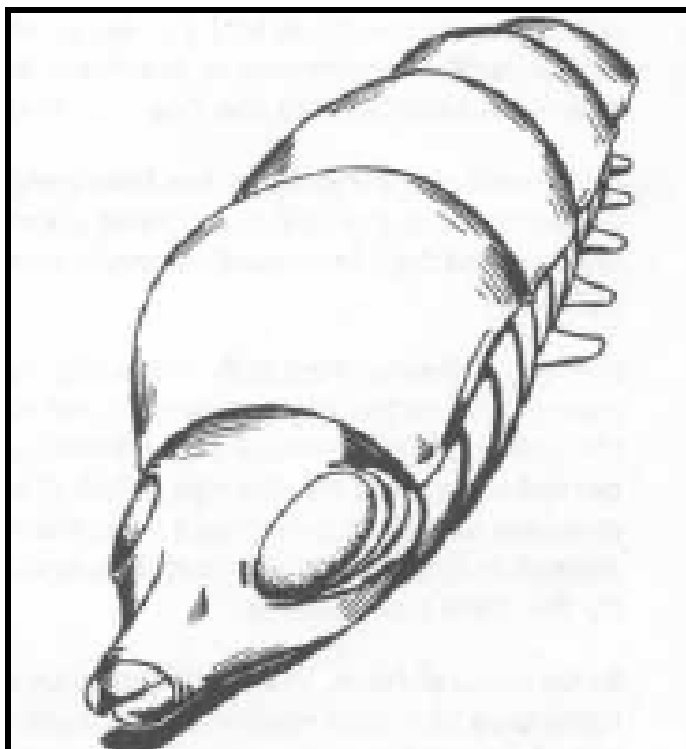
In event of the cow's death (by age or by wound), the drones cut open her body and remove a chemical substance from her brain. This is fed to one of the larvae. The substance causes a change in sex (therefore it's requested by mages in the creation of sex-change magic) in the grub, and it stimulates growth. Within a month, the grub achieves normal size for a cow and assumes the cow's place in the nest.

In case of sickness there will be no healthy offspring. The first 1d6 children of Aspis will always be female larvae. One Aspis drone per female larvae will take it and so try to create a new nest somewhere far away. They never make a new nest in the neighborhood (approximately 500 yard / per Drone in the lair radius from the lair) of another lair. This will thus prevent any racial wars; the later arrival will sense the peculiar scent of local cows from far from that cow's lair, and refuse to make a new lair whatever the circumstances. It is a sort of recognition and respect for others of its race. However, drones from other nest will never be accepted in the new nest, even when it is the sole survivor. Some trade between nests may exist in special (rare) circumstances though.



Aspis, Larva (*Aspis i.P. Larvae*)

Insect Giant	Larvae
Type	Lowlife, Insect
Climate/Terrain	Any non-cold Land
Frequency	Very Rare
Organization	Group
Activity Cycle	Night
Diet	Omnivore
AL	N
NA	6d10 larvae,
Size	S;16-42 inch
IN/WI	0
ST	15
DX	9
CO	9
CH	5
Languages	0
Spellcaster Limits;	0
AC	3
AV	1
HD	2 to 5
HP	1d8/HD
MV	12'(3')
SW	60'(20")
THACO	2 HD 19
	3 HD 18
	4 HD 17
	5 HD 16
Attacks	1 Bite
Damage	1d6+1
Special Attacks;	Acid Secretion
Special Defenses;	Scent
Immune to;	Cold, Electricity, Sonic
	Charm, Hold, Illusion
	50% To Fire
Extra Vulnerable to;	Cold
AM	0
Save as;	F3
ML	7
XP	2 HD = 20
	3 HD = 35
	4 HD = 75
	5 HD = 175
TT	nil
Body Weight	20cn/HD



Aspis larvae resemble giant maggots, white or pale pink. Their soft skin is easily cut through by swords and similar edged weapons. Aspis larvae are blind and deaf, lacking both eyes and ears at this stage of development. However, they already have developed a highly scent of smell and they sense potential food by vibrations in the ground and scents in the air and undep pools of water in the hatcheries.

Each nest has up to six grub hatcheries, each housing up to ten larvae. The hatcheries are shaped like a shallow swimming pool surrounded by a narrow ledge.

Hatcheries double as garbage pits in which the drones pitch food scraps and other organic waste products. The stench of these hatcheries is so bad that non-Aspis (other than giant ant slaves) must make a successful save vs. Poison upon entering or become violently ill until removed from

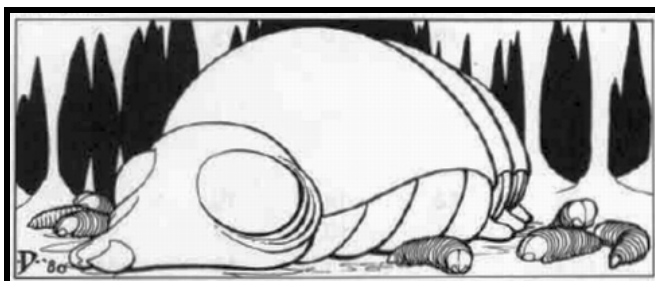
the stench.

Incidentally, the Aspis ability to tolerate such stench makes them immune to Stinking cloud and similar spells; it does however block their scent communication in such an area. Larvae have enormous appetites and eat almost constantly, growing in size over the course of three to four months until they reach 6 feet in length. At that time, triggered by instinct, a larva crawls onto the hatchery ledge and begins to metamorphose. Over the next 7 days, it grows out into an adult drone (90% 6HD, 10% 3HD), which bursts out of the maggot-like larval shell. The drone then kicks the remains of the husk into the pool and leaves the hatchery to serve the nest in its adult form. The larval husk is devoured by other Aspis larvae still in the pool.

Aspis larvae attack with their perpetually ravenous jaws. Aspis larvae can be from 1½ to 3 feet long, and look like fat white or pale pink grubs or maggots. They cannot see or hear, but are always seeking food with their other senses. They spend just about all of their time in filthy hatcheries, little more than vile sewage pits, which are maintained by the adult drones.

Larva will usually develop into common drones, but the drones have a method to feed and treat them to become or special Drones (N-PC class possibility) or cows when needed.

The waste products of the Aspis larvae, combined with the food scraps and sewage that they swim in, make their grub hatchery a foul place. This soup that they swim in is so vile that any non-Aspis entering this chamber must succeed at a Poison save or become violently ill until removed from the offensive stench. Creatures with the Scent skill or ability have a 5 penalty for this saving throw.



Aspis PC or NPC

For those players interested in a role-playing challenge, the Aspis drone makes an intriguing PC or NPC. With the exception of the AD&D Dark sun campaign insect PC's are virtually unheard of in the AD&D and D&D game.

Aspis PC's can be fun to play, if only because of their rarity. They have many traits that are unlikely to be found in other races. For one thing, the scent-language of an Aspis is based upon natural scents that mammals (and most other creatures) emit under various circumstances. Thus, there is a Fear-smell, an odor of happiness and contentment, a scent denoting worrying, and so on. These scents are easily picked up by other Aspis, so an Aspis can't hide its true feelings from any other member of its race. For this reason, the very concept of lying is foreign to an Aspis. This leads to some interesting role-playing situations; an Aspis thief picks the pocket of a companion, and when the companion asks, "Hey, where are my gemstones?" the Aspis pipes right up with "Statement of Confession; I Did". Over time Aspis characters might learn to keep silent or even lie in such situations, but they begin play blabbing the absolute truth when asked a question. Any spell relating the truth will cause them to speak the truth too. Similarly, until they grasp the concept of lying, Aspis believe whatever is told is the truth. A band of PC's who tell their Aspis companion to guard their wagon on the outskirts of a town while they go out shopping supplies might return to find the Aspis standing alone, without the wagon. When asked what happened, he merely replies; "Statement of Fact; A stranger approached and said you had given the wagon to him".

Being in a female dominated society, the Aspis naturally believes that this is the norm in all societies (and often under the guise of housewife is often the truth). Aspis drones defer to female characters, often assuming a subservient role to them (and occasionally calling them by the honoric "my cow, a title few females are likely to receive in the spirit it was intended) again; this attitude may change as the Aspis learns that other races have other attitudes and rules of behavior.

In the case of returning and finding its nest killed, relocated or gone. The Aspis drone will lose all sense of usefulness in the world and could literally adopt his group of fellow PC's as its new (moving) nest adopting the most powerful female as its cow.

Background

Aspis are completely subservient to their cows. An Aspis PC is therefore assumed to be a drone with orders from its cow to explore the world around him and report back after a specific time. He has prepared for this mission by learning at least one noise-language common to inhabitants in the immediate vicinity of the Aspis nest, and arming himself with appropriate weapons. Naturally, all Aspis are drones and therefore male. The Aspis drone is described below must follow certain basic rules.

Abilities

It is likely that only those Aspis of higher intelligence would be sent to explore the world around them. Therefore only those Aspis with an intelligence of 13 or higher are allowed to become PC's, others can only be NPC's or monsters.

Due to their tough chitinous body armor they have a high constitution, but since most people find a talking bug to be disturbing, their Charisma is never higher than 15.

Classes

Aspis do not believe in gods and therefore can't receive clerical or druidic spells and can't become one of the clerical classes (for being affected by clerical magic they are seen as skeptics except by nature Immortals(Mother Earth, Mother Nature, etc.). Additional, they have a hard enough time grasping the concept of a written language, let alone a language that allows one to record magical spells. An Aspis confronted with a magical scroll is more likely to eat it than attempt to have it deciphered.

Most Aspis become warriors, as fighting skills are something they readily understand. Thieving and scouting skills interest them enough to become Rake, Scout or Thief, although they are more interested in useful skills like Find and Remove Traps than they are in learning how to steal items from others. This and their different "hands" make it more difficult to pick pockets.

Their corporeal physique withholds them from Hiding in Shadows and Move Silently efficiently. Here they suffer a 50% penalty.

Their Read languages skill is reduced to 45% instead 80% at level 9, since they don't have a written language.

They have a slight advantage of Finding and Removing traps because their familiarity to them, most Aspis nests have numerous traps protecting the various entrances. These traps tend to be crude rockfalls and pits. They can Remove (or Negate) such traps (and only these traps) at a 10% bonus to their normal roll.

Hear Noise is increased by 10%. Their heightened senses allow Aspis to Hear Noise more readily than Humans. Aspis cannot climb vertical surfaces like many other insects do, but can certainly learn to climb like a human (Thus basically it is as a human CW 30%).

They can't use the backstab Thief skill.

Thief Skill	Adjustment
OL	+10%
FT	+10%pits/rockfalls etc.
RT	+10%pits/rockfalls etc.
HN	+10%
HiS	-50%
MS	-50%
CW	30% or by class/skill
PP	-15%
RL	45%
BS	not

Hit Dice

Their hit points are increased by class and level just as humans. Beyond 9th Level, they don't get another HD or Hit points.

Aspis take their responsibilities to their nests seriously, but are exceedingly curious and always eager to increase their understanding about the world around them. For this reason, the Thief, Scout and Fighter class are thus the only allowed main classes (thus no Paladin, or Bard, and they can only reach level 10 in fighter class and level 12 in thief classes).

Alignment

Traditionally Aspis are Neutral. PCs maybe Chaotic Neutral, True Neutral or even Lawful Neutral, they can't become Evil or Good.

Armor Class and Armor Value

They use the natural AC of 3 which and be augmented with shields (2 Buckler and / or Normal Shield are allowed or only one of larger size.) They are also unable to use any sort of armor, magical rings, or necklaces (and similar), but they may wear other magical protection devices.



Skills and Mastery



All Aspis have the **Blind-fighting** skill. Aspis take the responsibility to their nests seriously, but are exceedingly curious and always eager to increase their understanding about the world around them. Therefore they often choose to learn particular skills to achieve this knowledge. Available skills to them are; Giant Ant Handling and Training, Mining, Stonemasonry, Weather Sense, Danger Sense, Eating, Animal Lore, Endurance, Set Snares and Trap Building, Survival, Tracking, Juggling, Acrobatics, Alertness, Herbalism, Healing, Intimidation, Observation,.

They can only attain a weapon mastery expert **level** in the use of specific weapons. The only weapons they know and could be able to become basic skilled in are; Short Sword, Hand Axe, Club, Torch, Mace, Javelin, Spear, Trident, Light crossbow. Due to their body structures they can't use any other two-handed weapons.

Disadvantages

Aspis PC's are seldom accepted as intelligent beings at first glance. They receive a penalty of 4 on the reaction roll when first encountering Demi-Human-oids.

Aspis can't wear armor.

Finally in the interest of Game balance, Aspis PC's do not know the Aspis "non-magical" potion generation; these Aspis drones with such qualities are too important to be allowed to leave the nest for great lengths of time.

Background

Aspis are completely subservient to their cows. An Aspis PC is therefore assumed to be a drone with orders from his cow to explore the world around him and report back after a specified time. He has prepared for this mission by learning at least one "noise-language" common to the inhabitants in the immediate vicinity of the Aspis nest, and arming himself with appropriate weapons. Naturally all Aspis PC's are drones and therefore male.

Languages

Aspis PC's begin knowing the scent language and one spoken language, usually the local common tongue. It is to the player to determine how well the drone was trained in the spoken language. Often this is based on whether a player wants his character to say things like; "Enemy comes near" or prefers "Statement of Extreme Urgency; The Enemy approaches". To use the scent-like sentence structure the player may use the table above (Table 1) for suggested Aspis sentence modifiers, of course these may be expanded. Note that emotional states are not listed but are included in this structure, thus fear, anger, pleasure, etc are used as sentences too.

Advantages

Aspis PC's are immune to cold and electricity based attacks (except Dragon Breath, and Elemental Magic—including Frost Mages Magic) which is 50% immunity) and suffer only half damage from fire based attacks (Dragon breath and Fire elemental fire (including Fire Elementalists) no protection). Since they have four arms when standing upright, Aspis can attack with two weapons each round. They are immune to stinking cloud and similar effects (except they can't scent speech in the affected area). And have a natural AV of 5.

Disadvantages

Aspis are seldom accepted as intelligent beings at a first glance. They suffer a -4 penalty to their reaction rolls when first encountering Demi-Human (oids). PC Aspis don't know of the non-magical potion generation; these Aspis drones are too important to be allowed to leave the nest for great length of time.



Refractor Ants (*Formica nithianus*)

Refractor	Worker	Warrior	Steeds	Nobles	Pharaoh
Type	Lowlife Insect				
Climate	HW Nthia				
Terrain	Desert near ruins				
Frequency	Very rare				
Organization	Colony nest				
Activity Cycle	Day				
Diet	Omnivore				
AL	N	L		N	varies
NA	3d10+	3d6		2d4	1
Size	2"-3"long	3"long	6" long	4"-5"long	2 feet long
ST	4	15	5	3	2
IN/WI	2	3	2-12	13-16	17-18
DX	14				
CO	9				
CH	10-11				
Languages	Nithian				
Spellcaster Limits;	0			CI3	MU5
AC	8				
AV natural	1				
AV armor	0	4		1	0
HD	1	2		4	6
HP	1d8	2d8		4d8	6d8
MV	180'(60')	240'(80')		120'(40')	0
BR	30'/10'	0			0
THAC0	20		19	16	14
Attacks			weapon		1 spell by spell
Damage			special		
Attacks	1 poisonous Bite			or 1 spell by spell	
Damage	1d4	1d8+2			
Special Attacks;	poison (1/2 dm is poison, 1/2 is wound_			Spell use	
Special Defenses;	0				
Im mune to;	Charm, Hold, Illusion				
Extra Vulnerable to;	Fire, Cold Slows				
AM	0				
Save as;	F1	F2		F3	F4
ML	7	9		6	10
XP	10	20		225	950
TT	U and special				
Body Weight	2cn	4cn	8cn	6cn	35cn

Refractors are ants with a social system similar to that of Nithia itself. They make use of an array of mysterious crystalline discs situated on the ground (often nearby ruins). They protect these discs, with soldiers riding on other insects. With miniature siege engines, using chimer crystals focusing sunlight into burning devices (up to 30 feet distance).

The refractor has a spiked carapace, overall seeming like a normal ant, but it wears armor like nithian style., and uses weapons like nithian style. The weapons are made from crystal shards of a Chimer. Nobles use these crystals to store magic (1 spell only, and mostly this is Reduce to their size or Enlarge to normal size).The effect of this spell is a blur for 1 round in which the character is affected by the magic and changes size. Their appearance is somewhat-more-or-less, similar to the ants from the movie Ants, except that these creatures have mandibles in the corners of their mouths.

These creatures have been changed by the magics of the pyramids (pyramid power) into a race that is capable of constructing marvels. The discs, are enormous lenses(created of a chimer) and are used to bring sunlight into the creatures underground world. Digging nearby ruins were these creatures live could cause serious damage to their living environment, with a corresponding reaction.

Expect a hefty amount to pay to these creatures upon damaging their lair.



From the movie Ants. These could very well be Refractor ants.



Habitat/Society

These creatures build massive lairs near the magical pyramids. The excavated earth on top resembling a large hill. The insectile refractors are represented into three main castes; Workers, Warriors, and nobles.

The warrior caste, in addition to having a poisonous bite that deals 1d4 points of damage (saving throw halves), also wield tiny swords of crystal for 1d6 points of damage, or tiny crystal spears for 1d6+2 points of damage. Their steeds are specialized versions of warriors, marked by their greater size (6") and their strong mandibles are razor sharp causing 1d8+2 points of damage. Steeds, and warriors are also mostly male, all coming to their shape by a special fungal

diet.

Refractor siege engines deal 3d8 points of fire/heat damage per strike, with a focal range of 50 feet (beyond this 50 feet, the sunlight diverges too much and the beam becomes 'useless' they can fire one shot per round and need 1d3 rounds to refocus on another target with the same lens.

The worker caste forms the rank and file of the refractor society. All workers are mostly female, but males do exist. These creatures perform the day-to-day maintenance of the colony. Using adhesive saliva, they form the cement and bricks that they use to build complex, intricate buildings and cities. Workers also cooperate the smelting devices to create the glass from chimer crystals that makes up the majority of refractor constructions. Like the warriors, there are specialized workers whose sole task is to move earth, lift heavy objects, and perform other feats of civil engineering.

Over all the rest is the **noble caste**. These insects are recognized by their enlarged thoracic shells. In addition, the carapaces are etched and marked in patterns amazingly similar to the jewelry of true Nithian nobles. Noble refractors control the daily running of the colony. Specialized nobles enchant the millions of tiny crystals that make up giant solar lenses that light their cities, as well as the smaller lenses that power their miniature that power their miniature siege engines. (Incidentally, it is these solar lenses that form the 'City breaker' weapons on Nithian hover barges) in addition, other nobles apparently know clerical spells such as create water (actually summon water from deeper below in the ground), which throws up the question if these creatures are not the result of some creational immortal. It is unknown which immoetal grants them their spells. The nobles are either male or female, used for guidance and reproduction.

Over all is the Pharaoh. The Pharaoh (always female) is immense (almost two feet) in reflection to the other. With a severely enlarged abdomen to birth the thousands of young. Like the queen in an ant's colony (what these creatures clearly evolved from), she is the literal mother of the colony. Her entire life is spent in childbirth, but it is also spent dealing with affairs of her nation. The pharaoh is also the most powerful magicuser of the colony, capable of wielding spells from first to fifth level. Unlike ants, however, Refractor Pharaohs and colonies are able to form alliances and work together. Because of this, it is far more difficult to obtain the solar lenses that cap Refractor colonies than it used to be. In recent days, the Refractors have begun to patrol the surface, making passage near the Hutaatep Ruins a very dangerous proposition.

Ecology

These creatures tunnel underneath the chimers and apparently seem to be able to dislodge the crystals they need and bring to their lairs. These are very great distances to cover, and take a lot of time. Mainly because of this refractors living near a Chimer have a merchandise position with Refractor colonies not having this advantage.

They feed on plants, and fungi grown upon (any) organic underground, but they also harvest the sweet sugary excrements of plant lice, which they use like cows.

Beetles, Giant (*Coleoptera* species)

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

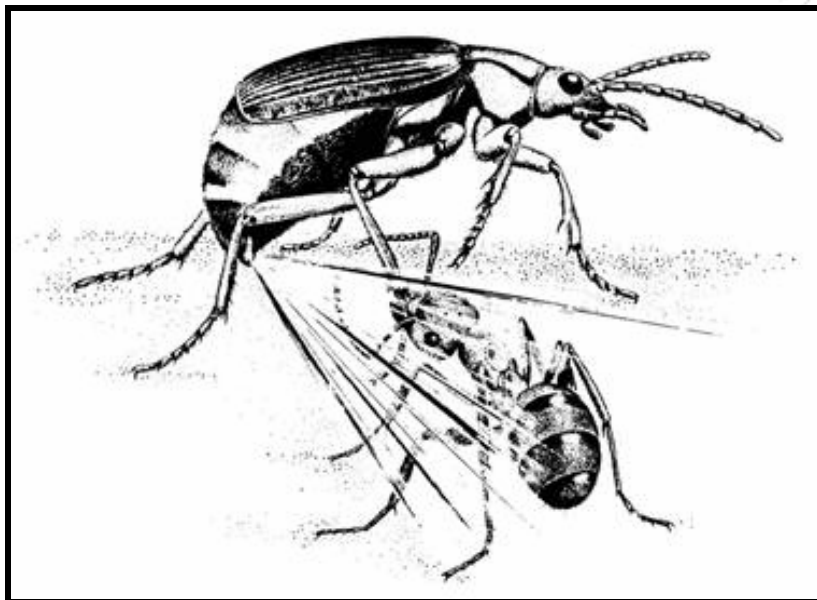
All beetles are basically unintelligent and always hungry. They will feed on virtually any form of organic material, including other sorts of beetles. They taste matter with their antennae, or feelers; if a substance tasted is organic, the beetle grasps it with its mandibles, crushes it, and eats it. Because of the thorough grinding of the mandibles, nothing eaten by giant beetles can be revived by anything short of a wish. Beetles do not hear or see well, and rely primarily on taste and feel. Except as noted below, giant beetles are not really social animals; those that are found near each other are competitors for the same biological niche, not part of any family unit.

The creatures go through a metamorphosis cycle like normal insects. Their larval stage has all the statistics of the adult creature, but lacks the AV and special attack forms. Sometimes the larval stage has its own abilities and statistics.



Bombardier Beetle (*Carabidus gigantes*)

Giant Insect	Bombardier
Type	Lowlife (Insect)
Climate/Terrain	Any,
Frequency	Common
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	3d4
Size	S; 4
ST	12
IN/WI	1
DX	6
CO	14
CH	9
Languages	0
Spellcaster Limits;	0
AC	4
AV	5
HD	2+2*
HP	2d10+2
MV	90'(30')
BR	3'(1)
SW	3'(1)
FL	60'(20')
MF	5B
THAC0	19
2d6	1Bite
Damage	1d8
Special Attacks;	Squirt
Special Defenses;	0
Immune to;	Charm, Hold Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F2
ML	6
XP	35
TT	nil
Body Weight	5 Lbs



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

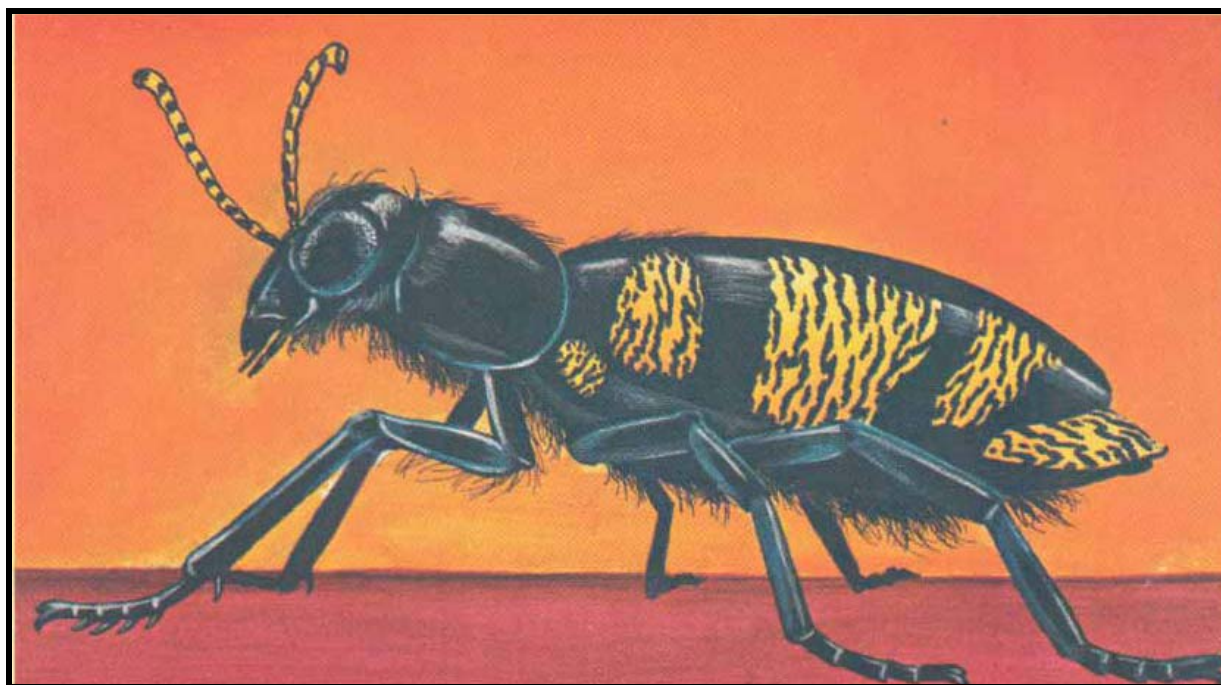
Combat:

If it is attacked or disturbed, there is a 50% chance each round that it will turn its rear toward its attacker and fire off an 8-foot, spherical cloud of reeking, reddish, acidic vapor from its abdomen. This cloud causes 3d4 points of damage per round to any creature within range. Furthermore, the sound caused by the release of the vapor has a 20% chance of stunning any creature with a sense of hearing within a 15-foot radius, and a like chance for deafening any creature that was not stunned. Stunning lasts for 2d4 rounds, plus an additional 2d4 rounds of deafness afterwards. Deafening lasts 2d6 rounds. The giant bombardier can fire its vapor cloud every third round, but no more than twice in eight hours.

Ecology:

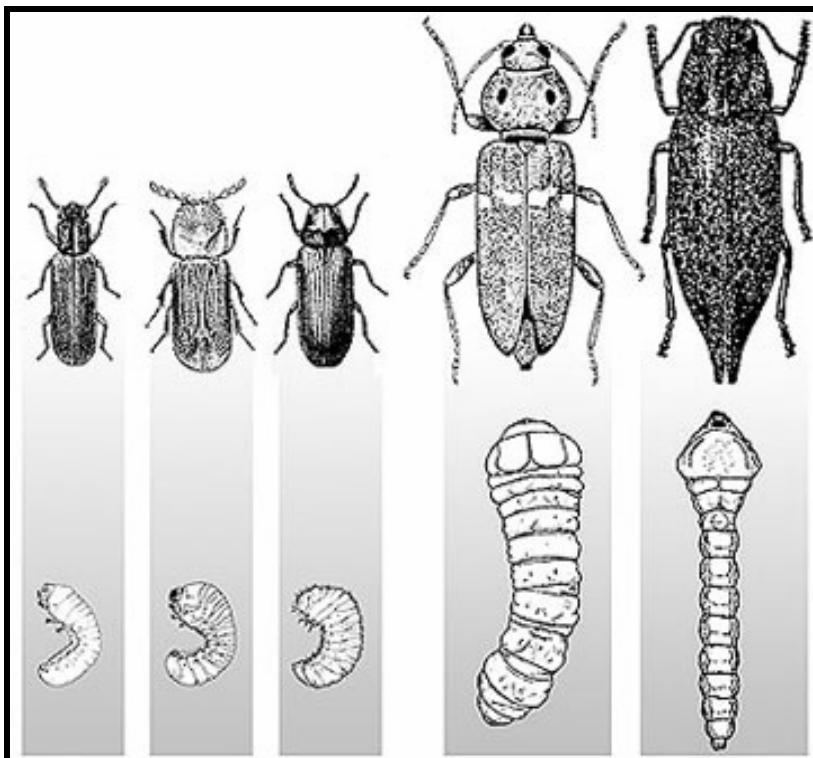
The bombardier action of this beetle is caused by the explosive mixture of two substances that are produced internally and combined in a third organ. If a bombardier is killed before it has the opportunity to fire off both blasts, it is possible to cut the creature open and retrieve the chemicals. These chemicals can then be combined to produce a small explosive, or fire a projectile, with the proper equipment. The chemicals are also of value to alchemists, who can use them in various preparations. They are worth 50 gp per dose. Senses; Tremorsense 30', infravision 60', darkvision, scent high other senses low.

Main Prey; Funghi, Plants, dead organic matter, Main Predator; Spiders, Humanoid, mammals.



Boring Beetles (*Different species*)

Giant Insect	Boring
Type	Lowlife (Insect)
Climate/Terrain	Aby woodlands
Frequency	Common
Organization	Solitary
Activity Cycle	Bight
Diet	Omnivore
AL	N
NA	3d6
Size	L; 6' to 9'
ST	5
IN/WI	1
DX	4
CO	14
CH	9
Languages	0
Spellcaster Limits;	0
AC	3
AV	6
HD	3 to 6
HP	1d10/HD
MV	60'(20')
BR	30'(10')
SW	3'(1')
FL	60'(20')
MF	5B
THACO	16
2d6	1 Bite
Damage	5d4
Special Attacks;	Squirt
Special Defenses;	0
Immune to;	Charm, Hold Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F3
ML	6
XP	3 HD = 35 4 HD = 75 5 HD = 175 6 HD = 275
TT	nil
Body Weight	25 cn/hp



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

Combat:

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

Habitat/Society:

Individually, these creatures are not much more intelligent than other giant beetles, but it is rumored that nests of them can develop a communal intelligence with a level of

consciousness and reasoning that approximates the human brain. This does not mean that each beetle has the intelligence of a human, but rather that, collectively, the entire nest has attained that level. In these cases, the beetles are likely to collect treasure and magical items from their victims.

Ecology:

In tunnel complexes (dug by themselves—corridors as big as they are), boring beetles grow molds, slimes, and fungi for food, beginning their cultures on various forms of decaying vegetable and animal matter and wastes. One frequent fungus grown is the shrieker, which serves a dual role. Not only is the shrieker a tasty treat for the boring beetle, but it also functions as an alarm when visitors have entered the fungi farm. Boring beetles are quick to react to these alarms, dispatching the invaders, sometimes eating them, but in any case gaining fresh organic matter on which to raise shrieker and other saprophytic plants.

Senses; Tremorsense 30', infravision 60', darkvision, scent high other senses human.

Main Prey; Wood Plants, dead organic matter, Main Predator; Spiders, Humanoid, mammals.



Fire Beetles

Fire Beetle: (*Coleopterus furens*)

Giant Insect	Fire
Type	Lowlife (Insect)
Climate/Terrain	Any land
Frequency	Common
Organization	Solitary
Activity Cycle	Night/Darkness
Diet	Omnivore
AL	N
NA	1
Size	S2'-5
ST	10
IN	2
WI	5
DX	8
CO	13
CH	9
Languages	0
Spellcaster Limits;	0
AC	4
AV	5
HD	1+2
HP	1d10+2
MV	120'(40')
BR	3'(1')
SW	3'(1')
FL	60'(20')
MF	5B
THAC0	19
Attacks	1 Bite
Damage	2d4
Special Attacks;	0
Special Defenses;	Confusion
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F1
ML	7
XP	20
TT	nil
Body Weight	1350cn
Giant insect	Oil
Type	Lowlife (Insect)
Climate/Terrain	Any underground/forest
Frequency	Common
Organization	Solitary
Activity Cycle	Night/Darkness
Diet	Omnivore
AL	N
NA	1d8(2d6)
Size	M; 3
ST	12
IN/WI	1
DX	8
CO	13
CH	9
Languages	0
Spellcaster Limits;	0
AC	4
AV	5
HD	2*
HP	2d10
MV	90'(30')
THAC0	11
Attacks	1 Bite
Damage	1d4
Special Attacks;	Blistering Oil squirt
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	fire



Fire beetles are 2 1/2' - long creatures often found below ground. The smallest of the giant beetles, fire beetles are nevertheless capable of delivering serious damage with their powerful mandibles. They have 4 eyes on a row above their mandibles. They are found both above and below ground, and are primarily nocturnal. They have green blood and internal organs.

Despite its name, the fire beetle has no fire attacks, relying

instead on its huge mandibles to inflict up to three times the damage of a dagger in a single attack.

Fire beetles have two special glands above their eyes and one near the back of their abdomens. These glands produce a luminous red glow, and for this reason they are highly prized by miners and adventurers. This luminosity persists for 1d6 days after the glands are removed from the beetle, and the light shed will illuminate a radius of 10 feet. The light from these glands is "cold" -- it produces no heat. Many mages and alchemists are eager to discover the secret of this cold light, which could be not only safe, but economical, with no parts to heat up and burn out. In theory, they say, such a light source could last forever.



Senses; Tremorsense 30', infravision 60', darkvision, scent high other senses low.

Main Prey; Funghi, Plants, dead organic matter, in case of low food aggressive to any creature. Main Predator; Spiders, Humanoid, mammals.

Oil Beetle: (*Meloë variegates*)



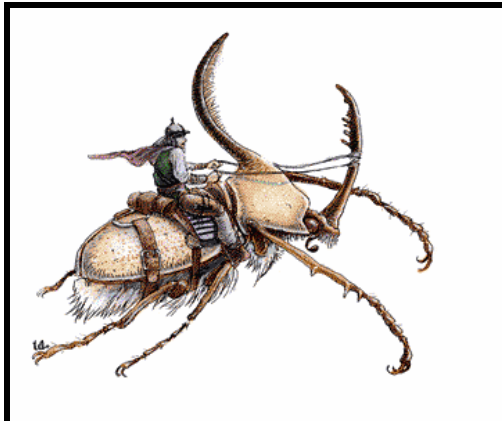
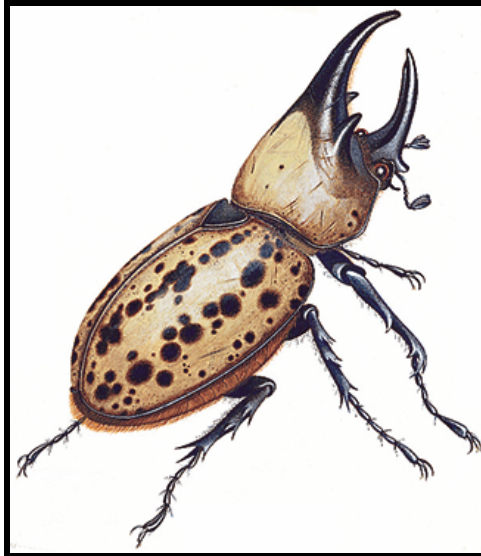
Oil beetles are 3'-long giant beetles that sometimes burrow underground. When attacked, an oil beetle squirts an oily fluid at one attacker (an attack roll is needed; the range is 5'). The oil raises painful blisters, causing a - 2 penalty on the victim's attack rolls until cured by a cure light wounds spell or until 24 hours have passed.

Senses; Tremorsense 30', scent high other senses low

Main Prey; Funghi, Plants, dead organic matter, larvae, Main Predator; Spiders, Humanoid, mammals.

Rhinoceros Beetle (*Dynastinae gigantes*)

Beetle, Giant	Rhinoceros	Stag
Type	Lowlife (Insect)	Lowlife (Insect)
Climate/Terrain	Any Jungle	Any Forest
Frequency	Uncommon	Common
Organization	Solitary	Solitary
Activity Cycle	Any	Any
Diet	Herbivore	Omnivore
AL	N	N
NA	1d6	2d6
Size	M: 10'	L: 12'
ST	15	
IN	1	1
WI	1	1
DX	8	8
CO	13	13
CH	9	9
Languages	0	0
Spellcaster Limits;	0	0
AC	2	3
AV	7	6
HD	12	7
HP	12d10	7d10
MV	60'(20')	60'(20')
Load	2500/5000	1500/3000
BR	3'(1')	3'(1')
SW	3'(1')	3'(1')
FL	60'(20')	60'(20')
MF	5B	5B
THACO	9	13
Attacks	1 Bite	1 Horn
Damage	3d6	2d8
Attacks	or 1 Horn	1 Bite
Damage	2d8	1d10
Special Attacks;	0	0
Special Defenses;	0	0
Immune to;	Charm, Hold, Illusion	
Extra Vulnerable to;	Fire	Fire
AM	0	0
Save as;	F6	F3
ML	8	7
XP	1250	450
TT	0	0
Body Weight	3650cn	2750cn



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

Combat:

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

Ecology:

The shell of this jungle dweller is often brightly colored or iridescent. If retrieved in one piece, these shells are valuable to clerics of the Egyptian pantheon, who use them as giant scarabs to decorate temples and other areas of worship.

It is a representation of this, the largest of all beetles, that serves as the holy symbol for clerics of Apshai, the Nithian (Egyptian-style) god whose sphere of influence is said to

include all insects.

Senses; scent medium other senses low
Main Prey; Animals, Humanoid, Main
Predator; Spiders, Humanoid, mammals.

Stag Beetle (*Lucanus servus enormus*)

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

Combat:

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

Ecology:

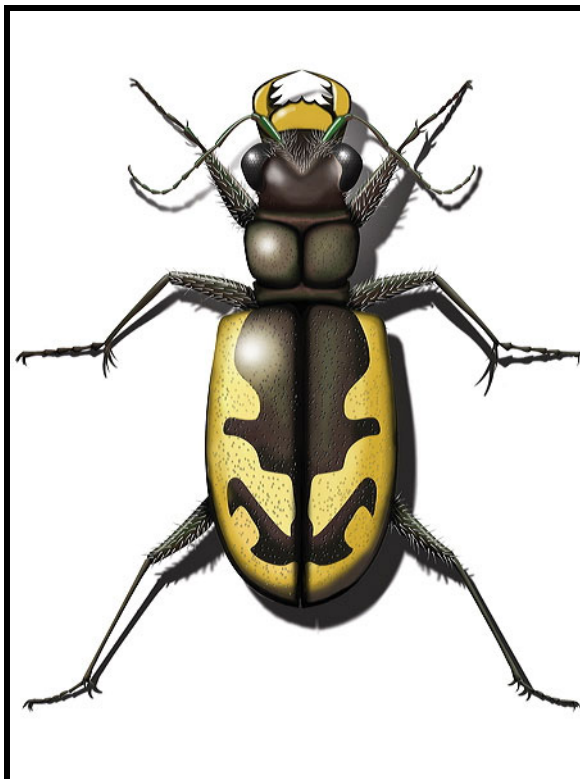
The worst damage from a stag beetle raid is that done to crops; they will strip an entire farm in short order. Livestock suffers too, stampeding in fear and wreaking more havoc. The beetles may even devour livestock, if they are hungry enough.

Senses; Sound and scent high other senses low
Main Prey; Animals, Humanoid, Main
Predator; Spiders, Humanoid, mammals.



Tiger Beetle: (*Cincindela maximus*)

Beetle, Giant	Tiger	Water
Type	Lowlife (Insect)	Lowlife (Insect)
Climate/Terrain	Any	Any Water Lake 30+ deep
Frequency	Common	Common
Organization	Solitary	Solitary
Activity Cycle	Night	Any
Diet	Omnivore	Omnivore
AL	N	N
NA	1d8(2d6)	1d12
Size	M: 4'	M: 6'
ST	14	11
IN	1	1
WI	1	1
DX	8	7
CO	13	13
CH	9	9
Languages	0	0
Spellcaster Limits;	0	0
AC	3	3
AV	6	6
HD	3+1	4
HP	3d10+1	12d10
MV	150'(50')	60'(20')
BR	3'(1')	3'(1')
SW	3'(1')	90'(30')
FL	60'(20')	60'(20')
MF	5B	5B
THACO	17	17
Attacks	1 Bite	1 Horn
Damage	1d6	3d6
Attacks		1 Bite
Damage	1d8	2d8
Special Attacks;	special	0
Special Defenses;	0	0
Immune to;	Charm, Hold, Illusion	
Extra Vulnerable to;	Fire	Fire
AM	0	0
Save as;	F1	F2
ML	7	8
XP	50	75
TT	U	0
Body Weight	1250cn	3250cn



Tiger beetles are 4'-long giant beetles with a striped carapace that looks like a tiger's skin. They are carnivores and usually prey on robber flies.

Senses; Tremorsense 30', scent high other senses low

Main Prey; Animals, Plants, Humanoid, Main Predator; Spiders, Humanoid, mammals.

Water Beetle (*Amphizoidus rex*)

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

Combat:

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

Habitat/Society:

Water beetles sometimes inhabit navigable rivers and lakes, in which case they can cause considerable damage to shipping, often attacking and sinking craft to get at the tasty morsels inside. Ecology: Although they are air breathers, water beetles manage to stay underwater for extended periods of time by catching and holding a bubble of air beneath their giant wings. They will carry the bubble underwater, where it can be placed in a cave or some other cavity capable of holding an air supply.

Senses; Tremorsense 30', taste high other senses low

Main Prey; Animals, Fish, Humanoid, Main Predator; Spiders, Humanoid, mammals.

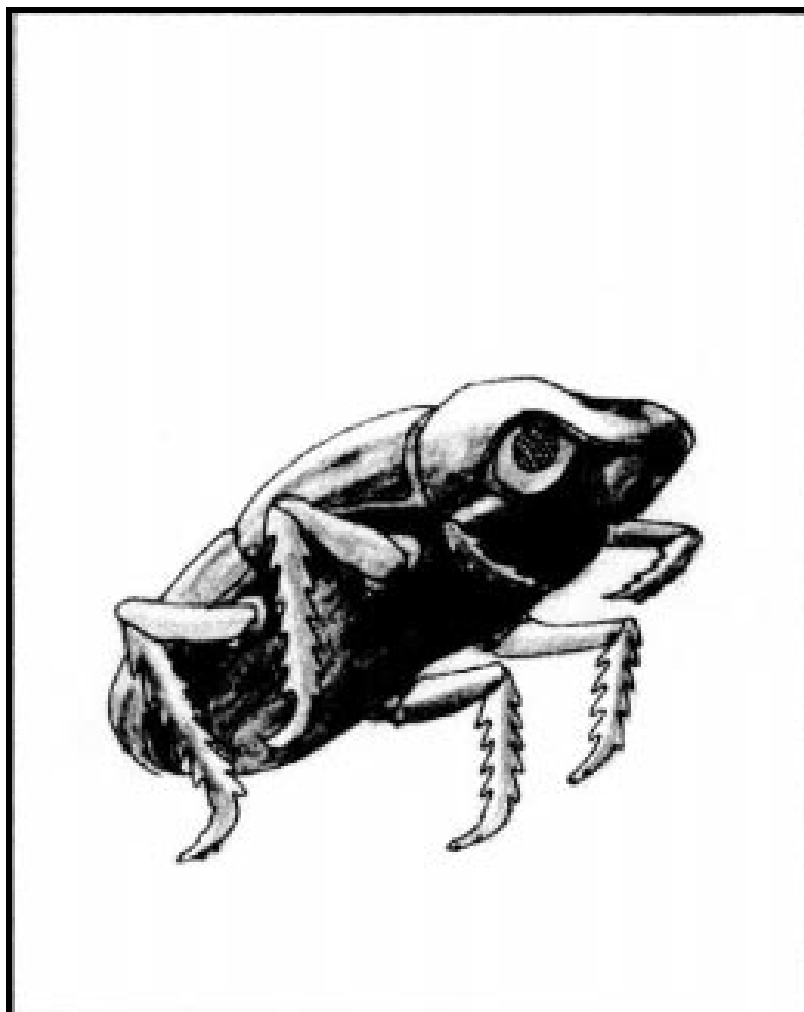


Gina Mikel, www.scientificillustrator.com

Scarab Beetle, Giant: (*Scarabaeus maximus*)

Beetle, Giant	Scarab Beetle
Type	Lowlife (Insect)
Climate/Terrain	any underground
Frequency	uncommon
Organization	mated pairs
Activity Cycle	any
Diet	Omnivore
AL	NG
NA	1d4
Size	L; 12'long
ST	22
IN	5-7
WI	7
DX	7
CO	14
CH	9
Languages	0
Spellcaster Limits;	0
AC	3
AV	6
HD	6*
HP	6d8
MV	60'/20'
BR	30'/10
Jump	120'
THACO	9
Attacks	1 Bite
Damage	2d6
Special Attacks;	Flare jump
Special Defenses;	jump
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F3
ML	7
XP	
TT	0
Body Weight	1250LBS

Scarab beetles are black- or brown-shelled beetles, familiar to many as the beetles adorning Nithian amulets. In the underground regions, they survive on bat guano and cave crickets, but they are not averse to a change of diet they consider all smaller creatures potential prey.



Combat:

Scarab beetles are generally reclusive creatures, scuttling along with their balls of dung in the center of great caverns, gathering food and avoiding predators as best they can. Their vestigial wings allow them to fly short distances up to 120 yards at a time, with a loud clacking, buzzing flight. They always seek to flee first if attacked; these jump-flights often take them up to cavern ledges. When pressed, scarab beetles can ignite a special magical flare beneath their vestigial wings, creating a light brighter than normal sunlight that illuminates everything within 150', dispels any magical shadows or darkness within 10', and inflicts 1d6 hp damage/round to the undead or creatures made of shadow, such as shadow fiends, slow shadows, and darkness elementals. The flare lasts for one round per HD of the giant beetle and does not interfere with its normal mandible attacks. However, the scarab beetle cannot fly while its flare shines, because the wings must be used to generate the intense light.

Habitat/Society:

Scarab beetles are often sought after by sun god cults and followers of the Nithian pantheon, who believe they are holy animals and symbols of rebirth. In general, they have no complex societies and simply prefer areas containing great quantities of dung, which they fashion into ball-shaped containers for eggs, and which they use to build their elaborate tunnel-nests.

The scarab beetle's nest are simple, circular tunnels about 4' in diameter, just wide enough for the beetles to pass through, but not big enough for larger predators. The tunnels are packed with balls of dung and stink abominably, but they are otherwise as dry as the surrounding stone. Any treasures the beetles have will be embedded into the tunnel walls.

Ecology:

In addition to their role as scavengers, scarab beetles keep the number of undead in the underground world down. An instinct which some believe was implanted in the species by the ancient Nithian sun god Ra (Rathanos) drives scarab beetles to swarm to the attack whenever confronted by undead of any kind; their sunlight and their powerful jaws are capable of destroying and then recycling everything from skeletons to vampires. It is rumored that Ra was responsible for the creation of these creatures, but this remains unproven so far. For the ancient Nithians, this was not needed to be proven, for them it was a fact of life.

Senses; Tremorsense 30', Infravision 60', taste high other senses Medium

Main Prey; Animals, Fish, Humanoid, Main Predator; Spiders, Humanoid, mammals.

Death Watch Beetle (*Xestobium rufovillosum gigantes*)

Beetle, Giant	Death Watch
Type	Lowlife (Insect)
Climate/Terrain	Any temperate
Frequency	Rare
Organization	Solitary
Activity Cycle	Night
Diet	Omnivore
AL	N
NA	1
Size	L; 5'
ST	16
IN	1
WI	1
DX	8
CO	13
CH	9
Languages	0
Spellcaster Limits;	0
AC	3
AV	6
HD	9*
HP	9d10
MV	120'(40')
BR	3'(1')
SW	3'(1')
FL	60'(20')
MF	5B
THAC0	17
Attacks	1 Bite
Damage	1d6
Special Attacks;	Death vibration
Special Defenses;	Camouflage
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F5
ML	7
XP	1600
TT	U
Body Weight	1250cn



This monstrous insect is found in temperate regions. It is particularly dreaded as it often disguises itself. These disguises range from wearing carapaces of other giant beetles to sticking rubbish to itself with a glue of earth and saliva. Although commonly encountered outdoors (the minute species—i.e.; 4”), death watch beetles of the giant sort have also been known to invade subterranean areas in search of food. The normal attack of a death watch beetle is by biting with its great mandibles. Before such an attack, however, the monster will make a single clicking sound with its carapace. The sound produces sonic vibrations which are deadly. Creatures within a 30-foot radius must save vs. death

magic or die by heart- failure. Those saving must take from 5d4 points of damage. The clicking of the death watch resembles that of a drum or gong. As the sound is diffused and seems to come from everywhere, location of the monster thereby is 90% unlikely. After 1 round, the vibrations have the stated effect. The effort required to produce the killing vibrations is such that the monster is able to perform the clicking only once every

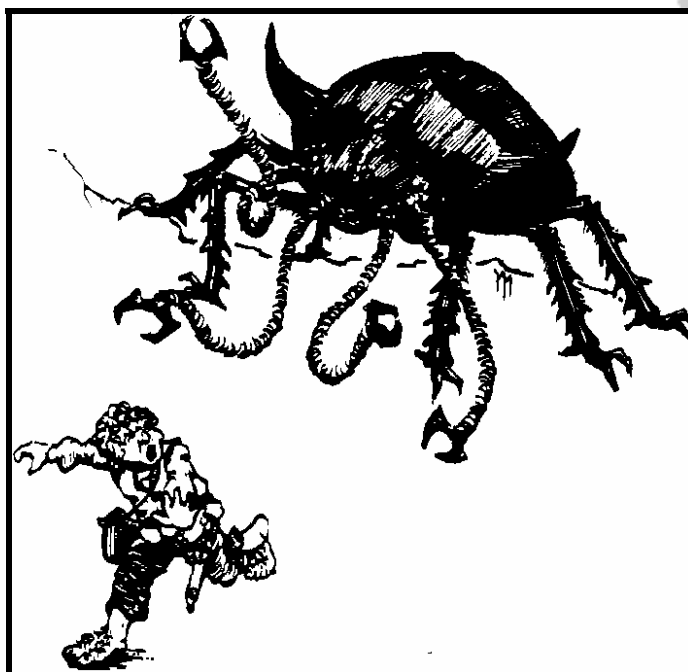
1d4+1 hours. As a death watch moves frequently in search of food, it is unlikely that it will have treasure, other than an incidental item possibly stuck upon its back as camouflage. Even if a beetle stays in one locale for an extended period (10% chance) only the treasure carried by victims slain by the monster will be in the area.

Senses; Tremorsense 30', Scent and taste high other senses human
Main Prey; Animals, Humanoid, Main Predator; Spiders, Humanoid, mammals.



Killer Beetle (*Coleoptereae rex*)

Beetle, Giant	Death Watch
Type	Lowlife (Insect)
Climate/Terrain	Any temperate Continent of Davania only
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Night
Diet	Omnivore
AL	N
NA	1
Size	L; 121'long
ST	16
IN	8-11
WI	9
DX	13
CO	15
CH	7
Languages	0
Spellcaster Limits;	0
AC	3
AV	5
HD	9***
HP	9d10
MV	120'(40')
THACO	17
Attacks	4 clawed tentacles
Damage	1d10 each
Special Attacks;	Psionics
Special Defenses;	Psionics
Immune to;	Heat, Petrification, Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F5
ML	7
XP	1600
TT	U
Body Weight	1250cn



Killer beetles, or arathas (in Elfish), are thankfully very rare. These tireless hunters inhabit non-mountainous warm or temperate regions, avoiding heavily populated areas. Solitary by nature, they live on creatures located by thought and scent; they highly prize brain moles, and are also partial to the flesh of Halflings and Owlbears. In a pinch they will eat any meat, and are greatly feared by common folk because of their powers and toughness.

Combat

The massive, curved carapaces of arathas resist squeezing and crushing, and the beetles are immune to fire, other heat-related attacks, and petrification. They are also immune to mind-affecting spells or powers, but otherwise have no magic resistance. They attack prey by means of their four fearsome tentacles, and also have psionic powers.

Arathas use any one of the following psionic spell-like powers once per Turn each at most (as equal in strength as a 9th level caster): animal telepathy, Trip, Empathy, Cause serious wounds, and Paralysis. They employ these powers habitually to avoid powerful foes (or to assault them psionically if cornered), to locate and stalk victims, and to strike when a victim is disoriented, upset, confused, or injured.

Habitat/Society

When an aratha grows old and weak, it seeks out a powerful enemy and attacks, so that it will die in battle. Arathas mate once in life; 2 to 4 months after mating, one of the partners bears 1 to 3 live young, the parent dying afterward.

Killer beetles grasp and hold prey by means of four 20'-long tentacles. These tentacles are retractable, collapsing to as small as 8 feet in length. Each tentacle ends in a pincer like claw that closes with bone crushing strength. An aratha can reach in any direction (including behind itself) with great speed, and can "see" behind itself by means of light- and movement sensitive organs (primitive "eyes") located on its belly and back. An aratha has two eye clusters at the front of the carapace, three legs on each side of its body, and a grinding, iris like mouth at the front underside of its body. An aratha does not bite opponents, but merely chews flesh that is torn away and conveyed to the mouth by the tentacles.

Ecology

An aratha's carapace softens and rots after the creature's death, but the claws can be salvaged and fashioned into ever sharp, unbreakable arrow and spear points.

Senses; Tremorsense 30', taste high other senses low

Main Prey; Animals, Fish, Humanoid, Main Predator; Spiders, Humanoid, mammals.

Slicer Beetle (*Ondontolabis cuvera gigantes*)

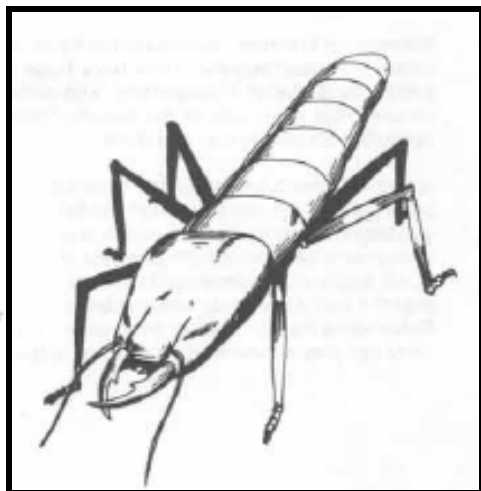
Beetle, Giant	Slicer
Type	Lowlife (Insect)
Climate/Terrain	Temperate woodlands
Frequency	Rare
Organization	Solitary
Activity Cycle	Any
Diet	Omnivore
AL	N
NA	1d12
Size	L; 7'
ST	13
IN	1
WI	1
DX	7
CO	11
CH	9
Languages	0
Spellcaster Limits;	0
AC	3
AV	6
HD	6*
HP	6d10
MV	60'(20')
BR	3'(1')
SW	90'(30')
FL	60'(20')
MF	5B
THAC0	17
Attacks	1 Horn
Damage	2d8
Special Attacks;	Severation
Special Defenses;	0
Immune to;	
Extra Vulnerable to;	Fire
AM	0
Save as;	F2
ML	8
XP	500
TT	0
Body Weight	1150cn



The slicer beetle is similar to a stag beetle (q.v.) but does not have horns. Its mandibles are razor-sharp. When attacking, a roll of 19 or 20 indicates that it has nipped off an opponent's arm or leg, and destroyed a piece of armor (AV permanent lowered by 1). If the battle is going against the slicer beetle, it will grab any food conveniently available (i.e., lost limbs) and flees.

This creature will negate the first two AV points an opponent eventually has. This functions as follows; when the beetle succeeds in making a hit damage is rolled. Normally AV would be subtracted, with a minimum damage of 1; in this case will the AV be lowered by 2 points. Its lair usually contains many bones and 1-6 types of normal weaponry.

The lair may also contain magical weapons (25% chance) or magical boots (10% chance). (I.e. anything held by the bitten off arm or leg). However, if a pair of boots or gauntlets is present, the pair is probably not matched (only a 5% chance of matching). The rest of the prey survived and escaped or died somewhere else, eaten by other creatures. (So any magical item could have survived in the area (roughly up to 1 mile from the lair—so though there exists a chance to find the matching item it is extremely slim (unless and even when magic is used).



Attempts at identifying an unmatched set will give standard (but false) results. The effects of non-matching boots or gauntlets can be unpredictable. These effects will not commence until the wearer is engaged in an encounter, adventure, or other normal but potentially dangerous activity. Senses; Tremorsense 30', Scent and taste high other senses human
Main Prey; Animals, Humanoid, Main Predator; Spiders, Humanoid, mammals.

Each boot alone will perform as follows:	
Dancing:	1 foot taps and shuffles.
Elvenkind:	1 foot tip-toes.
Levitation:	1 side of the body tends to rise.
Speed:	1 foot takes 2 steps to the other's 1.
Striding	1 foot makes goose steps
Leaping:	1 foot makes hops of 3-4 feet.
Each gauntlet alone will perform as follows:	
Dexterity:	1 hand tends to attempt pocket-picking (with half normal chance of success).
Fumbling:	1 hand tends to drop things (50% chance).
Ogre power:	1 hand sloppily uses more force than intended; if in combat, no strength modifiers will apply.
Swimming	1 hand tends to wave about randomly.
Climbing;	1 hand tends to wave about randomly.
The DM must invent actions for all other items)	

Thorn Slicer Beetle (*Ondontolabis cuvera terrax*)

Beetle, Giant	Thorn Slicer
Type	Lowlife (Insect)
Climate/Terrain	Jungles
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1d3
Size	L; 7'
ST	16
IN	1
WI	1
DX	8
CO	12
CH	5
Languages	0
Spellcaster Limits;	0
AC	2
AV	6
HD	8**
HP	8d10
MV	60'(20')
	BR 3'(1')
	SW 90'(30')
THACO	17
Attacks	1 Bite
Damage	2d10
Special Attacks;	Severation Negates AV
Special Defenses;	Thorns 1d4
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F4
ML	9
XP	1750
TT	0
Body Weight	1500cn

Senses; Tremorsense 30', Scent and taste high other senses human

Main Prey; Animals, Humanoid, Main Predator; Spiders, Humanoid, mammals.

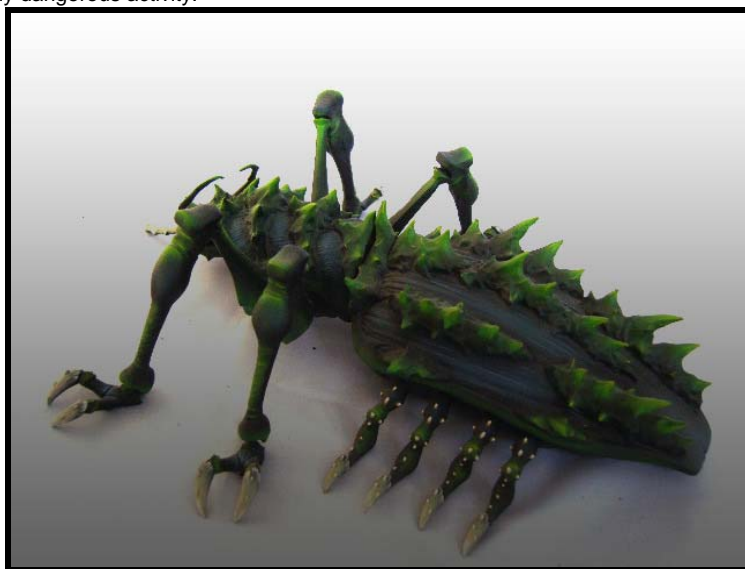
The Thorn slicer beetle is similar to a normal slicer beetle but does have many thorns all over its carapace. Its mandibles are razor-sharp. Its mandibles are as strong as steel, and sharp as a razor.

When attacking, a roll of 18, 19 or 20 indicates that it has nipped off an opponent's arm or leg. This creature will negate the first six AV points an opponent eventually has. This functions as follows; when the beetle succeeds in making a hit damage is rolled. Normally AV would be subtracted, with a minimum damage of 1. in this case will the AV be lowered by 6 points, If the battle is going against the slicer beetle, it will grab any food conveniently available (i.e., lost limbs) and flees.

Its thorns are for camouflage together with its green color but they are also used as a form of defense, any hit on the creature will also damage the attacker by 1d4 (subtract complete AV, so it is possible to get none of this damage at all in an attack if wearing a better Armor than AV4).

Its lair usually contains many bones and 1d6 types of normal weaponry. The lair may also contain magical weapons (25% chance) or magical boots (10% chance). (I.e. anything held by the bitten off arm or leg).

However, if a pair of boots or gauntlets is present, the pair is probably not matched (only a 5% chance of matching). The rest of the prey survived and escaped or died somewhere else, eaten by other creatures. (So any magical item could have survived in the area (roughly up to 1 mile from the lair—so though there exists a chance to find the matching item it is extremely slim (unless and even when magic is used). Attempts at identifying an unmatched set will give standard (but false) results. The effects of non-matching boots or gauntlets can be unpredictable. These effects will not commence until the wearer is engaged in an encounter, adventure, or other normal but potentially dangerous activity.



Each boot alone will perform as follows:

Dancing:	1 foot taps and shuffles.
Elvenkind:	1 foot tip-toes.
Levitation:	1 side of the body tends to rise.
Speed:	1 foot takes 2 steps to the other's 1.
Striding	1 foot makes goose steps
Leaping:	1 foot makes hops of 3-4 feet.

Each gauntlet alone will perform as follows:

Dexterity:	1 hand tends to attempt pocket-picking (with half normal chance of success).
Fumbling:	1 hand tends to drop things (50% chance).
Ogre power:	1 hand sloppily uses more force than intended; if in combat, no strength modifiers will apply.
Swimming	1 hand tends to wave about randomly.
Climbing;	1 hand tends to wave about randomly.

The DM must invent actions for all other items)

Bullet Beetle (*Dynastidae catapulis*)

Beetle, Giant	Bullet Beetle
Type	Lowlife (Insect)
Climate/Terrain	Hills, Broken Lands, Forests, Jungle Warm to tropical
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	Omnivore
AL	N
NA	1d2
Size	H; 20'length
ST	11
IN	1
WI	1
DX	18
CO	11
CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	6
HD	12*
HP	12d10
MV	60'(20')
BR	3'(1')
THACO	8
Attacks	1 bite
Damage	1d8
Attacks	or i bombardment
Damage	6d6 acid explosion
Special Attacks;	Severation
Special Defenses;	0
Immune to;	Charm, Hold, Illusion, Acid
Extra Vulnerable to;	Fire, Electricity
AM	0
Save as;	F6
ML	8
XP	2175
TT	0
Body Weight	15.000cn

The bullet beetle has similarities with the water beetle but lives on land. It has an extra-ordinary enlarged abdomen, in which the creature has collected its own acidious body fluids to be used as bombardment globs. In total 20 of these bombardments can be made.

The creature directs its abdomen towards the target and shoots to a maximum range of 240' where the acid will land. In flight it will temporarily be coated in a thin gelatinous sheet that directly ruptures on impact, but otherwise is completely immune to fire, electricity, acid, cold and other area attacks.

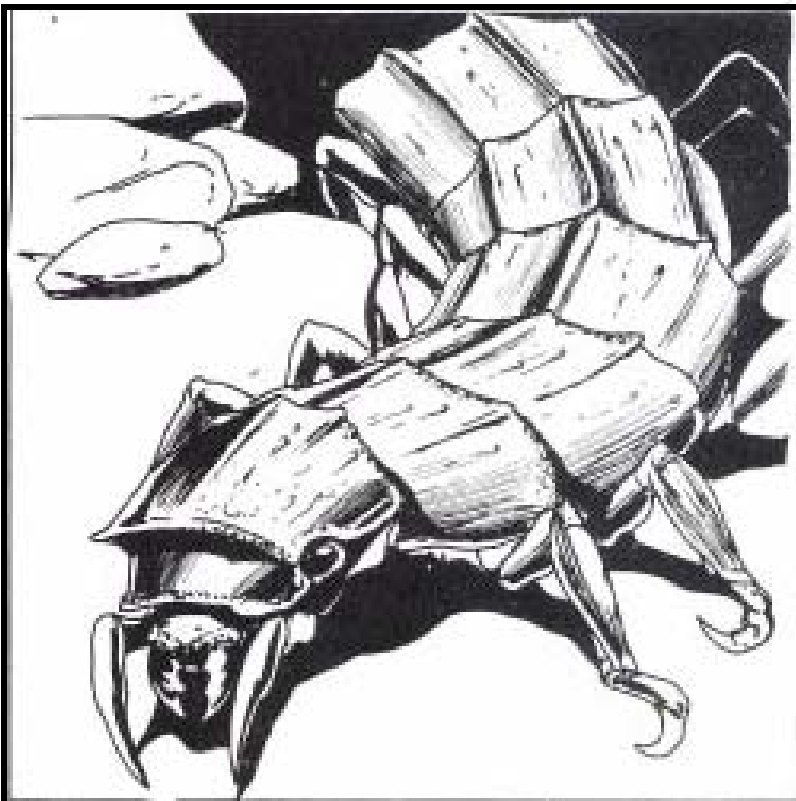
When the glob ruptures on impact or in flight by material missiles, it will coat a 20 diameter area with acid that will burn organic matter for 1d8 damage each round unless flushed with water. Creatures in the area that are somehow warned or otherwise aware of the glob impact coming in, may make a saving throw vs. Dragon Breath to jump aside, the amount of success in this saving throw will reduce the acid damage to this target. So it is possible to an aware creature not to take ay damage at all. The acid will become slimy in 3 Turns, and reduce its strength to 1d4 points of damage on touch. In melee the creature may attack by biting the target with its red mandibles, or by crushing the target. This will cause 1d20+12 points of damage.

Senses; Tremorsense 30', Scent and taste high other senses human
Main Prey; Animals, Humanoid, Main Predator; Spiders, Humanoid, mammals.



Horax (*Culicidus horax*)

Insect Giant	Horax
Type	Lowlife; insect
Climate/Terrain	Subterranean
Frequency	Uncommon
Organization	Colony
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	3d10
Size	M; 5'-6'long
ST	17
IN	2
WI	3
DX	8
CO	10
CH	6
Languages	0
Spellcaster Limits;	0
AC	3
AV	1
HD	1
HP	1d8
MV	150'(50')
THACO	17
Attacks	1 Bite
Damage	2d8
Special Attacks;	nil (disease)
Special Defenses;	0
Immune to;	Cham, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	NM
ML	3
XP	10 (disease 13)
TT	nil
Body Weight	15cn



The Horax are insectoid bug-like creatures, as ferocious as they are mindless. They are long with 12 legs, small but powerful mandibles, and tough chitinous plates that cover the back. Horax are long and low to the ground. Their legs end in strong

grippers, able to hold firmly to nearly any surface. They are very dark in color, blue-black to pure black and are not easily seen, even by those with infravision.

Combat:

The Horax almost always attack in packs. They rely on numbers and speed to make their kills. Although they appear short and stocky, they are surprisingly quick, making them difficult to fight. They gain a +1 bonus to their chances of being surprised and a -1 bonus to all initiative die rolls.

The Horax have exceptional climbing ability and can cling and attack from almost any surface and any angle. It is not unusual to find Horax packs scouring underground tunnels, some moving along the floor while others cling to the ceilings and walls. This can make them dangerous and difficult to fight for the unwary. Horax attack with their mandibles. Though these are small, they are strong enough to crush bones. Once a Horax scores a hit, it maintains its lock. Each round this lock causes 1d6 points of additional damage. No attack roll is needed for this. A Horax's lock can be broken by a character (whether the attacked character or another) who spends an entire round working to dislodge the beast. The character attempting must still roll for the attack. If successful, he has pried the beast's jaws open. Being insectoid, Horax are vulnerable to cold. While ice and cold-based attacks do not cause any additional damage, they have the effect of a slow spell. This effect lasts for 2d6 rounds.

Habitat/Society:

The Horax are communal creatures, living in small colonies of 30+1d10 individuals. There is no distinction between male and female Horax. Each colony is located underground in a series of chambers. There are several communal chambers connected to a central egg chamber. Normally, there are 3d6 young among the eggs (HD 1, AC 7, Dmg 1d6). Other chambers are used to store food dragged back to the lair by the Horax. These are kept for later use, preserved by the dry air of the tunnels. These chambers contain whatever treasure the Horax have accidentally collected. Magical items found are most often weapons or armor from the bodies of dead warriors slain and brought back by the foragers.

Ecology:

Although subterranean, the Horax do venture to the surface when prey is scarce in the tunnels underground. They venture onto only the surface in the hours of dusk, after the hot desert sun has cooled, but before the chill night air makes them sluggish. Although they prefer fresh kills, they also scavenge. They do not seem to have preferences for prey, although they seldom attack other insectoid creatures. The back plates of the Horax can be fashioned into a lightweight and durable armor (AV3) by armorers experienced at handling the stuff.

Senses; Tremorsense 30', scent high other senses low.

Main Prey; Mammals, Main Predator; Spider.

Dragon Beetle (*Coleopterus draconis*)

Insect Giant	Dragon Beetle
Type	Lowlife; insect
Climate/Terrain	Desert, Subterranean
Frequency	Uncommon
Organization	Nest
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	2d8
Size	T; 1' tall
ST	14
IN	1
WI	2
DX	8
CO	10
CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	5
HD	1
HP	1d8
MV	150'(50')
THACO	20
Attacks	1 Bite
Damage	1d4
Attacks	1 sting
Damage	poison
Special Attacks;	poison
Special Defenses;	0
Immune to;	Cham, Hold, Illusion
Extra Vulnerable to;	Cold
AM	0
Save as;	NM
ML	6
XP	10

Measuring about 1 foot, dragon beetles are crimson in color with black trimmed shells' they have three horns, spiked shells, and viscous looking stingers.

Unlike other types of beetles, dragon beetles do not have fully enveloped wings (they are only rudimentary existing underneath the shell and can't be used in any way). They are basically unintelligent, and do not see or hear very well. They rely on taste and touch to interact with the world around them.

Dragon beetles seem to communicate among themselves by touch and a small variety of sounds, but they have no capacity for understanding or communicating with intelligent creatures. When threatened, they produce a raspy, hissing sound.

Combat

Dragon beetles have two attack forms. The primary attack is a bite that delivers 1d4 points of damage by the strong mandibles. The second attack is a stinger that delivers a dose of venom on a successful hit.

The stinger's physical damage is negligible, and the poison only affects dragons and dragonkin such as drakes, wyverns, chimera, Chameleon men and lizardmen. To others the sting is only a slightly more bothersome than a normal insect bite. It hurts little at first, then itches, but produces no other harmful effects.

Dragon beetles produce venom that doesn't harm humans, demihumans and most humanoids. If a dragon or dragon kin is hit by a dragon beetle's stinger, it must make a saving throw vs. poison. A successful save inflicts only 1d10 points of poison damage in 1 round, a failed save inflicts 2d10 points of damage and marks the area around the insertion point with a burning red scar.

Lone dragon beetles are not typically Aggressive. When confronted, a lone dragon beetle generally flees unless there is no escape route. Even then, it will not attack. Instead, it lies perfectly still and hisses, refusing to fight even if attacks are launched at it. In groups of two or more, however, dragon beetles become more aggressive. Any creature that comes within 10 feet of a group of dragon beetles will be attacked. If intruders approach a dragon beetle nest, all beetles present swarm to attack, gaining a +1 bonus to their attack roll and a +1 damage bonus to all successful bites.

Habitat/Society

While most other types of beetles are not social creatures, dragon beetles live together in groups called nests. The nest is the most important location for a dragon beetle, and it will defend the nest from all intruders. Nests of up to 16 beetles can be found in underground ruins, in cramped caves, and even in thick clumps of

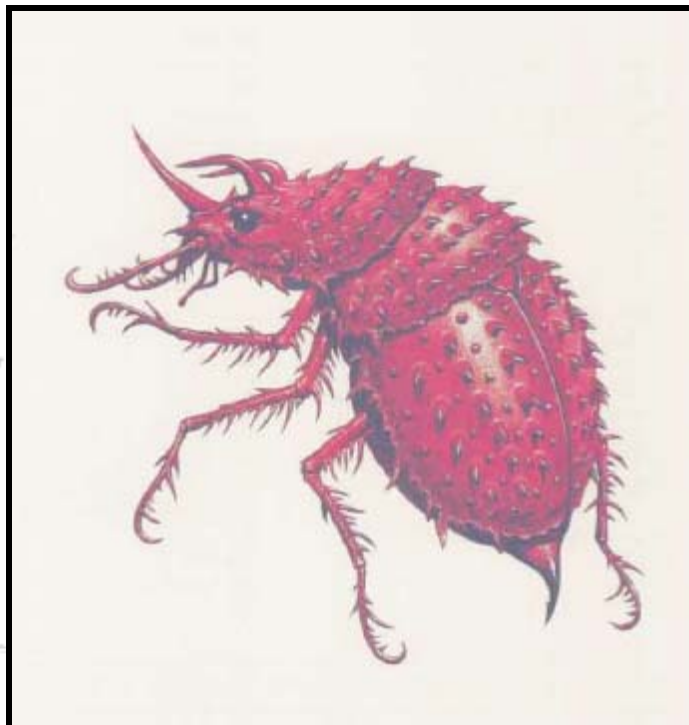
underground vegetation. At least half of the nest ranges out to hunt every day, seeking recently killed creatures or prey that a group of beetles can easily take down. Nests are always occupied by larger, stronger dragon beetles. A nest leader is always 3 HD, with a stronger shell that provides AC 5. The bite of a nest leader causes 1d6 points of damage. Its venom inflicts 2d12 points of damage on draconic species (1d12 if a saving throw is successful).

Ecology:

Dragon beetles eat carrion, though they may bring down small creatures when they attack in sufficient numbers. When enough meat is found (either carrion or prey), the beetles work together to haul the body back to the nest. In the nest, the body is used not only as a food source-a man-sized creature can last for as long as two months-but as a depository for eggs. The females lay their eggs in the carcass.

When the eggs hatch (in about one months time), the newborn beetles feast upon the remaining flesh until they are strong enough to emerge and join the rest of the nest. Adventurers locating a dragon beetle nest can sometimes find treasure on these egg-infested carcasses.

It is possible to extract dragon beetle venom and coat weapons with it. Each beetle can produce 14 doses or coatings, and each dose is good for a single effect. On a naked blade, the poison remains potent for one day. In a glass or ceramic container, the venom keeps for a week. Crude armor and shields can be fashioned from



the chitinous shells of dragon beetles, though this is a painstaking process and requires proper knowledge of crafting techniques.

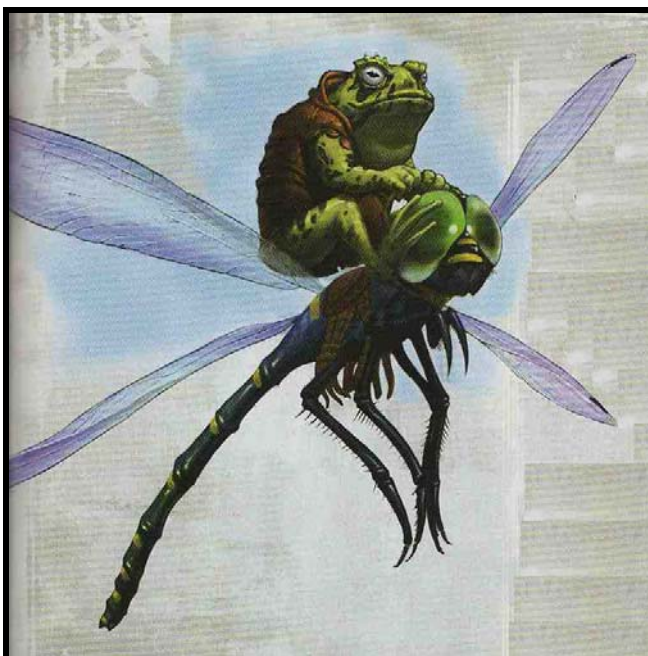
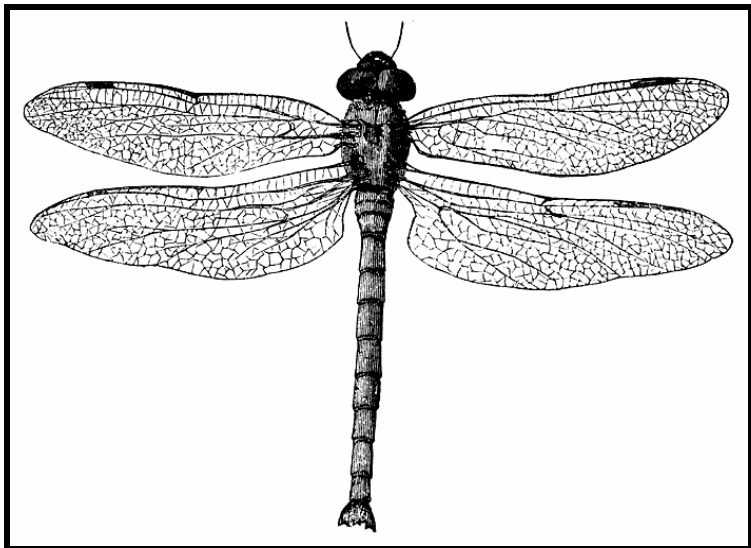
Senses; Tremorsense 30', taste high other senses low

Main Prey; Animals, Fish, Humanoid, Main Predator; Spiders, Humanoid, mammals.

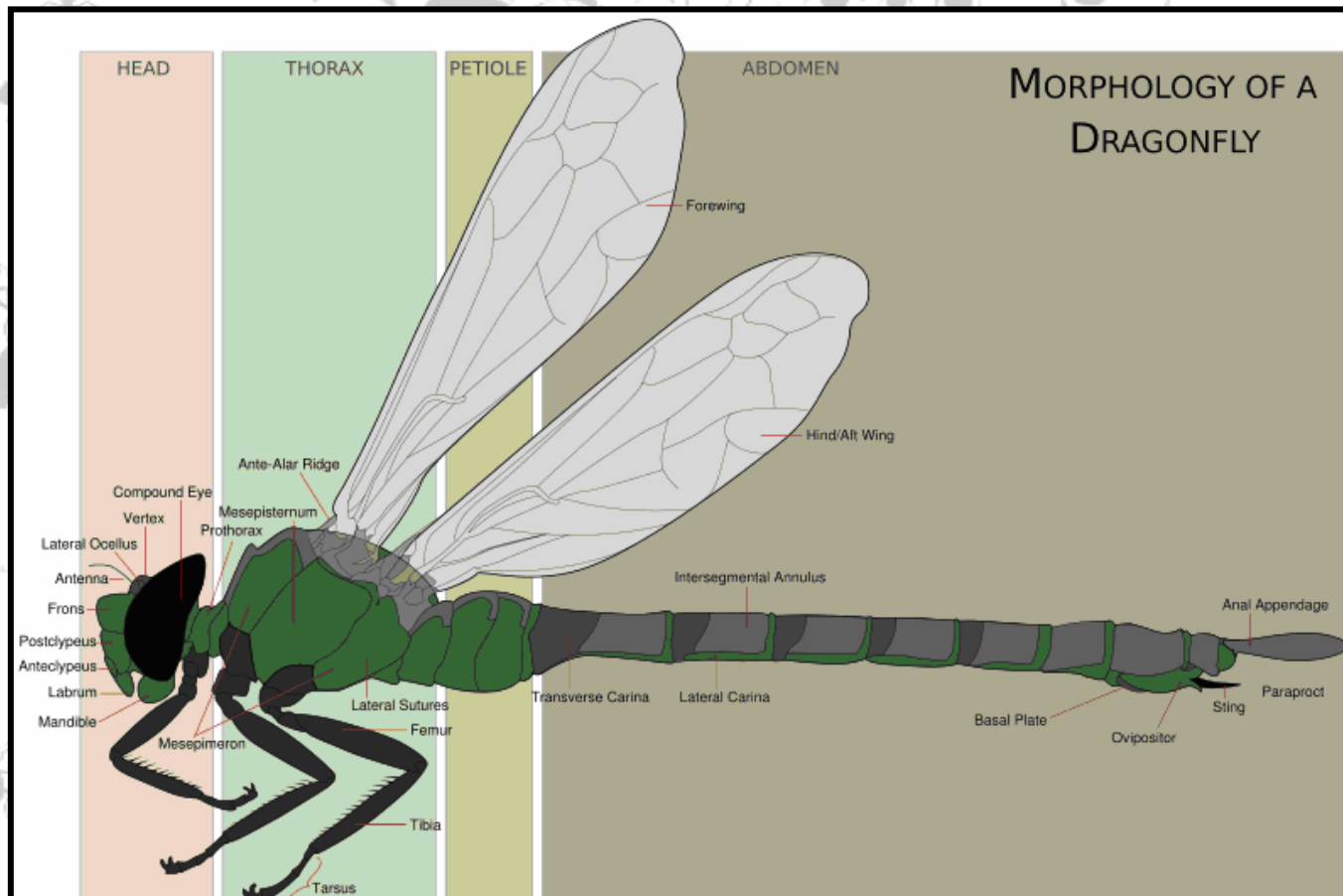
Dragonfly (*Meganeura species*)

Dragonfly (*Anisoptera* and Prehistoric *meganeura species*)

Insect Giant	Dragonfly	Larvae
Type	Lowlife, insect	
Climate/Terrain	Swamp, River Lake	
Frequency	Rare	
Organization	Solitary	
Activity Cycle	Day	
Basic era	Carbon till today	
Diet	Carnivore	
AL	N	
NA	1d6	1
Size	M: 13'	M: 5'-8'
ST	22	20
IN	2	2
WI	5	2
DX	18	11
CO	12	14
CH	9	9
Languages	0	0
Spellcaster Limits;	0	0
AC	3	3
AV	2	2
HD	7	6+1*
HP	7d8	6d8+1
MV	30'(10')	90'(30')
	360'(120')	0
	1	na
	850/1700	na
	0	30'(10')
THACO	13	15
Attacks	1 Bite	1 Bite
Damage	3d4	3d6
Special Attacks;	0	Jump Beak
Special Defenses;	0	0
Immune to;	Charm, Hold, Illusion	
Extra Vulnerable to;	Fire	0
AM	0	0
Save as;	F3	F3
ML	7	7
XP	450	650
TT	nil	nil
Body Weight	26LBS	26 LBS



Giant dragonflies gain a -3 bonus to initiative rolls and a +4 Armor Class bonus against missile weapons. A dragonfly scoops tiny- and small-sized creatures into its leg basket and devours them in midair. When captured, its victim is attacked automatically. When attacking man- or large-sized creatures, the dragonfly darts in to bite with its mandibles and backs up, always facing its opponent. Small (mostly shaman) frogmen may sometimes use them as mounts.

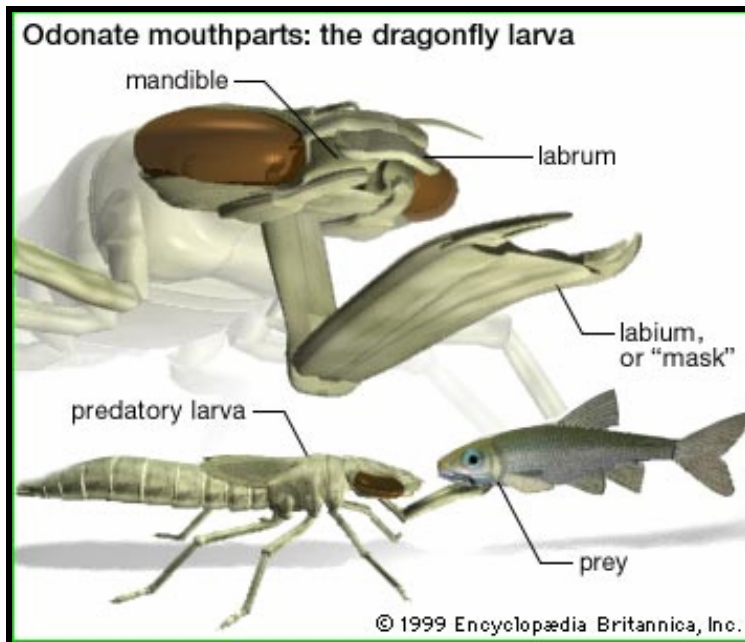


Dragonfly, Larva (*Meganeura species*)

This larva surprises their prey 50% of the time. Their mandibles are covered with a rubbery organ when not in use; so even before the attack, they appear to be inoffensive, toothless creatures.

Main Prey; insects, Main Predator; Fish, Humanoid, Spider, Insects.

Senses; Tremorsense 30', scent/taste and vision high other senses low



Draconic Dragonfly (*Meganeura draconis species*)

Insect	Dragonfly
Type	Lowlife Dragonkin
Climate	Warm to Temperate
Terrain	any except mountains or oceans lots of water Breeds in ponds, swamp, river
Frequency	Very rare
rganization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d4 (3d6)
Size	3'-4' long and span
ST	18
IN	1
WI	1
DX	19
CO	9
CH	8
Languages	0
Spellcasterlimits	na

A draconic Dragonfly is also magical crossbreed (in effect a bioconstrct) between the normal insect form of the creature with the same name (1" to 4" long) and normal dragons of different colors. It appears similar to a normal dragonfly, but is several feet long, and has a subtly draconian head. It has two sets of wings, of which the front pair is slightly smaller than the other. They are never folded back, even when the creature has landed and is resting, they remain outstretched. There are five different colors of dragonfly, each with their corresponding breath weapon as of the same color dragon.

It is unknown who did create these bioconstructs, but they exited already prior to the Era of Blackmoor.

The immature dragonflies—or Nymphs—are practically a separate creature in appearance and behavior.

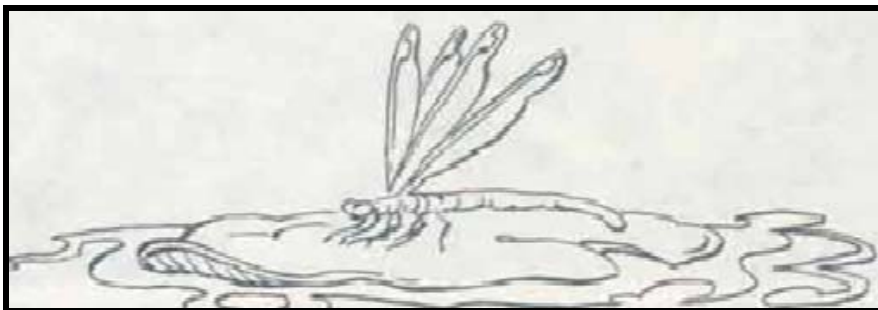
Unlike full-sized dragons, the breath weapon of a dragonfly inflicts only 1 point of damage per Hit Dice of the creature, and each breath is only 3 feet long and 1 foot wide at the end. Each breath can affect only one creature, unless they stand against each other. A saving throw against the dragon breath is only allowed if the creature and the victim are not in melee with each other. Those who successfully make their save against the breath suffer half damage (AV is negated) each dragonfly can breathe and bite each round of combat, and there is no limit to the number of times a dragonfly can breathe. Dragonflies dart around very quickly and are therefore very hard to hit. (Even normal Dragonflies are capable of darting up to 60 miles per hour!). They can stop and

hover in midair before darting off in another direction. They have animal intelligence and never talk or are able to cast spells.

Ecology;

The relative tiny insects called dragonflies are insectivores, they feed on smaller insects like mosquitoes. The giant dragonflies of Mystara eagerly devours small rodents, birds, bird sized insects, worms and slugs. All Dragonflies need standing water to reproduce. For some, this means a journey far from their preferred habitat for the mating season (summer). The female dragonfly lays her eggs under water, attaching the eggs to plants, if she can find a plant large enough for the purpose; she sometimes cuts a slit in the stem or trunk and places the eggs inside. Dragonfly eggs are quite small; half an inch in diameter is typical. Three to eight weeks after the eggs are laid, they hatch. Young dragonflies emerge as dragonfly nymphs.

Main Prey; Insects, Rats, Mice, Birds Main Predator; Spider, Insects, Giant Frog/Toad.



Nymphs (*Nymphs Meganeura draconis species*)

Dragonfly	Nymph
AC;	5
AV;	4
HD;	1 2
MV;	60'(20') 120'(40')
THAC0;	17 18
Att.;	1 Bite
Damage;	1d2
Special Attacks;	Acid Breath
Damage;	1 2
Special Defenses;	None
Immune to;	Drowning Acid
Extra Vulnerable to;	Dehydration
MR;	0
AM;	0
Save as;	F1 F2
ML;	8
XP;	10 20
It;	none
Weight	20 40

Most dragonflies lay eggs in fresh water, especially in lakes or ponds, but some have adapted to salt water environments. The young dragonfly, or nymphs, looks quite differently from the creature that it will grow to be. They are long-legged and wingless. A chitinous carapace protects their flat body. Their coloration is greenish with dark brown or black, while the head is of somewhat lighter tint. There is no consistent relation between the various nymph hues and adult coloration, it is impossible to tell what type of dragonfly a nymph will become based on its color. Nymphs grow rapidly, feeding on all kinds of waterline, ranging from fish to frog and insects. The first nymphs to hatch in a group usually start making their still stiff siblings their first meal (one per hour). Two to three weeks after hatching, a nymph is about 1 foot long and has 1 HD, after a year of growth; it becomes a 2 HD creature, measuring 2 to 3 feet in length. A nymph's life cycle is two years long. During warm months, the nymph usually eats as much as possible, when weather turns cold; it enters a state of hibernation. The second winter starts up the metamorphosis. All nymphs are aquatic, and don't like to go above the water, until the last final hours prior to the metamorphosis stage. It climbs to shore, on a plant or rock, and dries up in a day of warm weather (relative to climate and species), then it breaks its outer carapace and escapes as a living dragonfly of the right color. After an hour it has spread its wings by pumping the veins full of blood. In a day it will have hardened its own chitinous carapace, but until then it has a much lower AV (0 to natural). It then flies away and abandons the familiar waters for unknown skies and to find a mate. The males will usually die after mating, or else, they will slowly resume hunting until the next winter comes and it finally dies.



A Dragonfly freshly hatched will be red-greenish in color no matter what the final color will be, but this lasts only an hour or so until the sun has hardened the chitinous layer of the beast.

Combat

All dragonfly nymphs, regardless of the species, have an acidic breath weapon. This is a thin jet of greenish liquid that the nymph spits against a single target up to 3 feet away. Like the adult dragonflies they can bite and attack in the same round, but generally don't do so unless agitated. Its breath weapon inflicts 1 point of damage per Hit dice like the adult dragonflies. A save is only allowed to those not in melee with the creature. When the save is failed, or not allowed, not only damage is sustained but a random outside worn item must make an item save vs. Acid or sustains enough acid damage (unless resistant or immune) to destroy it.

Larger nymphs are more aggressive; they may even attack man-sized creatures if sufficiently hungry. They are too stupid to be turned back by something like a show of force; only after attacking something and finding it inedible (several failed attacks against an armored target, for example—morale +1/try until go away) will a nymph break off an attack. They propel themselves underwater by taking water in through their mouths, passing under pressure through their bodies, and jetting it out behind. They move, therefore, in sudden spurts of 240' but need to intake each round, therefore their average speed is 120'/40'. Their streamlined bodies make movement easier when their legs are tucked up next to their carapace.

White Dragonfly (*Meganeura draconis Frigidus*)

Dragonfly	White
AC;	2
AV;	2
HD;	3
MV;	60'(20')
FL	240'(80')
MF	1
THAC0;	17
Att.;	1 Bite
Damage;	1d6+3
Special Attacks;	Cold Breath
Damage;	3
Special Defenses;	none
Im mune to;	Cold
Extra Vulnerable to;	Petrification
MR;	0
AM;	0
Save as;	F3
ML;	8
XP;	35
Tt;	none

These dragonflies range farther north than others, inhabiting conifer forests and the southern fringes of arctic tundra. It is white and black colored. Their lifecycle is the shortest of the five species, limited by the brief yet intense summers of their homes. Adults emerge from their old Nymph bodies in the springtime, and have but one summer to grow fat on arctic insects, (like mosquitoes,

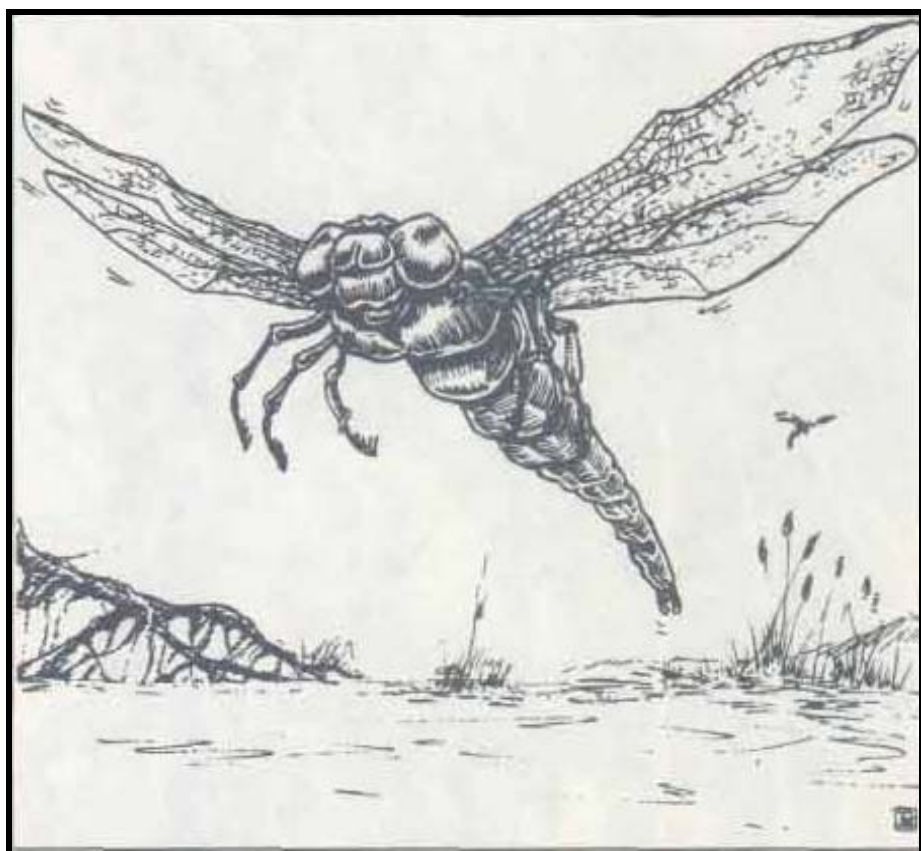


small rodents such as rats and lemmings, and the tiny migratory birds that have journeyed to feast on the many insects that buzz under the midnight sun. in late summer white dragonflies lay eggs in northern lakes, slow streams, and deep bogs. When the frost arrives, the adult dragonflies die (which is why they grow never stronger than 3 HD). The eggs, however, as well as the nymphs, are below the ice, and adapt to the cold. They can even survive being frozen through the long, dark winter, coming in spring, they hatch (if not already) and begin the cycle anew. The white dragonfly's breath weapon is a blast of freezing cold and ice crystals from moisture in the air. It will freeze cloth, non-living meat, and liquids up to 1 inch deep. The males will usually die after mating, or else, they will slowly resume hunting until the next winter comes and it finally dies.

Black Dragonfly (*Meganeura draconis Acidus*)

Dragonfly	Black
AC;	1
AV;	2
HD;	3+2
MV;	60'(20')
SW	240'(80')
MF	1
THAC0;	16
Att.;	1 Bite
Damage;	1d6+3
Special Attacks;	Acid Breath
Damage;	3
Special Defenses;	none
Im mune to;	Acid
Extra Vulnerable to;	Disease
MR;	0
AM;	0
Save as;	F3
ML;	8
XP;	50
Tt;	none

These dragonflies live in dank swamps and temperate bogs. It enjoys climates from the tropics to middle altitudes. It is Black-Yellow colored. They do not grow very large because there are so many of them, individuals compete intensely to survive within their crowded habitat. They even feed upon their own species (often smaller). The black dragon fly's breath weapon is a stream of caustic acid, distilled from unpleasant chemicals natural to the creature's decomposing home. The males will usually die after mating, or else, they will slowly resume hunting until the next winter comes and it finally dies.



Bleu Dragonfly (*Meganeura draconis Electricus*)

Dragonfly	Blue
AC;	-1
AV;	2
HD;	4+2
MV;	60'(20')
FL	240'(80')
MF	1
THAC0;	15
Att.;	1 Bite
Damage;	1d6+4
Special Attacks;	Electrical Breath
Damage;	4
Special Defenses;	none
Im mune to;	Electricity
Extra Vulnerable to;	none
MR;	0
AM;	0
Save as;	F4
ML;	9
XP;	125
Tt;	none



This is a creature of the plains, roving over wide landscapes and devouring many small mammals and birds, from thrushes to even prairie dogs. It is light and dark-blue colored. It rarely eats insects, except of the giant variety, as they don't satisfy its hunger. It lays its eggs in ponds and small lakes that dot the prairies and grasslands and in the eddies of slow-moving rivers. Farmers keep a careful eye out for bleu dragonflies during the hot month, when grass fires may easily be sparked by the creature's lightning breath attack. The males will usually die after mating, or else, they will slowly resume hunting until the next winter comes and it finally dies.

Red Dragonfly (*Meganeura draconis Furens*)

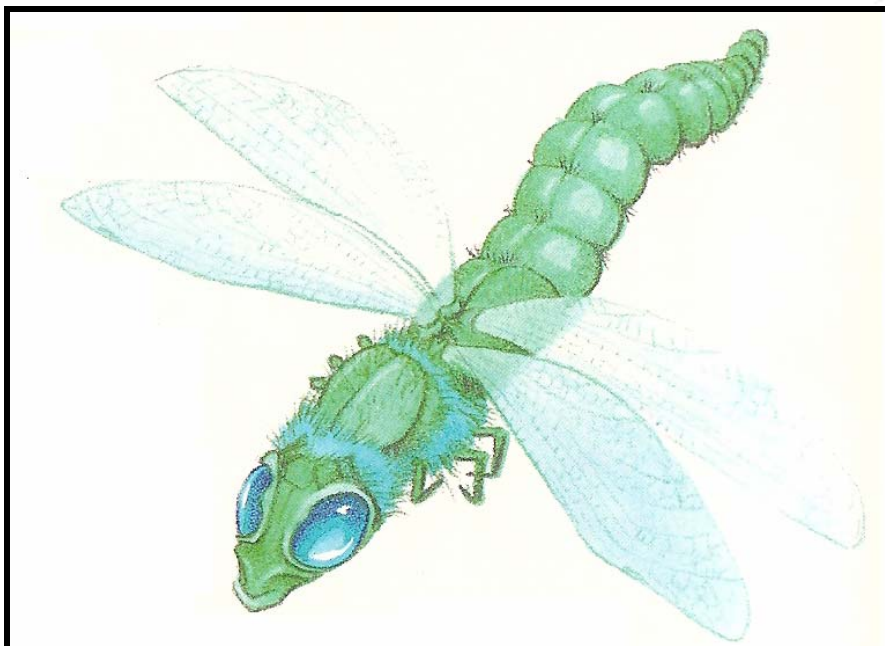
Dragonfly	Red
AC;	-2
AV;	2
HD;	5
MV;	60'(20')
FL	240'(80')
MF	1
THAC0;	15
Att.;	1 Bite
Damage;	1d6+5
Special Attacks;	Fire Breath
Damage;	5
Special Defenses;	none
Im mune to;	Fire
Extra Vulnerable to;	none
MR;	0
AM;	0
Save as;	F5
ML;	9
XP;	175
Tt;	none



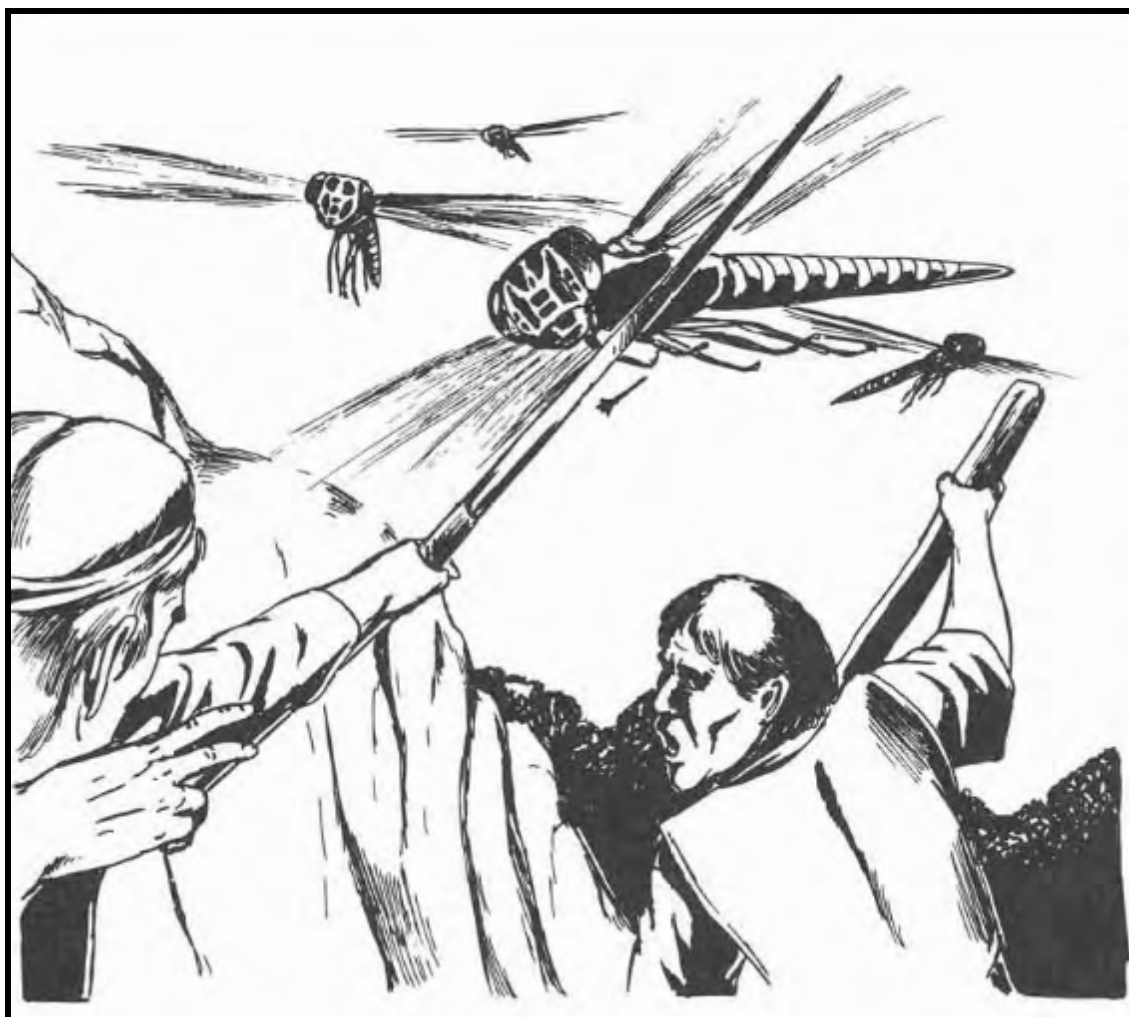
Most powerful of the dragonflies, the red can grow to 5 feet in length. It inhabits virtually any terrain in temperate and warmer climates, and is known to migrate from one place to another in search of food. Hills and moors often yield the best pickings. Stories are told of red dragonflies that have carried off young lambs, certainly rabbits aren't unusual prey. It is extraordinarily viscious, and will even attack others of its own kind to satisfy its hunger. The breath weapon of a red dragonfly is a small column of searing fire. It's the most fearsome dragonfly attack. The males will usually die after mating, or else, they will slowly resume hunting until the next winter comes and it finally dies.

Green Dragonfly (*Meganeura draconis Chlorinus*)

Dragonfly	Green
AC;	0
AV;	2
HD;	4
MV;	60'(20')
FL	240'(80')
MF	1
THACO;	16
Att.;	1 Bite
Damage;	1d6+4
Special Attacks;	Chlorine Breath
Damage;	4
Special Defenses;	none
Im mune to;	Chlorine Poison
Extra Vulnerable to;	none
MR;	0
AM;	0
Save as ;	F4
ML;	8
XP;	75
Tt;	none



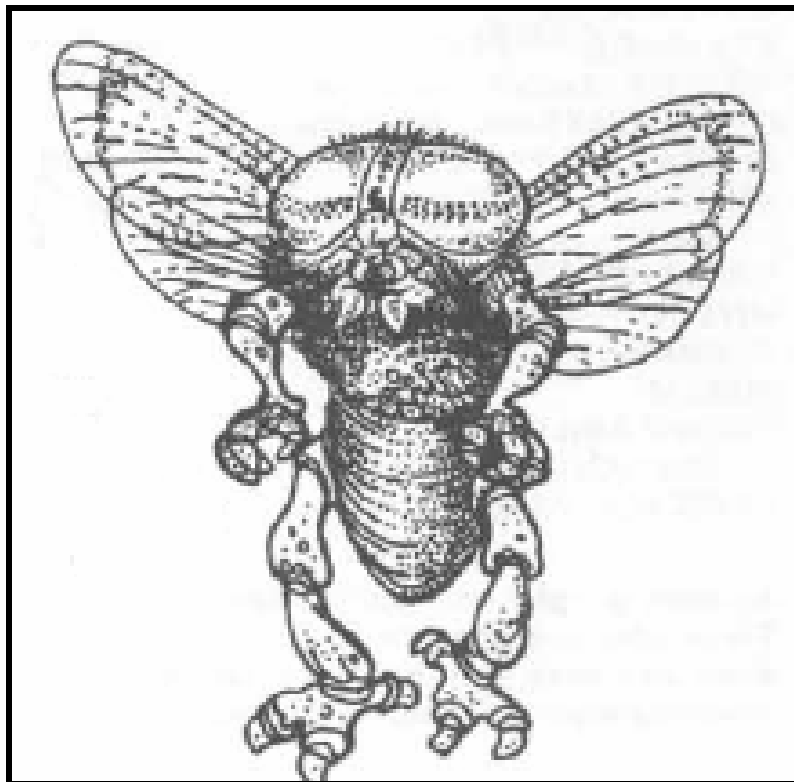
These dragonflies share the climate of the black, from temperate to tropical, but it prefers forested areas. It is green-brown colored. Its breeding is done in lakes and slow rivers or creeks more frequently than bogs, though green and black dragonflies do occasionally compete for territory. The green dragon fly's breath weapon takes the form of a small cloud of dense chlorine gas. It processes the chlorine from plain salt (sodium chloride) found in its environment (Often secreted by plants). The males will usually die after mating, or else, they will slowly resume hunting until the next winter comes and it finally dies.



Fly (*Diptera species*)

Assassin Bug (*Reduviidae assassinus*)

Insect Giant	Assassin Bug
Type	Lowlife; Insect
Climate/Terrain	warm marsh, underground
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1
Size	T: 1"
ST	19
IN	2
WI	6
DX	16
CO	10
CH	9
Languages	0
Spellcaster Limits;	0
AC	3
AV	0
HD	6*
HP	6d8
MV	120'(40')
THACO	15
Attacks	1 Bite
Damage	1d3
Special Attacks;	Paralyzing poison
Special Defenses;	see below
Im mune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cold
AM	0
Save as;	F3
ML	7
XP	500
TT	nil
Body Weight	26LBS



Assassin bugs are large insects that lay their eggs inside the bodies of humanoids. They have the appearance and color of giant bluebottle flies, with females being a slightly lighter shade than males. They possess four limbs that are now only found as rudimentary knobs on the sides of the creature). Assassin bugs have two pairs of wings on their backs, which are almost transparent with a faint silvery hue. Assassin bugs are solitary by nature, but stay well out of sight most of the time. They only time they are likely to be encountered is during their mating season, every other month, when a lone male and female will pair together to search for a host creature for their egg. These eggs are 4 - 5 inch long ovals of deep blue color, and are considered delicacies by trolls, troglodytes, and bugbears.

Combat

When a mated pair of assassin bugs encounters a human or other humanoid, they attack. The male will attack with his paralyzing poisonous bite, which injects a local anesthetic, (Sv poison or suffer a secondary damage of 1d3 from Dexterity and causes paralysis for 1 hour(6 Turns)in the affected area of the body), and will continue to attack until killed. The female assassin bug will hover just out of melee range, waiting until the male has successfully attacked a target. The female follows the scent of the male's saliva and bites the infected area, injecting her eggs and dying in the process. When the female dies, the male will fly away, and the female will flee if the male is killed before paralyzing a host.

The male assassin bug attacks first with the female close to the battle. The female attacks that same location the following round to inject 1d6+6 eggs. In 1d12+12 hours, the eggs hatch, and produce 1d6+6 larvae (never more than there were eggs but often less). And each hatched larva causes 1 point of damage from intense pain to the host creature per hour as it feasts on the host's muscles and internal organs. After two weeks of this, the larvae burrow out of the host's body, causing an additional 1d4+4 hit points of damage per surviving larvae (assuming the host has survived the process in the first place—when the body of the host died the larvae will each have a 25% chance of dying also.)

Upon reaching the outside air, the larvae will metamorphose in 24 hours into adult assassin bugs and fly away separately. Assassin bug larvae are difficult to kill while the host is still alive, and usually require a well-placed spell or potion to do so. *Cure serious wounds* will kill one larva for every level of experience the caster has above 6th level, and *cure critical wounds* kills all larvae. The *Cure All/Heal* spell also kills all the larvae and functions as usual. *Wish* spells, if properly worded, can kill all the larvae and heal the character fully. Immune to mind-influencing effects. Assassin bugs have Infravision with a range of 60 feet, but all its other senses are as human.

Senses; Darkvision, scent high, vision medium, other senses low.

Main Prey; Humanoids, Main Predator; Spider, Insects.

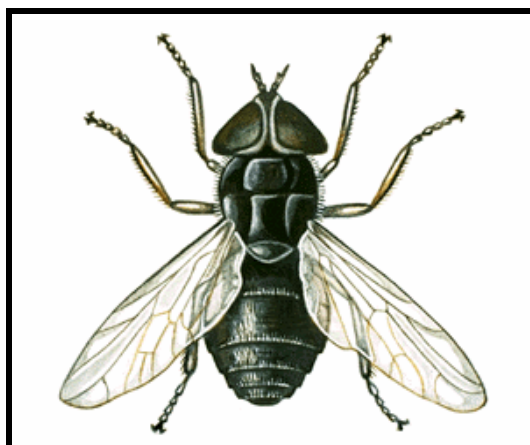
Fly, Giant Bluebottle (*Caliphore vomitoria Rex*)

Insect Giant	Bluebottle	Horse Fly	
		Giant	Large
Type	Lowlife; insect		
Climate/Terrain	Any		
Frequency	Very Rare		
Organization	Solitary		Swarm
Activity Cycle	Day		
Diet	Omnivore		
AL	N		
NA	1d10	1d4	3d10
Size	T; 1'-2'	S; 3'-5'	T;
ST	20	21	11
IN	2	2	1
WI	4	5	4
DX	11	14	18
CO	9	10	6
CH	8	7	6
Languages	0	0	0
Spellcaster Limits;	0	0	0
AC	6		
AV	1		
HD	3	3*	1/8
HP	3d8	3d8	1
MV	90'(30')	60'(20')	30'/10'
FL	300'(100')	270'(80')	120'/40"
MF	5	5	5
Load (non flying)	na	800/1600	na
THACO	19	17	20
Attacks	1 Bite		
Damage	1d8	2d8	1d2
Special Attacks;	nil (disease)	Blood Drawing	nil (disease)
Special Defenses;	0		[Confusion]
Immune to;	Charm, Hold, Illusion, disease		
Extra Vulnerable to;	Fire		
AM	0		
Save as;	NM		
ML	3		
XP	35	50	5
if diseased	50	na	6
TT	nil		



This breed of giant fly prefers carrion, offal, and the like. They are, however, attracted to sweet odors, and creatures covered with blood or open wounds. They spread any kind of disease, as do the normal sized flies. The DM must use Pages of Virtue to know how and which disease infects, spreads and affects the character, and how it is cured. The diseases chosen from are only infections and plagues. Senses; Scent high other senses low.

Main Prey; Funghi, Plants, organic Matter Main Predator; Spider, Insects.



Fly, Large Horsefly (*Chrysops fructosis*)

These giant flies weigh about two ounces each. They attack men, cattle, horses, sheep, and just about anything else that moves. The horseflies swirl a round in a great cloud, causing confusion in their victims. There must be at least 10 horseflies to confuse or damage one character. Characters who become *confused* suffer a - 2 penalty on their attack rolls and saving throws, and cannot cast spells (save vs. spells for no effect). For example; If 13 horseflies attack a group of 3 PCs. the horseflies can confuse and attack only one of the PCs per round. As soon as the PCs kill 4 of the horse flies. The remaining nine cannot attack effectively. Do not use more than 20 horseflies when running this encounter unless you are confident that the PCs can think of some clever way to escape' the horseflies do not have a lair.

Senses; Scent high other senses low.

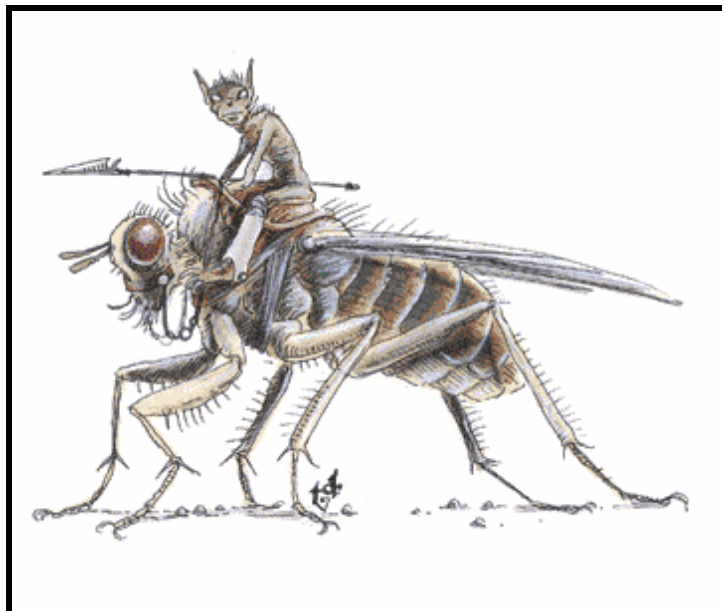
Main Prey; Funghi, Plants, organic Matter Main Predator; Spider, Insects.

Fly, Giant Horsefly (*Chrysops gigantes*)

The largest of all giant flies, the giant horsefly attacks any creature to feast for blood with its tuberos mouth. After biting, the giant horsefly causes an equal amount of damage the next round by drawing blood, unless driven off. Bloodsucking creatures never "harvest" more blood from their victim as they have hit points themselves. Kobolds sometimes ride them as do wood imps.

Senses; Scent high other senses low.

Main Prey; Funghi, Plants, organic Matter Main Predator; Spider, Insects.



Fyrefly (*Anisopterii furens*)

Insect Giant	Fyrefly
Type	Lowlife; insect
Climate	Tropical, Subtropical, Temperate
Terrain	Any, Plane of Fire
Frequency	Rare
Organization	Solitary
Activity Cycle	Night
Diet	Herbivore/Scavenger
AL	CN
NA	1 (see below)
Size	T; 1 inch
ST	16
IN	9
WI	10
DX	10
CO	11
CH	9
Languages	0
Spellcaster Limits;	0
AC	5
AV	1
HD	1/8
HP	1
MV	3(1)
	FL 180'(60')
	MF 3
THAC0	20(15)
Attacks	1 Burn
Damage	1
Special Attacks;	Fire
Special Defenses;	0
Im mune to;	Cham, Hold, Illusion, Fire, Heat
Extra Vulnerable to;	Cold
AM	0
Save as ;	NM
ML	3
XP	6
TT	nil
Body Weight	6 cn



The firefly is a slow-moving black insect with red wings and reddish eyes. It is normally a benign creature which flits from plant to plant, eating leaves and rotting vegetation. For most of its life, it causes no harm to anyone. It is during the creature's reproductive cycle when it becomes dangerous to other creatures.

Combat

When a Fyrefly comes in contact with flammable objects, there is a chance it will burst into flame. To determine this chance; first determine the flammability of the object in question. On an average fighter, for example, perhaps only 10% of his/her attire would be flammable, while on a wizard almost 90% would be. On any hit, roll 1d100% to see if the Fyrefly hit a flammable object. Any flammable object hit by a Fyrefly, adult or larval, must save vs. normal fire or be set ablaze. Persons in burning clothing (most fabrics are gone in 4 rounds, wood items in 2 Turns, paper in 1 round). Hits that do not strike burnable material are assumed to hit flesh, causing 1 point of damage to the victim.

The Fyrefly will only attack living creatures while it is in its "larval" stage, immediately after it has been reproduced (see below). At this time, it becomes frenzied, and will seek to set fire to any living creature. When the Fyrefly is in this agitated state, it becomes extremely aggressive, and attacks at THAC0 15. Because of its extreme quickness, it becomes much more difficult to hit, with an effective AC of 5. If, for some reason, a larval firefly is resting, its Armor Class falls to 9). During its aggressive phase, it flies at anything that moves, believing itself to be invincible.

When in its "larval" stage, the firefly is immune to fire-based attacks, but cold-based attacks will immediately cause the creature to fall dormant. Water splashed on a "larval" firefly will also cause dormancy if the insect fails a saving throw vs. paralysis. It appears dead, but will awaken after 24 hours (after the cold or water is gone) and begins its feeding process again.

"Larval" Fyreflies will swarm, and area of effect spells will have a reasonable chance to take out most of the creatures, but a 10% of the creatures will always survive such an attack. Remember that "larval" fireflies usually swarm around a creature, and an area of effect spell will undoubtedly affect that creature also.

Habitat/Society

The adult Fyrefly is a solitary insect, which lives in forested areas. Fyreflies spend most of their time gathering food and sleeping, waiting until the day they are to reproduce (often summer). Fireflies voluntarily avoid others of their species, moving off into their own separate feeding areas. They sleep during the day, and feed constantly at night, pausing only to move to another leaf.

A swarm of "larval" fireflies are born from one Fyrefly which has been fed constantly for two months. The firefly will seek out a fire in order to reproduce. The 'fly is not killed by the fire but rather reverts to its "larval" state to reproduce. It metamorphoses into a small, insect-shaped mote of extremely hot fire. This may be noticed by a much brighter area inside the fire into which the firefly has been flown. At this time, it begins a process of division, which, if left unchecked, will produce dozens of tiny balls of flame. If the fire is quenched while the firefly waits to split, the fly will be unable to reproduce, and will burn out in 10 minutes. If the firefly is left undisturbed, it will produce two "larval" fireflies after 10 minutes in the fire. The original 'fly dies, but its two remaining offspring remain in the fire. For each succeeding round, each will generate likewise two offspring, after which they will leave the flame. So, two rounds after the first split, 2 Fyrefly "larva" leave the main fire, 4 the following round, then 8, then 16, then 32, and finally 64. The final 64 "larval" Fyreflies are incapable of producing any more offspring at this time. After a larval firefly leaves the fire, it burns until it is killed or sent into dormancy, or until 10 rounds have elapsed, when it falls into dormancy on its own and begins its transition into adulthood. This transition takes 9 days.

Ecology

Fyreflies are the creation of the mad wizard Grebdews who "accidentally" allowed his pets to escape into the world. Fireflies would pose no problem to mankind were it not for their peculiar

breeding habits. They are prized for use in many fire-based potions.
Senses; Infravision 30', darkvision, Vision, and scent high other senses low.
Main Prey; Funghi, Plants, organic Matter Main Predator; Spider, Insects.

Robber Fly (*Alisidae species*)

Insect Giant	Robber Fly
Type	Lowlife; insect
Climate/Terrain	Any temperate/warm
Frequency	Uncommon
Organization	Solitary or swarm
Activity Cycle	Day
Diet	Carnivore (L; Omnivore)
AL	N
NA	1 or 2d4
Size	T; 3'
ST	16
IN	1
WI	11
DX	13
CO	10
CH	5
Languages	0
Spellcaster Limits;	0
AC	6
AV	1
HD	2**
HP	2d8
MV	90'(30')
Leap attack	30'
FL	180'(60')
MF	1B
T HACO	17
Attacks	1 Bite
Damage	1d8
Special Attacks;	Paralysis Surprise 1-4 on 6
Special Defenses;	Hide skill(DX)
Immune to;	Insect Poison
Extra Vulnerable to;	Charm, Hold, Illusion
AM	Fire
Save as;	0
ML	F1
XP	8
TT	30
Body Weight	nil
	25 cn



Insects in the Diptera family Alisidae are commonly called robber flies. The family Alisidae contains about 7100 described species worldwide. A robber fly is a 3' long giant fly with black and yellow stripes. From a distance, robber flies could be interpreted as a killer bee. All robber flies have stout, spiny legs, a dense moustache of bristles on the face (mystax), and 3 simple eyes (ocelli) in a characteristic depression between their two large compound eyes. The mystax helps protect the head and face when the fly encounters prey bent on defense. The antennae are short, 3-segmented, sometimes with a bristle-like structure called an arista.

Combat

They are carnivores, and may attack adventurers. However, they prefer killer bees as food, and they are immune to their poison. Can surprise in a leap and attack of 30', with a +4 to initiative and hit roll for this first attack. Gardeners kill

them on sight and there is a 5 gp bounty per head at most villages.

The short, strong proboscis is used to stab and inject victims with saliva containing neurotoxic and proteolytic enzymes which paralyze (Save Poison to resist effect at -1/ round after first hit—lasts 3d4 Rounds after last hit and digest the insides (Each round after the failed save vs. poison while in effect of it, Save Paralysis at -1/ round or -1 con temporary— each lasting 1 day); the fly then sucks the liquefied meal through the proboscis. Bloodsucking creatures never "harvest" more blood from their victim as they have hit points themselves, yet this creature will cause damage as long as the poison is active after having its meal (which is



as normal never more than its own hit points).

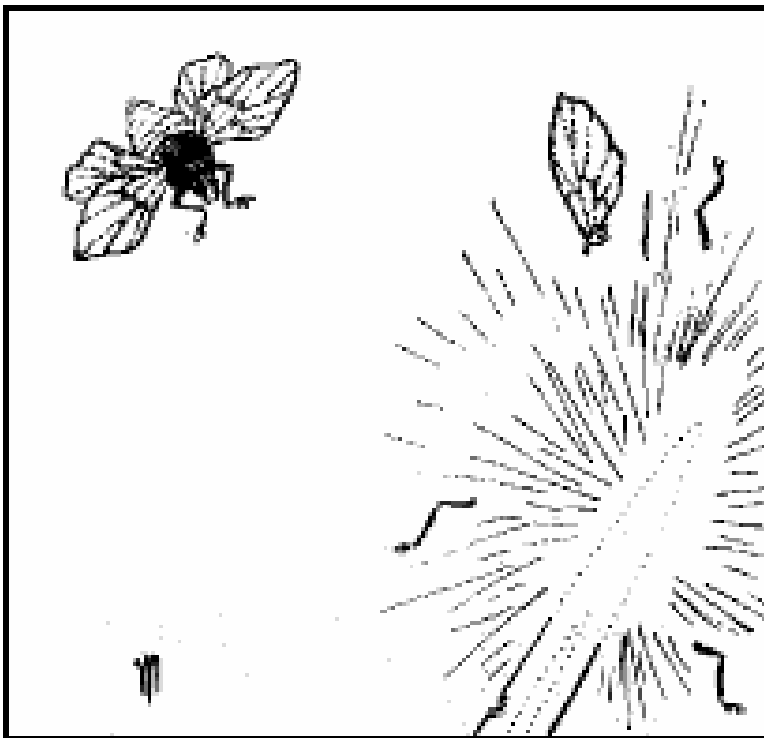
Many species have long, tapering abdomens, sometimes with a sword-like ovipositor. Others are fat-bodied bumblebee mimics. The larvae are often found in decaying organic matter, such as dung heaps and rotting logs, but these pose no threat and are actually a good source of food. Other species live in the soil.

In most species the larvae are omnivorous. Adult robber flies attack other flies, Bees, Beetles, Butterflies and Moths, Dragon flies Giant Wasps, grasshoppers, and some spiders. Senses; Tremorsense 30', infravision 120', darkvision, scent high other senses medium or low.

Main Prey; Insects, Mammals, Main Predator; Spider, human.

Fireball fly (*Diptera pilafurens*)

Insect Giant	Fireball Fly
Type	Lowlife; insect
Climate/Terrain	noncold mountains, hills
Frequency	very rare (almost extinct)
Organization	Swarm
Activity Cycle	day
Diet	omnivore
AL	N
NA	2d6 (lair 6d6)
Size	T; 3" long
ST	2
IN	3
WI	6
DX	12
CO	14
CH	6
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	1/8
HP	1
MV	30'/10'
FL	150'/50'
T HACO	20
Attacks	1 bite
Damage	1d2
Special Attacks;	fire ball burst
Special Defenses;	0
Immune to;	Heat, Fire Charm, Hold, Illusion
Extra Vulnerable to;	Cold
AM	0
Save as;	NM
ML	11
XP	5
TT	incidental
Body Weight	3 cn



Fireball flies travel in small groups in warm wilderness areas. These 3 inch long flies long somewhat like a bluebell fly, yet are colored black and red instead of bluish-black. The greatly dislike temperatures under 15 degrees Celsius, and will relocate to warmer areas when the cold comes up regularly. This is also the reason that these creatures huddle together at night to stay warm in a small very isolated and insulated lair. They reside here about 35% of the time (all night) and resurface as soon as the sun warms their lair. The lair is constructed by paper like tissue (like wasps) in such a way it locks the warms of the sun inside for several hours. How these creatures do this is as yet unknown, and probably will remain so, as these creatures are on the endangered species list.

Combat

They initially attack victims by biting, doing 1d2 hp damage each. If a victim falls, the fireball flies will back away and wait to feed upon the body when it is left alone by any nearby comrades. They will only attack one person in a group at a time. If one or more of an attacking swarm of fireball flies is slain, there is a 50% chance on each round thereafter that 1d2 fireball flies will dive on the victim in suicide attacks. Diving fireball flies will have a +3 bonus to hit and will explode on impact with a solid surface. The dying fireball fly will burst into a 3' diameter ball of flame similar to a miniature fireball; the victim struck will suffer 3d4 hp damage per explosion unless he saves vs. spells (saving will only yield half damage). A victim who fails to save must have all of his equipment save vs. magical fire to keep it from being destroyed; clothing is included, of course. When a fireball fly dives on a victim, the other fireball flies will move out of range of the fireball and will hover nearby to see if the explosion has disabled the victim. If this tactic fails, the fireball flies will not pursue a walking or guarded victim and will leave to find easier prey. A fireball fly is immune to fire of all sorts, even red dragon breath or the heat from molten lava. If struck by any form of magical frost, including a cone of cold, ice storm, or even being touched by a frost brand sword, the fireball fly will die instantly. If struck by a normal weapon (excluding hands or feet), there is a 25% chance that the fireball fly will explode at once; for this reason, missiles and hurled weapons are preferred means of dealing with them.

Habitat/Ecology

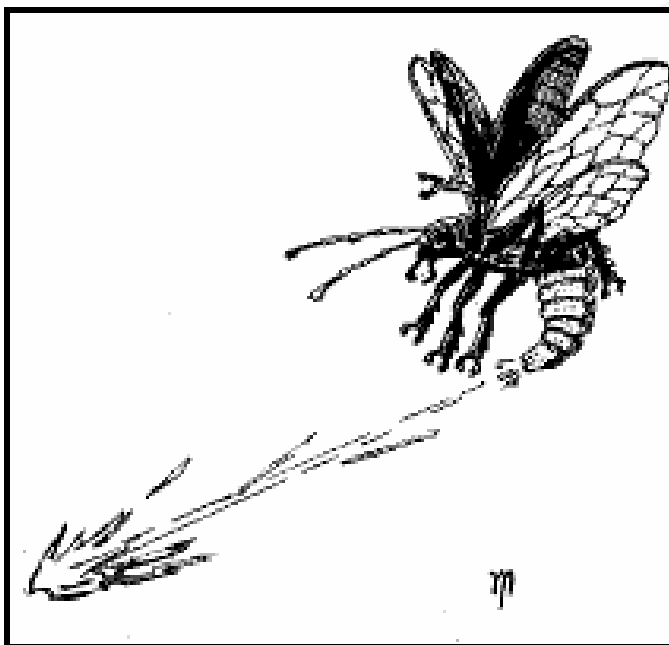
Fireball flies lair in rocky areas, and incidental treasure from previous victims might be found nearby; only rarely will expensive or magical items be found. Fireball flies are sometimes released in dungeons, tombs, or other places that need guardians, though capturing them is very difficult.

Senses; Scent high other senses low.

Main Prey; Heat Main Predator; Spiders, lava fish, shadow elves

Lightning Bug (*Beliaeus fulmenus*)

Insect Giant	Lightning Bug
Type	Lowlife; insect
Climate/Terrain	Temperate forests
Frequency	Uncommon (becoming very rare)
Organization	Swarm
Activity Cycle	day
Diet	energy
AL	N
NA	1d12
Size	T; 2' long
ST	5
IN	1
WI	3
DX	15
CO	15
CH	3
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	1/4
HP	1d3
MV	30'/10'
FL	210'/70'
T HACO	19
Attacks	swarm butts
Damage	4
Special Attacks;	Lightning spark
Special Defenses;	0
Immune to;	Electricity Charm, Hold, Illusion
Extra Vulnerable to;	Water, Cold
AM	0
Save as;	NM
ML	11
XP	5
TT	nil
Body Weight	1 cn



Lightning bugs are actually lightning flies, but the bug name was given by humanoids, who mostly encountered this nasty pest (even to them) and the name stuck even when transposed to other species. The creature is a direct relative to the fire ball fly Lightning bugs tend to swarm harmlessly in temperate forests unless a piece of metal larger than 30 gp in weight is brought within 60' of them. The bugs will sense the presence of the metal and will move toward it.

Combat

When they get within range, they will each discharge a 10' long spark of lightning at the metal; this attack can be made only once per turn. No hit

roll is required, though persons wearing metallic armor or carrying metallic weapons or tools of sufficient size must make saving throws vs. spells to sustain half of the total damage taken from the lightning in each round. Nonmagical or nonmetallic items are unaffected by this spark.

Note; that being properly insulated, such as holding a metal weapon in rubber or thick leather gloves, will prevent any electrical damage from being taken. However, victims who are standing in water have a -4 penalty on their saving throws. Any magical metal object struck by this electrical spark must save vs. lightning at +4, or all magical properties it has will be lost forever.

Giant lightning bugs are themselves immune to all electrical attacks, including natural lightning and blue dragon breath.

Habitat/Ecology

These magical insects give off a blink of light from their abdomens at night, one flash per segment, which can be seen up to 60' away. A dead giant lightning bug will radiate this light continuously for up to an hour, and they have been used as temporary trail markers in this manner. A pile of 20 dead bugs will produce enough light to equal a clerical light spell. Giant lightning bugs have no lairs and keep no treasure, even incidentally. Their habit of 'sparking' metal appears to be related to their mating rituals. They lay their eggs on recently charged metals and the energy and the warmth will help the eggs to hatch within 24 hours.

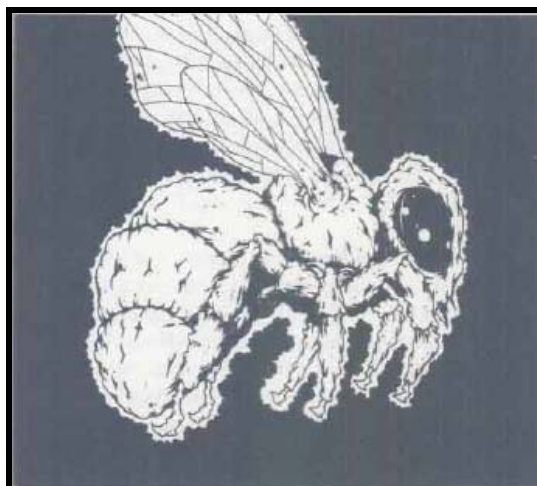
Senses; Scent high other senses low.

Main Prey; rotting plants Main Predator; Spiders.

Steam Weevil (*Beliaeus fumogans*)

Insect Giant	Steam Weevil
Type	Lowlife; insect
Climate/Terrain	Any lava
Frequency	Uncommon
Organization	Swarm
Activity Cycle	Any lava
Diet	energy
AL	N
NA	1d6 swarms of each 4d6
NA outside	1d2 swarms of 4d6 each
Size	T; 1/2"
ST	3
IN	1
WI	4
DX	16
CO	20
CH	5
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	1/2
HP	1d4
MV	30'/10'
FL	180'/60'
T HACO	17
Attacks	swarm butts
Damage	4
Special Attacks;	heat
Special Defenses;	0
Immune to;	Heat, Fire, Lava Charm, Hold, Illusion
Extra Vulnerable to;	Water, Cold
AM	0
Save as;	NM
ML	11
XP	5
TT	nil
Body Weight	1 cn

Steam weevils are tiny flying insects, related to primitive weevils, which thrive on intense heat and pressure in subterranean areas of geothermal activity. They have developed a way to turn the heat of a lava pool directly into usable energy, and many generations of steam weevils live their lives out without ever leaving the deep caverns that are their preferred home. They are found in abundance (almost to



the point from a mere hindrance to a plague) along the Lava Rivers in the shadow elves and broken land caves. They are also found in the caves of the schattenalfen of the hollow world. And due this it is presumed that the egg phase of these creatures drifts along the lava and can surface anywhere.

Steam weevils glow in darkness or dim lighting, because of the intense heat of their bodies.

Occasionally, because of volcanic or seismic activity, a swarm of steam weevils may be carried to the outside world in a blast of hot air or steam or lava stream. They cannot live long in this—to them relatively cold—atmosphere, but they can be dangerous enemies to any nearby creatures in the 1d4 hours before they die.

Combat

A person caught in the midst of a steam weevil swarm suffers 4 points of damage each round from burns if the swarm is at full strength. A swarm takes up an area of roughly 5 feet wide by 5 feet long and 5 feet high. Note that a swarm can only attack one creature or character at a time. Smoke or fire does not bother steam weevils, but water damages them if it is splashed on the swarm (roll against AC7

to hit). Characters may swoop water from a puddle or a stream with their hands, or they may uncover a water container and attempt to douse the bugs that way.

For each splash on the swarm, the damage that the steam weevils can inflict is reduced by 1 (to a minimum of 1). Therefore, if two splashes have hit a swarm, the swarm does only 2 points of damage. However, the water will not slay them, but only reduce the strength of their personal temperature. As long as within reach these creatures will reheat and able to attack anew.

The creature is also vulnerable for cold, and any cold spell will cause double damage, and thus easily slay these creatures.

Habitat/Ecology

These creatures lay their eggs by the millions in the streams of the Lava Rivers. This way spreading their offspring, and literally bringing these creatures anywhere on the world where lava bursts from the restless ground. These eggs will only erupt when brought along the edge of lava, after surviving a period between 3 weeks and 1 year in it. The shadow elves use ground weevils as a major component in the creation of spells like lava breathing and protection against lava/heat.

Cold is a way of the shadow elves to slay these irritant pests, and harvest them to make a truly delicious weevil soup. The shadow elves call this potlucii, and one bowl can contain all weevils of a swarm together with several mushrooms (recipes tend to vary by family tradition). Each bowl is averagely sold for 1sp and is counted as 1 meal. The soup can also be stored and will remain warm for a day in a metal container (this is possibly due the effect of the weevils). Lava fish live on both the eggs and the weevils, and this is their sole reason to jump up from the Lava Rivers.

Senses; Scent high other senses low.

Main Prey; Heat Main Predator; Spiders, lava fish, shadow elves



The Boneless (*Dipterus larvae-permanentus*)

Worm	The Boneless
Type	lowlife(worm)
Climate/Terrain	Underground or moist weather Hollow World Milenia only
Frequency	Very Rare
Organization	Solitary
Activity Cycle	any
Diet	Hemovore
AL	CE
NA	1
Size	L; 15'long
ST	14
IN/WI	7
DX / CO / CH	14
Languages	0
Spellcaster Limits;	0
AC	0
AV	2
HD	10**
HP	10d8
MV	60'(20')
THACO	14
Attacks	1 Bite
Damage	1d10
Attacks	or 1 glob 10'
Damage	4d6
Special Attacks;	Entanglement Blood Drain Death Throes 6d6
Special Defenses;	Fear Aura 20'
	Acid slime
	edged weapons 1/2dm
Immune to;	Charm, Hold, Control. Cold
Extra Vulnerable to;	Fire/Heat
AM	5%
Save as;	F10
ML	10
XP	2500
TT	0
Body Weight	8500LBS



The Boneless is a horrific monster, far more dangerous than its appearance might suggest (from a distance). The Boneless looks like nothing more than a sickly yellow-cream maggot of vast size, up to 15 feet long. Its movement is a peristaltic writhing in the acidic slime it so freely secretes. At the front end is a small mouth ringed with wickedly sharp teeth and, while the creature has no visual sense, it has two dark patches where eyes 'should' be, which it uses for thermal sensing.

Combat

A boneless is an aggressive creature, attacking anything foolish enough to get near to it. It attacks by biting, and can (once a Turn) also spew out a thick glob of very corrosive acid slime once per turn. This glob has a 10-foot radius and a range of 60 feet; with all in the area of effect taking 4d6 damage (a saving throw vs. Dragon Breath halves this damage).

The Boneless likewise has several defenses. It is immune to all magical cold-based attacks (wall of ice, ice storm, etc.). Hits from edged weapons will only inflict half damage on the Boneless due to its thick and slippery skin.

Also, any creature or character in melee with the Boneless may be affected by acid. Any successful melee hit by a character on the creature means that the character must make a saving throw vs. Wands or be splattered by acid on the skin of the Boneless, suffering 1d8 points of damage.

Worst of all, the Boneless radiates magical fear. Anyone approaching within 20 feet of the monster must make a saving throw vs. Spells or be forced to run and flee from the monster at maximum rate for 1d6 rounds. Such an affected character can return to try again, but must make a new saving throw. However, once a successful saving throw has been made, the character will not need to make another for the duration of the combat.

Habitat/Ecology

A boneless is not likely to flee, and adventurers must be careful not to kill a boneless while within 20 feet of it. The Boneless has a final attack upon its death. When slain (unless by a special attack such as a Disintegrate spell), the horror's head arches back, the monster writhes frantically and utters a screaming gurgle, then its body literally explodes. Its disgusting internal organs and acidic slime explode in a 20-foot radius, inflicting 6d6 points of acid damage on all in the area of effect. A saving throw vs. Dragon Breath will halve this damage. This slime not only damages characters but may take out the characters equipment too. At the DM's option, (magical) items carried by PCs should be vulnerable to this acid. Saving throws vs. Dragon Breath can be made for such items with a +1 bonus per +1 of enchantment. This creature will feast upon anything living it can. It is very rare and used for many small creatures as a breeding ground for their own larvae (like poacher wasps).

It is rumored that this creature is a magically altered larvae of original giant bluebottle flies, becoming stuck in its larval form, and altered to accustom by its form. The creature is still in effect an insect, even when it has no metamorphosis phase more.

Dead boneless still are dangerous giving 1d6 damage per round per touch, until they are fully rotten away. Gelatinous cubes are very fond of these corpses, and other such low life also 'enjoy' such a feast, without being affected.

Parasite (*Parasitoid species*)

Irritating Vermin; Lice, Flees, Headlice, Cooties, Bedlice, Ticks, sealice, etc.

Insect	Vermin
Type	Lowlife Insect
Climate/Terrain	Any
Frequency	Common to Rare
Organization	nil
Activity Cycle	Any
Diet	Carnivore/Hemovore Variable
AL	N
NA	1 infestation
Size	T less than 1"
IN/WI	0
ST/D X/CO/CH	5
Languages	0
Spellcaster Limits;	0
AC	na
AV	na
HD	na
HP	na
MV	3'(1')
T/HAC0	na
Attacks	variable
Damage	Variable
Special Attacks;	Variable
Special Defenses;	Variable
Im mune to;	Charm, Hold, Illusion
Extra Vulnerable to;	fire
AM	0
Save as;	host
ML	na
XP	5 irritating 50 other
TT	nil
Body Weight	up to 1cn



These tiny insects cause irritation when feeding or moving on the target. They feed by slightly draining minute amounts of blood or flesh. This causes an itch which can be so damn irritating that it imposes a -1 to Hit, Damage, Saves and all other actions. It also disturbs concentration so greatly that casters must make an intelligence check if using magic or wisdom check if using immortal powers (like clerics or shaman) at -1 for each spell they cast. When failed the spell will be misdirected or does not come to pass. These parasites are commonly found where Demihumans, Humans or Humanoids live. Only with elves they aren't found as these are originally vegetable, however, elves have other vermin to complain about, with similar behavior and irritants.

Important; Vermin of any kind, on animal or Demi-Human-oid can greatly spread diseases like the Black plague, or other. There is no extra xp awarded for this factor. But if a region is cleansed of this disease by use of whatever means the characters use. Award them with 500xp per 8 mile hex infected.

Combat:

Parasites do not inflict combat damage. Each parasite has a special attack mode, outlined above. A victim who survives infestation by one of these parasites should receive the experience point award. Some parasites are deadly, in which case the

victim receives a larger experience point award. Other parasites are merely annoying or inconvenient, so the experience point award is less. In many cases, the majority of the experience points from an encounter with a parasite will come from the subsequent adventures that take place while the victim is seeking a cure.

Habitat/Society:

Parasites are mindless and have no organized society. Most parasites are extremely adaptable and can live wherever their hosts can live.

Ecology:

Parasites derive all or part of their nutrients from the host, usually without contributing anything helpful.

The Red Curse:

Parasites do not acquire Legacies or become Afflicted.

Senses;

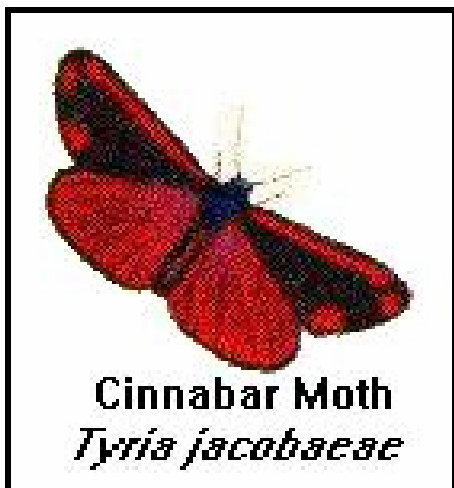
Tremorsense 30', infravision 60', darkvision, scent high other senses low.

Lice, Inheritor (*Phthideridus liheritus*)

These tiny parasites resemble common head lice, usually inhabiting the hair or fur of the host creature. They cause their victims to deplete *cinnabryl* more quickly; the level of increase depends on how badly the carrier is infested. (Roll percentile dice to determine the degree of infestation.) A victim with a 50% infestation depletes *cinnabryl* at an increase of half the normal rate. A 100% infestation would cause the victim to deplete *cinnabryl* at twice the normal rate. Collectively, Inheritor lice can also indiscriminately teleport the carrier up to three times per day to a random location up to 1d10 mile away from the former location. This usually happens if the host is physically threatened or in danger, but can also happen at completely random (and sometimes embarrassing) moments. The Inheritor lice thus attempt to preserve the life of their hosts. Purging a humanoid body of Inheritor lice requires expensive ointments made with *cinnabryl* powder. Saragón lyra birds prey upon these lice. This Parasite can only be found on the savage coast.



Moth, Powder, Cinnabar moth (*Tyria jacobaea*)



These tiny insects swarm together and build breeding-nests inside caches of *smokepowder*. They consume the *vermeil* contained in the *smokepowder*, quickly spoiling it. The moths are so small that they cannot be seen unless a *detect invisibility* is used. After the mating season is over, the insects leave the spoiled powder. The insects cause chemical reactions in the *smokepowder*, which could cause any remaining unspoiled powder to detonate if the container is moved while the moths are still inside. (Roll percentile dice to determine the amount of spoiled powder.) Any person moving a powder-moth-infested keg must make a successful saving throw vs. paralyzation, or the keg will detonate. A full keg of *smokepowder*, if detonated, would inflict 10d6+10 points of damage to everyone within a 10-foot radius, half that out to a 20-foot radius. A successful saving throw vs. breath weapon reduces this to half damage. Also, the damage should be adjusted according to the amount of powder remaining in the keg. A keg that is 50% spoiled would do $(10d6+10) \times 0.5$ points of damage. This detonation depletes *cinnabryl* worn by any Inheritors within the 20-foot radius, at a rate of one week's worth for every 8 points of damage inflicted. An explosion that did 22 points of damage would thus deplete two weeks worth of *cinnabryl*.

This Parasite can only be found on the savage coast.

Pest, Jibarú (Variant species)

The Jibarú jungle abounds with thousands of species of deadly and annoying parasites and insects. Jibarú pests are always either poisonous or equipped with a potentially deadly defense mechanism. The phanatons know how to avoid or neutralize most of these pests. Nearly all Jibarú pests provide some component useful in the preparation of medicines, poisons, and antidotes; some, if prepared correctly, even have the potential to counter Afflictions or other infestations like Inheritor lice, cardinal ticks, and vermilia. Jibarú pests are intended to be more of an adventure hook than true monsters. Three well known Jibarú pests include:

- 1 A small moth that spreads a hallucinogenic powder which makes its victims truly believe that they can fly. The moth can also be used to prepare a medicine that alleviates detriments associated with the Fly Legacy. (**Jipabarius detestus**)
- 2 A small brown leech that drains several hit points worth of blood each week but prevents Afflictions associated with the Strength Legacy. (**Espellium dargastis**)
- 3 A bright green, fiercely territorial, poisonous wasp (if stung, make a successful saving throw vs. poison or die). The wasp's nest can be processed and made into an ointment that will cure those infected with vermilia. (**Vespa jibarii**)

These Parasites can only be found on the savage coast.



Plague, Lupin (*Dalius vitisinus*)



The Lupin plague is an extremely deadly infestation of disgusting burgundy, purple, or ginger-colored maggots. These creatures are usually attracted to maturing grapes, in which they lay tiny eggs. The eggs survive the fermentation of the grapes, hatching months later in the wine. Even worse, the eggs survive if they are ingested by someone unfortunate enough to consume tainted wine or grapes. Once hatched, these maggots grow quickly and eat their host from the inside unless proper medication or magical healing is used. The victim must make a successful saving throw vs. poison with a -3 penalty at the end of each day or die. More than one unscrupulous assassin has used wine tainted with the Lupin plague to kill a victim. These pests were dubbed the Lupin plague because Renardy (the home of the Lupins) is the main producer of wine (and thus grapes) on the Savage Coast. However, new strains could feasibly spread to other vegetables, like hops, potatoes, grain, rice, or scarlet pimpernels. This

Parasite can only be found on the savage coast.

Tick, Cardinal (*Ixodes cardinalus*)

These tiny parasites usually infest humanoids with Legacies (magical abilities or powers derived from extensive use of Cinnabar), although they can survive on blood alone. The presence of cardinal ticks reduces or deprives the host's Legacy powers, but it does not alter the other effects of the Red Curse upon them. Roll percentile dice to determine the level of infestation and thus the host's chance of failure when attempting to use a Legacy. A single melee encounter against a tick-bearing creature causes everyone involved to walk away with a 5% infestation. Ticks then multiply at a rate of 15% each time the host attempts to use a Legacy. Non-humanoids are naturally limited to a maximum 50% infestation. Purging someone of a cardinal tick infestation requires expensive ointments made with *cinnabryl* powder. Scratching off the ticks causes 1 point of damage per 1% removed, unless rare Jibarú medicine can be used (see Jibarú pest). These ticks can often be found on voats, succuli, Slagovich juggernauts, legacy trolls, cinnavixens, and batracines. Saragón Iyra birds often prey on cardinal ticks.

This Parasite can only be found on the savage coast.



Vermilia (*Vermilium cinabarilium*)



Vermilia are red, glowing bacteria which are often mistaken for *vermeil*. Unlike the harmless *vermeil*, however, vermilia are flesh-eating bacteria. They are sometimes found on the decaying bodies of dead, Legacy-using creatures, along with vermeil fungus and scarlet pimpnells. Vermilia infection causes 1 point of damage the first day, the second, 4 the third, 8 the fourth, etc., until either a *cure disease* or a *heal* spell is applied to the victim. Vermilia counts as a +2 magical weapon for purposes of devouring undead or magical creatures. The blood of vulture hounds and various Jibarú pests can be used in the preparation of medicine

useful for killing vermilia. Fire effectively cleanses all vermilia-infested remains. Vermilia is transmitted through physical contact only. Living creatures must make successful saving throws vs. poison to avoid the infection. Undead creatures are automatically infected, but they can attempt a saving throw vs. death magic at the end of each day, with a penalty equal to the damage caused by the vermilia. If the saving throw is successful, the undead creature takes no damage that day. All Legacy-using creatures get a -1 penalty per Legacy to any saving throws associated with vermilia infection.

Heart Tick (*Ixodes pectoris*)

Insect Giant	Tick
Type	Lowlife; Insect
Climate/Terrain	Forest, Grasslands, Bushes
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	Hemovore
AL	N
NA	3d4
Size	S; 6 inches
ST	18
IN	1
WI	2
DX	12
CO	6
CH	5
Languages	0
Spellcaster Limits;	0
AC	5
AV	1
HD	1*
HP	1d8
MV	60'/20'
leap	50'
T HACO	20
Attacks	4 legs
Damage	1d2 each
Attacks	thereafter 1 bite
Damage	1/Tum
Special Attacks;	egg laying
Special Defenses;	Numbing wound
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F1
ML	5
XP	15
TT	nil

There are few creatures more horrid than the Heart Tick, thankfully very rare and endangered; these terrible parasites feed on the blood of mammals, including humans and demihumans.

Heart ticks are roughly circular in shape, averaging 6 inches in diameter and bringing to mind horseshoe crabs or beetles. Their tough exoskeleton ranges in color from dark grey to black. They have no functional eyes and are wholly blind, making use of their excellent hearing to hunt prey. The heart tick has six legs, four of them designed to grip prey and two made for leaping

Heart ticks are utterly unintelligent and have no language. They are known to emit clicks and chirps, but fall silent when prey draws near.

Combat

So delicate is the heart tick's ability to detect sounds that it can hear the heart beat of an approaching creature (human, demihuman, or humanoid) when he is still 50 feet away. Indeed, the heart tick can even tell if the creature's heartbeat is muffled by armor (it will not attack anyone in metal armor).

When an acceptable target comes within range, the heart tick leaps. The target will thus be surprised 1-4 on 6, on the round that it leaps, the heart tick gains a +2 to its initial attack roll, if the victim is surprised this is even increased to +4.

The heart tick attacks four times by driving its four barbed legs into its victim's flesh. In addition to inflicting 1d2 points of damage, a successful hit allows the parasite to anchor itself to its prey. If all four attacks fail, the heart tick has missed its mark and must spend two rounds before it can attack again. Once a heart tick sinks a leg into its victim, it will not use that limb again. Legs that failed to hit on previous rounds will attack each round again until they too have anchored themselves to the host.

Once the heart tick has secured itself to a victim with all four legs, it attempts to plunge its feeding tube into his flesh. No roll is required for this attack and the victim promptly suffers 1 point of damage as the creature feeds upon his blood. On each subsequent Turn, an additional point is lost. When the heart tick has drained a number of hit points equal to its own starting hit points, it is sated. At this point it yanks out its legs, inflicting an additional 1d2 points of damage each, and drops to the ground.

Removing a heart tick from a victim before it has finished feeding is a difficult task. Anyone determined to do so must roll a strength check against the creature with a penalty of 1 on the roll for each leg that has buried itself. Even

if the creature is killed, the legs that it has buried in its victim must still be removed. Pulling these out requires a successful strength check and causes 1d2 points of damage each.

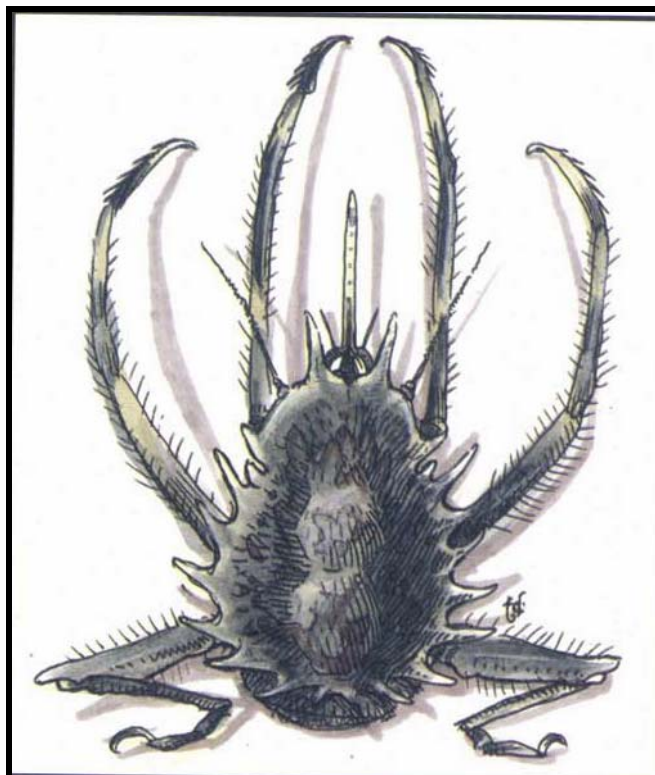
Attacking a heart tick while it is secured to someone requires a great deal of care. Area attacks will inflict full damage upon both the tick and the host, while other attacks will cause only half damage to both parties. Called shots might be possibly to damage only the tick and not the host, although this will depend upon the exact situation.

Habitat/Society

The origin of heart ticks is unknown, but they are believed to have arrived from distant lands in the holds of ships, and as thus they are most often found in harbors worldwide.

Ecology

Like all parasites, heart ticks cannot exist or procreate without a host to feed upon. Unfortunately, the chosen food of these vile creatures is mankind. Anyone who dies from the feeding of a heart tick will be injected with its eggs. A day thereafter the larvae will feed on the host, and one week later 2d4 heart ticks will emerge from the body and begin to seek food.



Tick, Giant (*Ixodes enormous*)

Insect Giant	Tick		
Type	Llowlife; Insect		
Climate/Terrain	Forest, Grasslands, Bushes		
Frequency	Very Rare		
Organization	Solitary		
Activity Cycle	Any		
Diet	Hemovore		
AL	N		
NA	3d4		
Size	S; 5 inches		
ST	22		
IN	2		
WI	3		
DX	4		
CO	10		
CH	5		
Languages	0		
Spellcaster Limits;	0		
AC	4		
AV	1		
HD	2**	3**	4**
HP	2d8	3d8	4d8
MV	30'(10')		
THACO	19	18	17
Attacks	1 bite		
Damage	1d3 each		
Special Attacks;	Continuous bloodloss, Disease		
Special Defenses;	Numbing wound		
Immune to;	Charm, Hold, Illusion		
Extra Vulnerable to;	Fire		
AM	0		
Save as;	F1	F2	F2
ML	5		
XP	30	65	175
TT	nil		
Body Weight	2cn	4cn	6cn

These large 3 inch creatures drop on victims from trees, bushes or cling to high grass and hitch with its intended prey.

The creature drops saliva on the intended place to attack numbing the place instantly. This is the reason the creature's attack often remains unnoticed.

After the initial hit, the tick drains 1d6 hit points of blood every round until its drain total equals its hit point total.

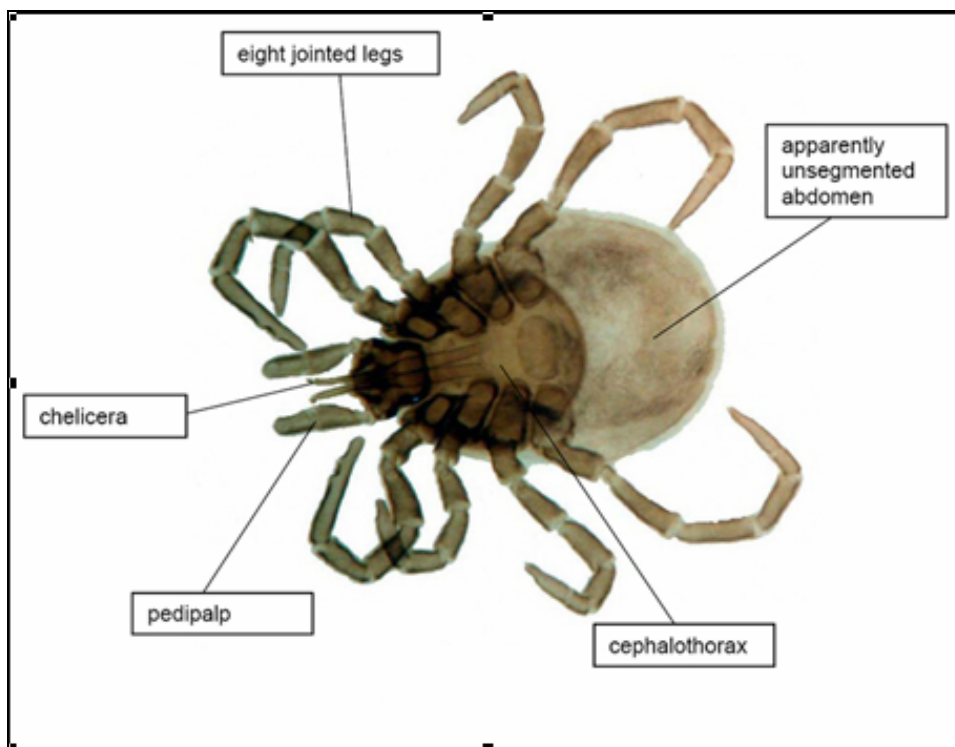
Like all parasites they spread diseases. Their xp gained from defeating one is including this fact. A victim has a 50% chance of contracting a fatal disease (Lyme disease) that kills the host in 2d4 days unless a cure disease is cast. The disease will be noticeable in 24 hours, with strange twitches and uncontrollable muscles; Skills and saves that need motion and THACO -1.Hr thereafter. The wounds of these creatures are clearly visible (as soon as the creature leaves its prey), but have no feeling except numbness. When swollen this could be a clear sign that the victim is infected with this dreaded disease.

Remember, like all bloodsucking creatures they never drain more blood (in hp) from their victim as they have hit points themselves. Thereafter they let go, swollen to a 5 inch diameter. Then they digest their blood, find a mate and lay eggs on plants to end this dreaded circle of life.

Senses; Tremorsense 30', infravision 60', darkvision, scent high other senses low.

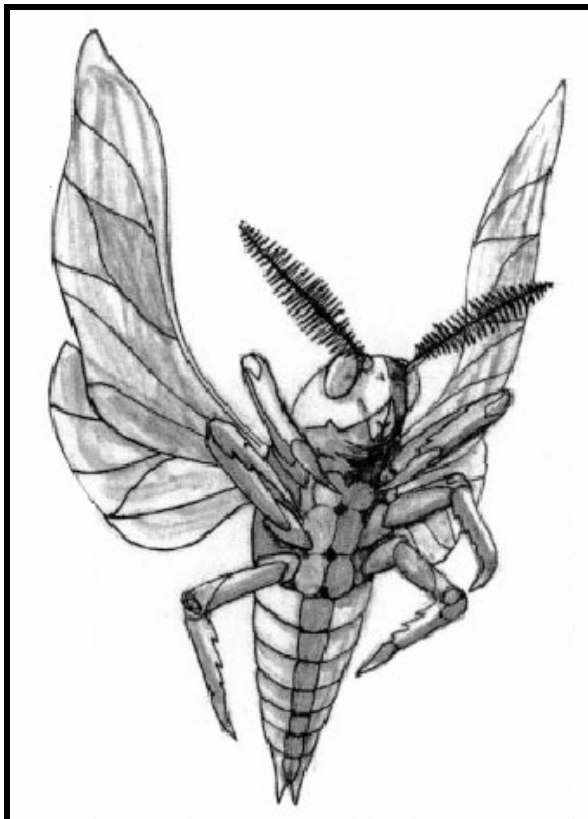
Main Prey; animal blood (mammals only), Main Predator; Spiders, Humanoid, mammals.

In Thyatis this creature is on the instant kill list, there is even a bounty for dead ticks of 1sp each. Other countries could imply (or already have) similar ways to slay these pests. They are somewhat resistant to poison (gaining a +2 to their saves.)



Whispering Moth (*Heterocerus semiloquorus*)

Insect Giant	Whispering Moth
Type	Lowlife; Insect
Climate/Terrain	Underground
Frequency	Rare
Organization	Swarm
Activity Cycle	Night
Diet	Omnivore
AL	NE
NA	20-200
Size	T; 4" wingspan
ST	11
IN	5-7
WI	8
DX	18
CO	16
CH	12
Languages	0
Spellcaster Limits;	0
AC	10
AV	1
HD	1/8**
HP	1d2 each
MV	12'4'
FL	150'/50'
THACO	20
Attacks	as swarm
Damage	1d2 each
Special Attacks;	Swarm Insanity
Special Defenses;	Spell reflection
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F1
ML	6
XP	15
TT	nil
Body Weight	2cn



Whispering moths are to the deep Underground regions what bats are to the surface world; insectivores who serve a useful function by spreading seeds and distributing fertilizer throughout the cavern systems they inhabit. Despite their benefits to the ecosystem, whispering moths are more often cause for alarm than for joy, because they drive most sentient creatures to bizarre behavior and even permanent insanity. Individual moths are about 2" long, with a 4" wingspan; they gained their name because of the soft, slithery noise they make in flight, a sound that seems always on the verge of being intelligible. Their wings are glittering, opalescent blurs when in motion, and they glow with their own light on the top surface. The moths are dark and almost invisible when they are perched on cavern walls with their wings folded shut.

Combat:

Whispering moths are individually weak but gain their strength in numbers. They can attack physically as a swarm, more importantly; the dizzying blur of their glowing wings has magical power and can cause insanity when combined with the sussuration of their wings. Any creature viewing them in darkness must make a saving throw vs. death magic or become raving killers, possessed by bloodlust for a number of hours equal to 24 minus the creature's Wisdom. Creatures caught in the center of a swarm make the saving throw at -1; any creature viewing them near a mirrored surface (such as a still lake or any highly-polished metal) makes the saving throw at a -3 penalty. This insanity effect cannot occur under lighted conditions; as long as creatures remain within the circle of illumination of any light source, they need not make a saving throw. As soon as they step outside the light's protection, they must make the saving throw normally.

Whispering moths are drawn to any source of fire and magical light, even in the middle of combat; however, rather than being destroyed by these lights or fires, a swarm always manages somehow to magically douse it, restoring darkness. Even permanent light sources such as continual light spells or magical weapons are extinguished by the power of the moths.

Finally, the magic of these moths' wings protects them from all spells targeted at them directly; these spells are reflected back at the caster, as if the moths were wearing rings of spell turning.

Society/Habitat:

Whispering moths always travel in groups, never leaving the safety of the fluttering swarm. When resting, they all cover the ceiling or walls of a moist cavern drinking the water from the cave wall.

Ecology:

Swarms of whispering moths feed on fireweed blooms, fungal spores, and small insects, especially cave crickets, small spiders, and cave fisher young. They are believed to be related to Gloomwing moths. The dried wings of whispering moths as useful in the ink for symbols of confusion and in the construction of rings of spell turning. They are valued at 50 gp/moth or more. They lay their eggs in water, where the young go through a larval stage before hatching into adults. A swarm of whispering moths hatching from the surface of an underground lake looks like nothing so much as a layer of light peeling off the surface of the water; the doubled reflection is a sight few creatures survive.

Senses; Tremorsense 30', taste high other senses low

Main Prey; Animals, Fish, Humanoid, Main Predator; Spiders, Humanoid, mammals.

Insect Swarm*

Normal Insect Swarm*

Insect Swarm	Normal Swarm
Type	Lowlife (Insect)
Climate/Terrain	Any,
Frequency	Uncommon
Organization	Swarm
Activity Cycle	Any,
Diet	Varies
AL	N
NA	1 Swarm(1d3 swarms)
Size	3'/HD
IN/WI	1
ST/DX	1
CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	2
HD	2* to 4*
HP	1d10/HD
MV	30'(10')
FL	60'(20')
T HACO	18
Attacks	Area Effect
Damage	varies
Special Attacks;	varies
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F1
ML	11
XP	25, 50, 125
TT	0
Body Weight	minute



An insect swarm is not a single creature, but rather a group of small insects acting together. It may be attracted to light or strange smells, or may be defending its lair. Sometimes they come into existence due other cause and can reach immense proportions, and then they are massive swarms.

The swarm may fill a 10' x 10' x 30' volume or more. The insects are normal-sized, either crawlers (driver ants, centipedes, or spiders), flyers (bees or wasps), or both (beetles and locusts), but always one single type of creature.

No Hit roll is made for the swarm; it is an "area effect." All armored victims within the area and any monsters with AV 9 take no damage at all, those 4 or better automatically take 2 points of damage per round. Unarmored victims and monsters with AV 3 or worse) take 4 points per round. Any victim who runs out of the swarm, or who swats the insects, takes only 1 point per round.

If the swarm is damaged, it will pursue its attacker nearly without fail (ML 11). A victim may still escape either by disappearing from sight (invisible, around a corner, etc.) or diving under water (which kills all the insects after one round, during which normal damage is done). Any victim may swat at the insects. A weapon or torch must be used; attempts to swat with hands or arms have no effect.

As individuals, velvet ants, grasshoppers, and locusts are relatively harmless. But in swarms, these insects can cause immense damage to fields and forests, as well as threatening the lives of all creatures in their path.

For almost all insects swarms these statistics are used, only the velvet ant, grasshoppers (Locusts) and the massive plague-like swarms are mentioned differently.

Insect swarms of any kind, don't use their senses very well, they just come and go after available food on location. However, one could say that these creatures can be having a high sense of smell as they are clearly steered by the pheromones they eject each individual.

Ant Swarm (*Formicidae species*)

Insect Swarm	Ant Swarm
Type	Lowlife (Insect)
Climate/Terrain	Tropical forest, hills or Plains
Frequency	very rare
Organization	Colony
Activity Cycle	Day
Diet	Omnivore
AL	N
NA	see below
Size	3/4 inch
IN/WI	1
ST/DX	1
CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	10
AV	0
HD	see below
HP	1 hp/10 ants
MV	60'/20'
T HAC0	see below
Attacks	1 bite/round
Damage	see below
Special Attacks;	poison
Special Defenses;	0
Im mune to;	0
Extra Vulnerable to;	Fire
AM	0
Save as;	F1
ML	8
XP	special
TT	0
Body Weight	1cn/5ants

There is no sight more fearsome than a swarm of red or golden army ants on the march through a tropical forest, steadily consuming everything in their path. The individual ants resemble smaller versions of giant ants, red or golden in color with powerful mandibles. The swarm is a mobile colony of ¾"long workers numbering in the thousands (to determine the number of ants in the swarm, roll 1d10 and multiply the result by 1500). A single queen, identical to the workers except for her enlarged abdomen and tiny unusable wings, marches in the center of the swarm. If the queen is killed the swarm dissipates and each individual will be eaten by any predator able to.



The swarm moves in a straight line as a solid block of ants (about 150 ants per square foot). The ants eat all organic matter in their path, including any creatures too slow to get out of their way. If the ants approach a river or other obstacle, they turn 90 degrees and continue their march. They will not get out of their way to attack and are therefore easy to avoid. Any creature in contact with the swarm has a 90% chance per round of suffering 1d6 damage from bites (no hit roll needed).

If bitten, the creature must roll a saving throw vs. poison or suffer an additional 1d2 points of damage from the mild poison. Check for bites and poison each round the creature is in contact with the swarm.

Each point of damage inflicted upon the swarm kills 1d20 ants. Ants may be scattered with smoke or fire; immersion in water washes them off. If half the swarm is killed, the surviving ants attempt to scatter and hide; since the ants scatter equally in every direction, this actually increases the possibility a creature in the vicinity may be attacked. If an entire swarm is killed, award 975 xp per 1500 ants.

Velvet Ants swarm (*Mutillidae species*)

Insect Swarm	Velvet Ants
Type	Lowlife (Insect)
Climate	Tropical, subtropical/Temperate
Terrain	Forest/Hills/Plains
Frequency	very rare
Organization	Swarm
Activity Cycle	Day
Diet	Omnivore
AL	N
NA	see below
Size	T; 1"long Swarm see below
IN/WI	1
ST/DX	1
CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	see below
HP	1d10/HD
MV	60'(20')
THACO	see below
Attacks	Area Effect
Damage	varies
Special Attacks;	Poison
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F1
ML	5
XP	25, 50, 125
TT	0
Body Weight	minute
total mass	1cn/5Hp



The velvet ant resembles a plump version of the common ant, except for the soft fuzz that covers its entire body. The fuzz is usually red or black, but it can also be yellow, brown, or orange.

Combat:

A velvet ant swarm eats everything in its path, animal matter as well as vegetation. To determine the size of a swarm, roll 1d100 and multiply the result by 10 to find the amount of square feet covered by these creatures. There are about 100 ants per square foot; therefore, a block about ten feet per side holds a swarm of 10,000 ants.

If a swarm comes in contact with an obstacle, it turns around or aside and continues. A victim in contact with a swarm has an 80% chance per round of being bitten and suffering 1d4 points of damage.

The victim must roll a successful saving throw vs. poison or suffer intense pain for the next 2d4 turns, making all attack and damage rolls with a -2 penalty during this time. Each point of damage inflicted on an insect swarm kills 1d20 insects. They may be scattered with smoke or fire; immersion in water washes them off. If half of a swarm is killed, the survivors attempt to scatter and hide. If an entire swarm is killed, award 500 experience points.

Habitat/Society:

Insect swarms are migratory, sleeping at night wherever they happen to be. Females lay up to 100 eggs every year. These insects have no leaders or any specialized workers. They do not collect treasure.

Ecology:

Velvet ants eat seeds, grasses, and meat, especially enjoying carrion. The poison of velvet ants renders them inedible to carnivores, only spiders and insects immune to poison consume these creatures. It is rumored a velvet ant swarm's greatest enemy are the lowlife slimes, and oozes.

Grasshoppers and Locusts (*Gomphocerinae species*)

Insect Swarm	Grasshoppers, Locust
Type	Lowlife (Insect)
Climate	Tropical/Subtropical
Terrain	Forest/Hills/Plains
Frequency	very rare
Organization	Swarm
Activity Cycle	Day
Diet	Herbivore
AL	N
NA	see below
Size	1'; 2" long swarm see below
IN/WI	1
ST/DX	1
CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	see below
HP	1/20 insects
MV	60'/20'
FL	180'/60'
T HAC0	18
Attacks	Area Effect
Damage	varies
Special Attacks;	0
Special Defenses;	0
Immune to;	Cham, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F1
ML	5
XP	2000
TT	0
Body Weight	minute
total mass	1cn/5Hp



The grasshopper is about two inches in length and is usually green or brown in color. The grasshopper can make leaps of about four feet. Locusts are a type of grasshopper, with shorter antennae. They can rub their

hind legs against their wings to produce a distinctive chirp.

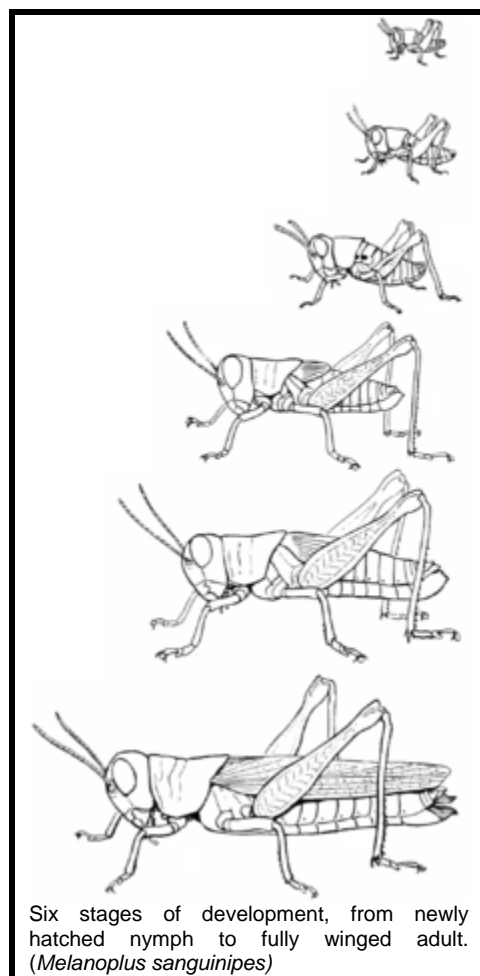
There is no taxonomic difference between locust and grasshopper species, and the term "locust" is used for grasshopper species that change morphologically and behaviorally on crowding, to form swarms or hopper bands (of immature stages). These changes, or phase polymorphism, whose solitary and gregarious phases were first as thought as being a separate species. Research has identified that swarming behavior is a response to overcrowding. Increased tactile stimulation of the hind legs causes an increase in levels of serotonin. This causes the locust to change color, eat much more, and breed much more easily. The transformation of the locust to the swarming variety is induced by several contacts per minute over a four-hour period. It is estimated that the largest swarms have covered hundreds of square miles and consisted of many billions of locusts.

Combat:

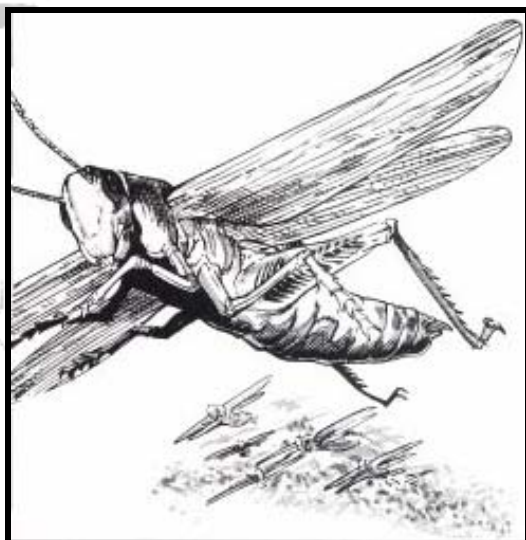
Grasshopper and locust swarms fly from place to place in search of lush fields on which to settle and consume. These swarms move in straight lines and are easy to avoid. To determine the size of a grasshopper swarm roll 1d100 and multiply the result by 1000. There are about 20 grasshoppers or locusts per cubic foot (for convenience, assume there are 20 insects per cubic foot when approximating the size of flying swarm). Therefore, a block about ten feet per side (1000 cubic feet) holds a swarm of 20,000 locusts. These creatures don't have actually a HD as swarm, but more as individual (Which is 1/20 insects).

A victim in contact with a grasshopper or locust swarm has a 90% chance per round of being bitten and suffering 1 point of damage. Additionally, victims within a cloud of these insects have their vision reduced to 2d4 feet.

Each point of damage inflicted on an insect swarm kills 1d20 insects. They may be scattered with smoke or fire, immersion in water washes them off. If half of a swarm is killed the survivors attempt to scatter. If an entire swarm is killed, award 2000 experience points.



Six stages of development, from newly hatched nymph to fully winged adult. (*Melanoplus sanguinipes*)



Habitat/Society:

Locust swarms are migratory, sleeping at night wherever they happen to be. Females lay up to 100 eggs every year. These insects have no leaders or any specialized workers. They do not collect treasure.

Ecology

Grasshoppers and locusts prefer seeds and grains. Snakes, mice, birds, and spiders are among these insects' numerous natural enemies. Grasshoppers and locusts can be eaten by carnivores.

A swarm will increase the yield of all predators for months, and as thus increase their amount of offspring for a mating season. Thereafter all numbers balance again, due to the effect that the locust also removed most food, and this needs time to grow again.

If a character is caught in an insect swarm, vision is limited to ten feet, and the person incurs damage each round from insect bites. The concentration needed for spell casting is impossible, as insects land in eyes, mouth, nose, and ears. Furthermore, being invisible or otherwise undetectable is no protection. If a character is unable to escape the swarm, after 10 rounds the damage increases to double points a round. After 20 rounds, the damage is triple points a round due to the likelihood of suffocation, as the insect bodies completely cover the victim.

Attacks of swarms last 5 to 45 minutes.



Massive Swarm

Insect Swarm	Massive Swarm
Type	Lowlife (Insect)
Climate/Terrain	Any,
Frequency	very rare
Organization	Swarm
Activity Cycle	Any,
Diet	Varies
AL	N
NA	1 swarm
Size	10/HD
IN/WI	1
ST/DX	1
CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	2
HD	to 1000*
HP	1d10/HD
MV	30'(10')
FL	60'(20')
T HACO	18
Attacks	1 bite/round
Damage	varies
Special Attacks;	0
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	Fire
AM	0
Save as;	F1
ML	12
XP	calculate
TT	0
Body Weight	minute



These swarms are the ones of the biblical plagues on the world' swarms like these can hold up to 120 million insects, but seldom last more than a few weeks, and are constantly on the move for more food.

These are mostly locusts, but could be any insect. From time to time, massive amounts of these creatures congregate together and feast upon anything edible. Whole fields could disappear in a matter of hours. Known species include mosquitoes (when nearby swarms or similar are extremely warm and wet), Locusts (biological reason—they even change color and feeding habits, sometimes even feeding on animal matter), Lice (mostly during warmer periods when rats are abundant and health is low—often followed by a disease like the plague) or horseflies (as with lice a

lowered health on the animals in a warmer period.

To the DM, there is a base chance that a swarm will come in to existence of 5% once each decade, but this will increase with 5% for each of the following; higher temperatures, more rain or water influx, a disease killing cattle, plants or animals, overall lack of health—no sewers, no washing, overabundance of food plants after a long fertile period of weather.

With driver ants millions of insects, birds, amphibians and small mammals that can't get out of the way are killed and eaten or taken away. Luckily giant insects can NEVER exhibit this trait. This is due to the massive amounts of food they need with their enlarged body, this thus blocks the urge to congregate and feast. The largest insects to swarm now and then are giant ants, when a nest relocates to a new place, feeding on the way, but these are handled individually an insect swarm.

While these massive swarms are a clear threat to acres and fields or forests, they never are the cause for massive amounts of deaths.

No Hit roll is made for the swarm; it is an "area effect." All armored victims within the area and any monsters with AV 4 take no damage at all, those 2 or better automatically take 1 point of damage per round. Unarmored victims and monsters with AV 0 take 2 points per round. Any victim who runs out of the swarm, or who swats the insects, takes no damage.

If the swarm is damaged, it will pursue its attacker nearly without fail (ML 11). A victim may still escape either by disappearing from sight (invisible, around a corner, etc.) or diving under water (which kills all the insects on the victim's body after one round, during which normal damage is done). Any victim may swat at the insects. A weapon, plank, flat surface, or torch must be used; attempts to swat with hands or arms have no effect.

Main Prey; Any organic matter (mostly plant), Main Predator; Any insect eating creature, self deprivation.

Molluscs (*Molluscae species*)

Oyster, Giant (*Hyotisa Hyotis gigas*)

Mollusc	Giant Oyster
Type	Normal Animal
Terrain	Any Salt Water
Climate	Any but cold
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Day
Basic era	Permian
Diet	Carnivore
AL	N
NA	0(1d4)
Size	M-L; 1'+1"/hp
ST	25
IN	1
WI	3
DX	3
CO	24
CH	6
Languages	0
Spellcaster Limits;	0
AC	5(-2 if closed)
AV	7 (inside 0)
HD	10
HP	10d8
MV	3/ Hour
THACO	10
Attacks	1 Clamp
Damage	4d6
Special Attacks;	Entrap
Special Defenses;	Closing shell
Immunities	None
Special Weaknesses	None
MR	0
Save as;	F5
ML	na
XP	1090
TT	95% pearl 1d100x100gp
Body Weight	hp x 100cn



Giant oysters look just like ordinary ones, except that they are 6 feet in diameter and stand 4 feet high. The giant oyster has a grayish color, a more or less elongated shape, and an uneven exterior, they may be found in nearly any type of watery environment, although they are most often found in cold, shallow water.

Combat

When open, the AC of a giant oyster is 5, and -2 when closed. The shell gives it an AV of 5. Any damage to the shell will reduce its value accordingly. When attacked from a distance, a giant oyster closes its shell and does not open for at least 1 turn. The creature can entrap its attacker between the parts of its shell. (A total of 50 Strength points are needed to pry it open without killing / harming the creature.

Habitat/Society

These creatures live solely on the oceans in reefs or along shores. They can be found in any water of between 300 and 20 feet depth. Sometimes, these creatures take a wrong turn in their difficult movement and can thus be found beyond these limits, but

deeper areas will cause their death due to the pressure and at more undeeep areas, there is the threat of the tides, falling dry and predators of the land, like humanoid.



Ecology

Most oysters (95%) of this size will bear a pearl of 1d10 x 100gp value, with the normal chances of color variations and rarity thereof. . Additionally, there is a 5% chance that a giant oyster contains a giant pearl. The value of these pearls is most commonly about 1d12 x 1000 gp each, as exceptionally large, flawless specimens are worth more than 10.000 gp. The shells can be used in a variety of ways, as primitive dormitories, furniture, tools (cut out), decoration, etc. a complete shell will have a value of 1sp/cn.

These carnivores feast normally upon Carrion, other shellfish, mollusks and crabs. Main Predator; Giant Crabs, Giant Lobster. Main Prey; Shellfish, common crabs Plankton, or small creatures.

Giant Clam (*Tridacna gigantes*)

Mollusc	Giant Clam
Type	Normal Animal
Terrain	Deep ocean/ Hydrothermal vents
Climate	Any but cold
Frequency	Rare
Organization	Colony
Activity Cycle	Any but cold
Basic era	Permian
Diet	suspension feeder
AL	N
NA	20/80
Size	M-L; 1'+1"/hp
ST	24
IN	2
WI	3
DX	2
CO	22
CH	8
Languages	0
Spellcaster Limits;	0
AC	7 (-2 if closed)
AV	8 (inside 0)
HD	5+5
HP	5d8+5
MV	3'/ Hour
THACO	15
Attacks	1 Clamp
Damage	2d6
Special Attacks;	crushing 2/r
Special Defenses;	Closing shell
Immunities	None
Special Weaknesses	None
MR	0
Save as;	F5
ML	na
XP	1090
TT	95% pearl 1d100x100gp
Body Weight	hp x 100cn



Giant clams are huge, mostly immobile bivalves. An average specimen measures 6' high and over 3' wide. The shell is grey to chalk white in color, and several inches thick. The innards can be very colorful.

Combat:

Giant clams do not attack per se; rather, they possess an instinctive defense mechanism that can be dangerous to the unwary. Lining the lips of the bivalve are numerous, hair like cilia that are extremely sensitive to pressure. When touched, they cause the clam to slam shut with great speed and force. Anything struck by the two shell halves (make a normal attack roll) takes 2d6 hp crushing damage. Moreover, a character must make a Dexterity check or have a limb trapped. Trapped characters take 2 hp damage per round until they are successfully freed. A character may attempt to get free by making a successful strength check against the creature; if this is done, no other action can be taken that round. Up to four other people may attempt to help free a trapped character. For each additional person helping, add that person's bend strength adjustment to the trapped character's chance to win free. The chance of opening a clam is doubled if a person uses a spear, sword, or similar item to gain leverage. Alternatively, a character may be freed by killing the clam. This is, however, no easy task. The exterior of the clam is so thick and hard (AV8) that piercing weapons do but 1 hp damage, plus any Strength and magical modifiers. Slashing weapons do half damage, while blunt weapons do full damage. The interior of the clam is relatively vulnerable (AV0) but can be attacked only by missile weapons or weapons over 4' long and then only if the clam is at least partially open. Note that a clam held open because it is gripping someone's limb is considered to be partially open. If a campaign uses the alternative critical-hit or called-shot rules, a character may sever the muscles that bind the clam shut without killing it.

Habitat/Society:

Giant clams are typically found in the vicinity of hydrothermal vents, although they may very rarely be encountered in other parts of the ocean. Now and then, treasure items can be found on or near a giant clam, having been left by an unfortunate trespasser. Giant clams reproduce sexually. The female lays hundreds of thousands of eggs into the water where they are fertilized by the male's sperm. The fry hatch in 3-4 weeks, moving about slowly (MV 12'/4') by means of undulating cilia.

Ecology:

Giant clams are suspension feeders. Those growing around hydrothermal vents live in a symbiotic relationship with bacteria that convert suspended mineral particles into food. Those living in other areas feed on suspended organic matter. Giant clams, both as fry and in their mature state, are a source of food for many of the sea's creatures. Deep-dwelling octopi have been known to use their shells as lairs.

Large Clams (*Mollusca species*)

Mollusc	Large Clam
Type	Normal Animal
Terrain	Ocean Shallows
Climate	Any but cold
Frequency	Rare
Organization	Solitary
Activity Cycle	any
Diet	suspension feeder
AL	N
NA	1d4
Size	M; 6" diameter
ST	19
IN	1
WI	3
DX	5
CO	16
CH	9
Languages	0
Spellcaster Limits;	0
AC	10(3 if closed)
AV	7 (inside 0)
HD	3+3
HP	3d8+3
MV	12"/4'
THACO	17
Attacks	special
Damage	special
Special Attacks;	entrapment
Special Defenses;	Closing shell
Immunities	None
Special Weaknesses	None
MR	0
Save as;	F1
ML	12
XP	50
TT	special
Body Weight	hp x 100cn



Large clams (including oysters, scallops and other shellfish similar) are found in shallow waters, to a maximum depth of 200 feet. The soft bodied mollusk lives in a hard, protective shell that it opens for feeding and closes against predators. The upper shell of the large clam is a light brown (some have white markings), the lower shell is white. The clam has tiny blue eye-spots located near the edge of its shell. These can distinguish between light and shadow and detect movement, but cannot estimate size. Special organs near the front of the mantle cavity, where the soft body of the clam sits,

detect and analyze chemical traces in the water. Communication with large clams is probably not possible except on the most empathic levels.

Combat

The large clam is not a direct threat, but can be dangerous if approached incautiously. When threatened or when something tries to reach inside its shell, the shell =fish reacts by closing its shell. The clam's adductor muscles, which act as a hinge for the shell are quite powerful; a successful strength check against the creature penalized by -2 is needed to force the shell open again (and bringing the creature the remaining points rolled as damage).

Some species have wavy-edged shells that are very sharp. On a natural hit roll by the shellfish they could sever a trapped limb or finger.

Habitat/Society

The large clam is not usually found in large numbers, though rumor persists of large beds. An individual clam's location is not fixed, as it can use its inhalant and exhalant siphons to move across the sea bottom when the supply of food in an area runs low or in a form of escape to a predator.

The large clam filters small shrimp and sea animals from the water (plankton); it also lives on algae colonies growing inside the shell mantle. The clam's external cilia evolved into small tentacles about 2 feet long. These are used to grasp prey and move it to the clam's stomach. The cilia are too weak to cause damage or hold any creature with a strength greater than 6.

Ecology

Some undersea races, such as tritons and merrow, tend beds where domesticated large clams or oysters are grown. The most important predators of clams are starfish and, of course humanoids, seeking wealth or food.

The inside of the shell is lined with mother-of-pearl, with a base value of 50 gp, and a maximum of 500gp. A large clam has a 5% chance for a single pearl valued accordingly the following table.

The pearl might be as large as a fist, but will not be as lustrous as smaller pearls from common pearl oysters. The chance for a large oyster to have a pearl is 25%, with the same values as per table. While clams do not actively accumulate treasure, there is a 5% chance4 that, scattered about or buried in the sediment around the clam, one can find a few coins, accouterments, or minor magical items from a unfortunate victim who was caught and drowned.)

Larger or smaller shellfish can be generated by assuming 1+1 HD/two feet of shell diameter and adjusting other characteristics accordingly.

Giant carnivorous scallop (*Pectinidus carnivores*)

Mollusc	Carnivorous scallop
Type	Normal Animal
Terrain	Tropical shallows
Climate	Any but cold
Frequency	very rare
Organization	Solitary
Activity Cycle	any
Diet	carnivore
AL	N
NA	1d4
Size	M; 6'diameter
ST	18
IN	2
WI	5
DX	9
CO	10
CH	8
Languages	0
Spellcaster Limits;	0
AC	10(4 if closed)
AV	7 (inside 0)
HD	4+4*
HP	4d8+4
MV	12'/4'
SW	30'/10'
THACO	17
Attacks	special
Damage	special
Special Attacks;	Propel self Entrapment Surprise
Special Defenses;	Closing shell
Immunities	None
Special Weaknesses	None
MR	0
Save as;	F2
ML	9
XP	200



The giant carnivorous scallop is, to the uninitiated, virtually indistinguishable from a large clam. However, it has evolved a slightly higher intelligence than its cousin, and actively hunts for prey. Which the creature can see with 50 to 200 eyes on its inner rim. This creature can actually swim by making butterfly movement with its shell.

Combat

It can, by sudden expulsion of water, jet backward, ramming an opponent within 30 feet for 1d10 points of damage (hit roll needed).

The carnivorous scallop's usual method of attack is to expel a mild neurotoxin through its exhalant siphon. The toxin disperses in a 10 feet diameter cloud that paralyzes for 1d12 rounds any creature that fails to make a successful saving throw vs. poison.



The paralyzed prey is then grasped by the external cilia and either drawn directly into the stomach (where it suffers 1 point of damage per round while being digested) or cut into smaller pieces by sawing motions of the shell (which inflict 1d3 points of damage each round). Sometimes a carnivorous scallop buries itself in a sandy ocean bottom to hide from predators or surprise prey. When the clam is thus concealed, opponents are surprised 1-2 on 1d6.

Habitat/Society

Scallops are a cosmopolitan family, found in all of the world's oceans. Many scallops are highly prized as a food source. The brightly colored, fan-shaped shells of some scallops, with their radiating fluted pattern, are valued by shell collectors.

Ecology

Scallops are a popular type of shellfish in cooking. They are characterized by having two types of meat in one shell: the adductor muscle, called "scallop" which is white and meaty, and the roe, called "coral", which is red or white and soft. Throughout antiquity, scallops and other hinged shells have symbolized the feminine principle. Outwardly the shell can symbolize the protective and nurturing principle, and inwardly the "life-force slumbering within the Earth", an emblem of the vulva. Many paintings of Valerias, the Thyatian goddess of love and fertility, included a scallop shell in the painting to identify her. Alternatively, the scallop resembles the setting sun, which was the focus of the Celtic rituals of the area.

Savage coast trumpet (*Campanile gigas-rex*)

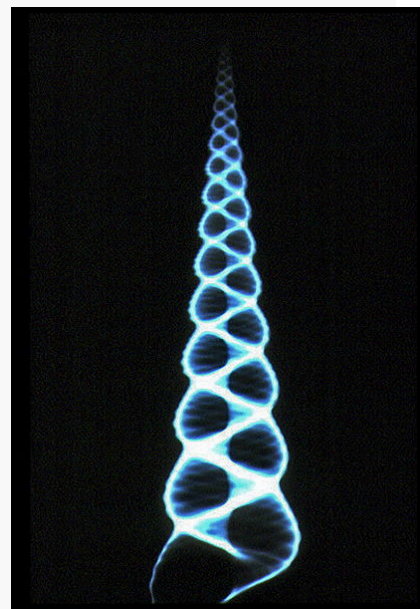
Mollusc	Savage Coast Trumpet
Type;	Lowlife; Gastropod
Climate/Terrain;	Ocean
Frequency;	Very Rare
Organization;	Solitary
Activity Cycle;	Any
Diet;	Omnivore
AI;	N
NA;	0(1d2)
Size;	G; 15'+1'/HD
ST;	26
IN/WI;	2
DX;	5
CO;	18
CH;	15
Languages;	0
Spellcaster limits;	0
AC;	8
AV;	2 Shell 8
HD	15-100
Hp	1d10/HD
MV;	60'(20')
THACO	11
Att.;	1 Bite
Damage;	2d6
Special Attacks;	Trample
Damage	2d6+1/HD Lowlife lure scent
Special Defenses;	Shell
Immune to;	Blunt Weapons, Acid, Water
Extra Vulnerable to;	Fire. Electricity
AM;	0
ML;	10
XP;	as HD
Tt;	Shell
Weight	400 LBS +50 LBS/Hp

This is the largest living marine shelled gastropod species in the world. These shells are white-grey pink veined marble-like, and gleam inside like mother-of-pearl. Outside they are as rough as normal shells. These gastropods shells are spirally coiled, usually right-handed, but in some the coiling is left-handed. The gastropod shell has several layers, and is typically made of calcium carbonate precipitated out into an organic matrix known as conchiolin. The shell is secreted by a part of the molluscan body known as the mantle. The whole shell has a spindle-like shape. The spire of the shell is high. The whorls usually have a strong keel which can have nodules on it. The shell has a long siphonal canal. There are no folds on the columella.

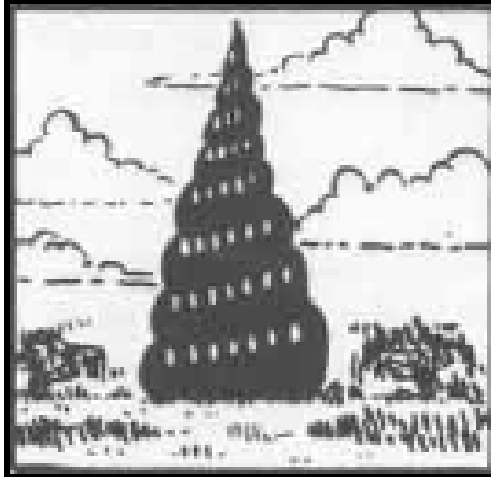
This species dates from the Eocene epoch. With a shell length of 15' or much greater (the largest specimen stands in Tanakumba with 202' tall). This is considered to be one of the largest (longest) species of shelled gastropod that ever lived. It is found mostly in the waters nearby Tanagioth archipelago. These giant snails live on sandy bottoms down to about 1000 feet. This carnivorous species is specialized for feeding on worms, slimes and puddings and other lowlife crawling on the bottom of the seas. It may seem unlikely for such a large gastropod to feed on lowlife, but the creature seems to be able to derive a scent to lure its prey, like as is charmed they will come to it.

Combat

This creature will not attack normally, preferring to retreat into its shell until danger is passed. Yet it will more often crawl over any offenders as if not being their. Any prey they will bite while being trampled (as its mouth is located underneath the front part of its body. The creature is very rare and some sages say it will become extinct in a century or so. The smaller versions (up to 15') could survive however.



Use



The indigenous peoples of the Thanagioth archipelago (the people of Yavdlom) use the shells of these creatures left over after a giant tidal wave (probably the disaster of the Great Rain of Fire or a great earthquake and tsunami in 1750BC)) as homes.

They erected the shells right up, leveled all floors, and created doors and lots of windows inside. Some still have the slanted floors slowly climbing to the spiral; others have the spine created with a spiral staircase.

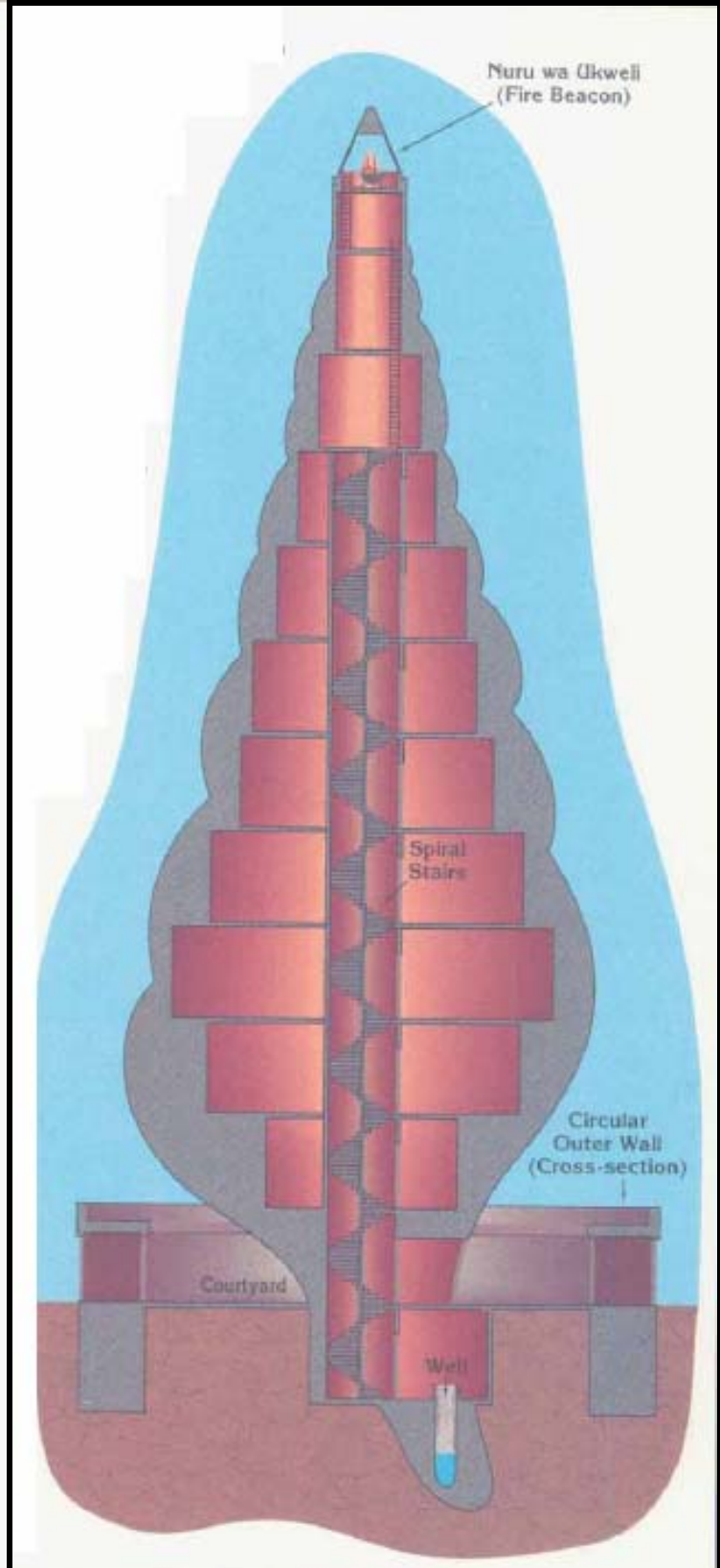
These graceful shell buildings rise from 30' to 150'. Many sport hundreds of tiny windows, and balconies cascading with colorful tropical flowers. Some shell towers are built on land and are encircled by a thick wall that extends deep into the ground to help stabilize the building (see illustration).

Others, especially in Tanakumba, are designed to sit directly in water. These latter have broad bases at water level, supported by enormous metal or stone columns sunk into the lake bed. The circular outer wall protects the lower levels from being inundated by lake water, even in storms, and serve as docks.

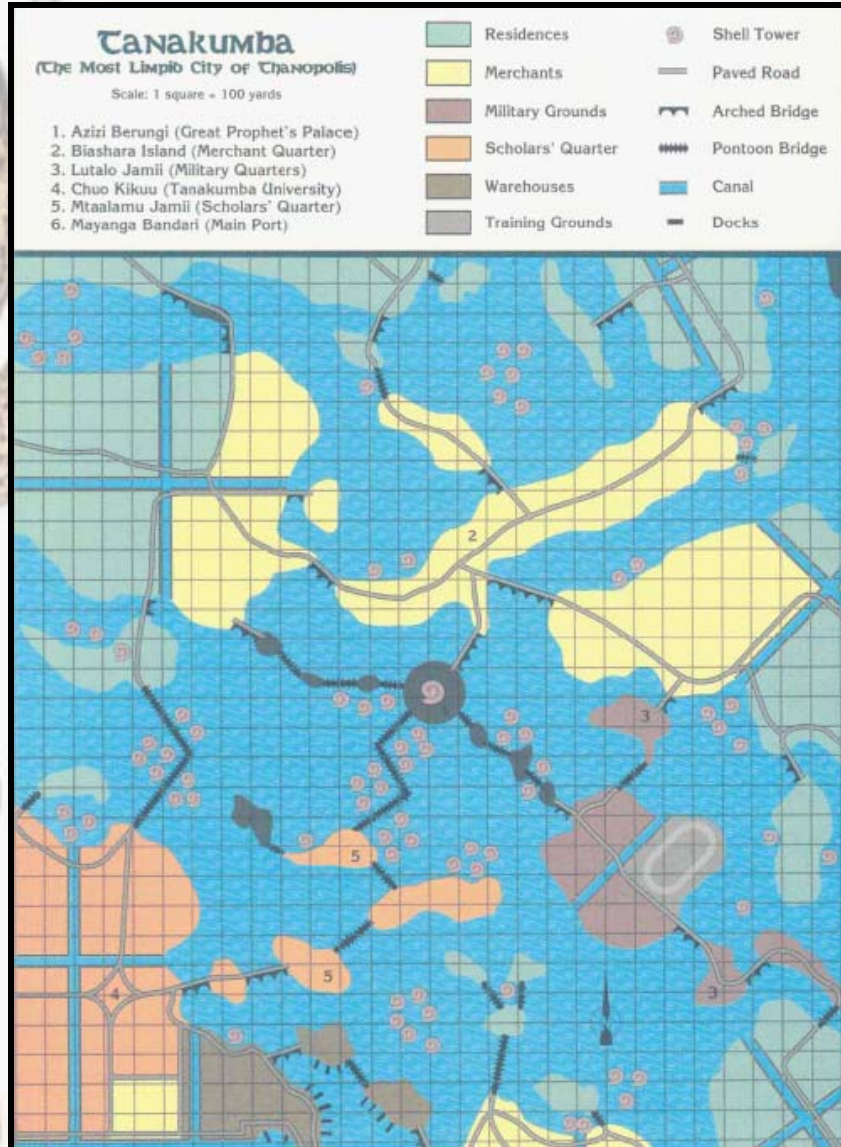
By custom, each shell tower has a special chamber occupying the uppermost level of the building. This houses the Nuru wa Ukweli, or "Light of Truth," a brazier which is kept burning at all times to signify wisdom. It's a common belief in Yavdlom that bad luck is sure to fall on any household which fails to keep their Nuru wa Ukweli lit.

Usually constructed from giant shells found nearby and then altered with shell form spells (a variant of Stone form), these buildings are similar to the great shell which stands on an artificial island in the center of Tanakumba. Yavdlom's shell towers are the traditional homes of seers and prophets. Although other important and wealthy people may have shell towers as part of their estates.

There are only four shells found as being larger than 150'. These are used in the Tanakumba (also known as Thanapolis), Quagmire, The Sunken City and the City to be. They are given here.



Thanapolis/ Tanakumba



The greatest shell tower in the Divinarchy is the Great prophet's Palace-a natural but enormous conch shell erected in Tanakumba centuries ago. This ancient giant shell stands an impressive 202' tall marvel.

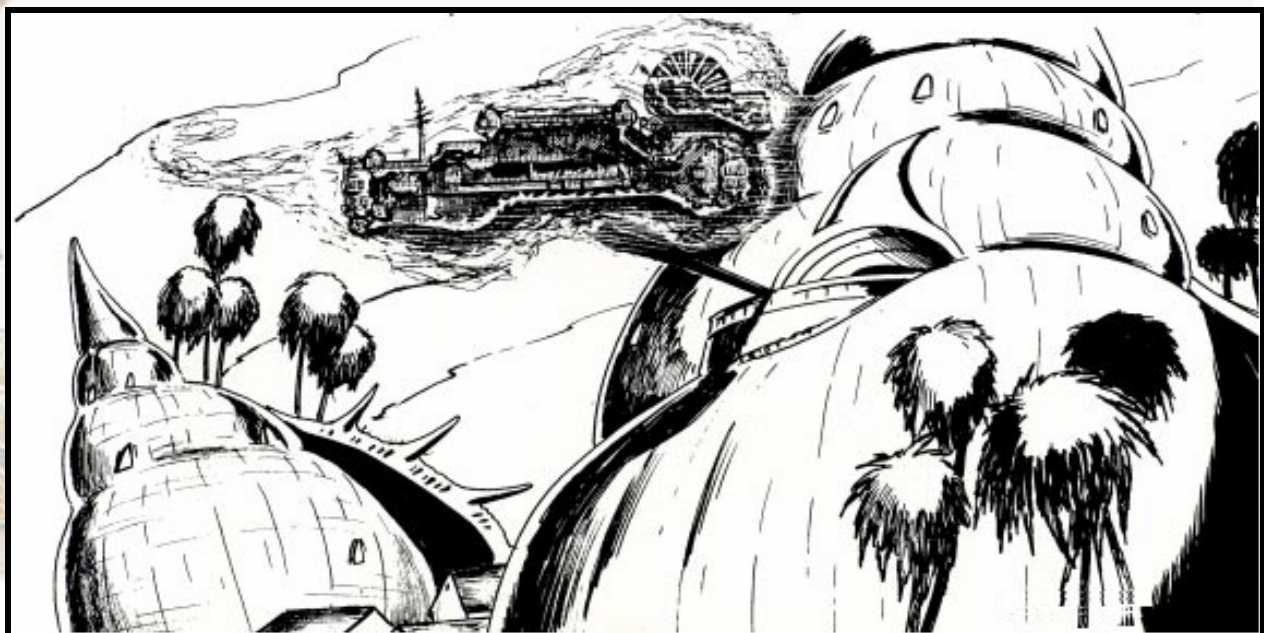
Carved into its spiral chambers are twenty stories of rooms, niches, and stairways. The palace houses the most important seers of Yavdlom, plus a host of servants and administrators.

Green vegetation hangs down, staining the shell's smooth outer walls of gray material. Swamp birds circle the spiral pinnacles, calling out a welcome. Swamp vegetation chokes the area at the base of the city. Large spaces at the city's pinnacle are the only visible openings.

Sunken City

Characters can see this city of 195' tall only during the daytime. The city rests 50 feet underwater, so the characters can see it only if they are underwater themselves, or if they are in the sky directly above it. Fifty feet below the water's surface in this area, the tip of a giant spiral sea shell dances in the waves. The shell's tip widens to smooth walls of white stone, now stained green by vegetation. In some spots, colorful coral clings to the walls of the shell. Sea creatures swim in circles around the pinnacle of the great underwater city during the day. Large spaces in the pinnacle and a large space at the shell's base are the only visible openings in the city's walls.

Some say merrow have settled themselves in the walls of this great shell. Although, they are using these shells as thus more often in this region, it remains unproven if they were willing to live in an altered shell, upright instead of lying down.





Quagmire

This ancient structure city, in the shape of a giant sea shell, rises from the sea to a height of 159 feet. Green vegetation hangs down, staining the city's smooth outer walls of white stone. A black pillar of smoke rises from the spiral city's pinnacle during the day. At night, a small orange flame burns at the pinnacle. Fresh holes have been punched into the city's wall at the base. The water line seems to be very close to these holes. Large spaces near the city's pinnacle are the only other visible openings.

The City to be

This shell was never erected, only its foundations are placed set. The shell of 189' tall lies nearby, almost completely sunken in the ground, fully clogged by Water, mud, dirt, earth and debris. Until today there are no new plans to erect this structure.

The Shell's secret?

A peculiar feature in all these four shells is a pattern of two equilateral triangles is carved into each of the ground level room's east wall. The triangles' bases touch, forming a diamond whose upper point tilts slightly to the left. A rough X marks one the points. This crude map shows the current location in relation to the other Yavdlom cities (Thanapolis, Quagmire, the Sunken City, and the unfinished fourth City).

It is also rumored that this symbol was intended as a fast transport by use of Teleportation. Until now, nobody solved this mystery.

Maybe the central circle has something to do with it, but this is mostly used as water well. Typically is that even Quagmire and the Sunken City wells give sweet—not salt—water and their often seeps a lot of muck inside, the same material as in the City to be.

When this secret is solved the Yavdlom people would be very interested indeed, as this would increase their influx on their nation.

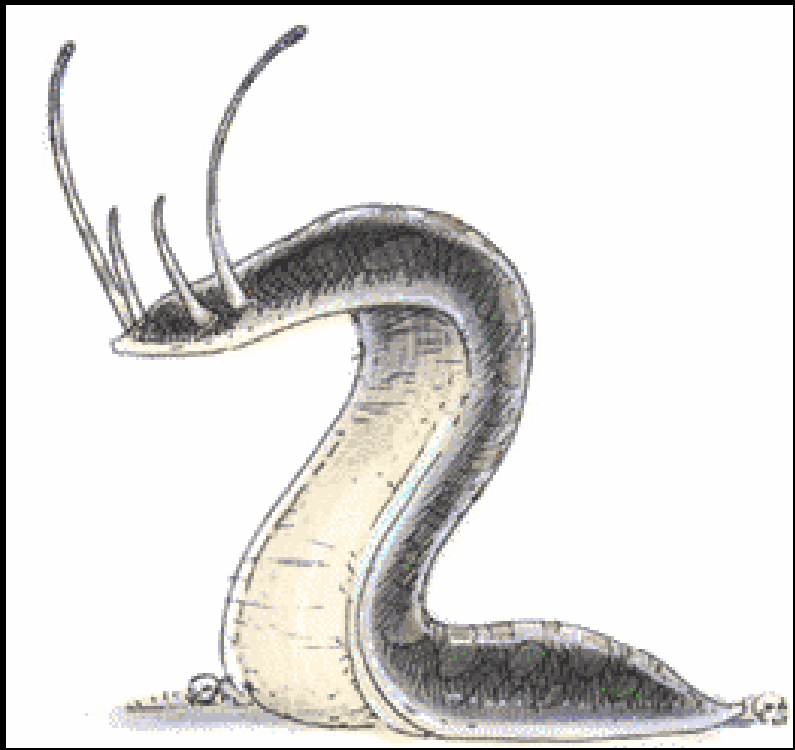
In the given territorial map the City to be is given as a ruin in the mouth of the river near Fang Cape. The other locations are named and easy to be found.



Snail, Slug (*Gastropoda species*)

Giant Slug (*Pulmonata gigantes*)

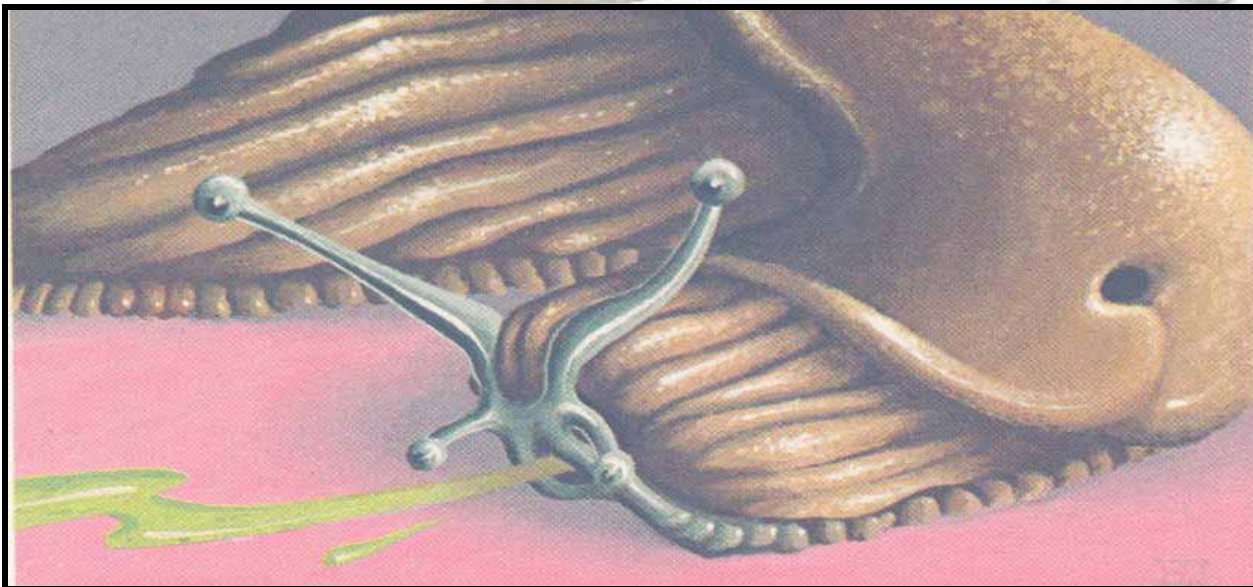
Gastropods	Giant Slug
Type;	Lowlife(Gastropods)
Climate/Terrain;	Underground, Ruins
Frequency;	Rare
Organization;	Solitary
Activity Cycle;	Night
Diet;	Omnivore
AI;	N
NA;	1(1)
Size;	H;2'/HD length
ST;	26
IN/WI;	2
DX;	5
CO;	9
CH;	3
Languages;	0
Spellcaster limits;	0
AC;	8
AV;	0
HD	9** - 20**
MV;	60'(20')
Load	20.000/40.000
THACO	by HD
Att.;	1 Bite
Damage;	1d12
Special Attacks;	Spit
Damage	Current Hp Sv DB ½
Special Defenses;	Rubbery tissue
Immune to;	Blunt Weapons, Acid, Water
Extra Vulnerable to;	Fire, Salt
AM;	0
ML;	8
XP;	By HD
Tt;	0
Weight	40LBS/HD



Giant slugs are huge, omnivorous mutations of the small and benign garden slugs. Their highly developed mouths are capable of chewing flesh and well as plants, and they spit a highly corrosive acid on their food. Most giant slugs are pale gray, with dead white underbellies. The giant slug is a huge boneless creature that dwells in underground caverns and dungeons. Giant slugs have been found with up to 20** Hit Dice.



Combat:



Giant slugs can “bite”—attack with its sharp tongue (which does 1d12 damage), but their main attack form is their corrosive acid saliva. Their ranged acid attack can fly to a 5' range per Hit Die (45' at 9 Hit Dice, etc.). The acid is spat at a single target and corrodes any organic tissue (plants or animals). It will also destroy equipment (saving throw vs. acid). The acid inflicts 4d8 points of damage (successful saving throw vs. breath weapon for one-half damage). Giant slugs can use this breath weapon every round (its acid stores are never used up).

Slugs are not very accurate with this attack; the first such attack will always miss (the slug uses it to range in on victims), but following attacks are calculated normally. Any victim hit by the acid takes damage equal to the slug's current hit points (a victim may make a saving throw vs. dragon breath to take half damage). If the slug misses, the acid hits 10 feet from the desired target (determine randomly which direction). Note that giant slugs are impervious to this acid spittle. The acid may also destroy equipment carried if the saving throw is failed.

Giant slugs are immensely strong and can batter down doors and wooden buildings in seconds. They have no bones and can squeeze through holes and crevasses normally impassible to much smaller predators. Its rubbery body allows it to squeeze through any opening 5' x 5' or larger. For example, a party of adventurers might seek cover in a large stone building, while taunting the slowly approaching slug behind them. To their astonishment, the huge creature enters through the same doorway the party did and begins to send acid everywhere. The rasping tongue of a giant slug enables it to burrow through 1 foot of earth or 6 inches of wood per round, making most standard barricades useless against it.

Giant Slug				
HD	Hp	THAC0	Save as	XP
9**	9d10	12	F4	900
10**	10d10	11	F5	900
11**	11d10	11	F5	1100
12**	12d10	10	F6	1100
13**	13d10	10	F6	1350
14**	14d10	9	F7	1350
15**	15d10	9	F7	1350
16**	16d10	8	F8	1350
17**	17d10	8	F8	2000
18**	18d10	7	F9	2000
19**	19d10	7	F9	2000
20**	20d10	6	F10	2000

Because of their lack of bones and their thick, rubbery hides, **attackers do not get to count strength bonuses when attacking them**, blunt weapons inflict only magic damage (if not magical, they do no damage at all), and edged weapons inflict only half damage (plus magic adjustment). Furthermore, a fighter's Smash option inflicts no additional damage or spells that cause crushing or impact damage. Only edged and pointed weapons and magical attacks can harm a giant slug.

Habitat/Society:

Giant slugs can be found in any wet and dark environment, including deserted dungeons, swamps, and rain forests. Giant slugs are solitary creatures and speak no language. They are barely sentient, exhibiting only rudimentary instinctive reactions when confronted.

Ecology:

No one has ever found a good use for Giant Slugs, except maybe as huge garbage disposals. They have only a few known predators (i.e. Dragon). They will eat anything -- plants, carrion, and garbage -- but prefer warm, living flesh when they can catch it. Since giant slugs have such huge appetites, they rarely attack smaller creatures, such as squirrels and monkeys, which they have a hard time seeing anyway. Even on a good

day, they must usually supplement their feedings with some vegetation. Normal slugs have a nasty reaction to salt when it is sprinkled on them. They dry up and die in 1d4+1 rounds.

It is unlikely that this technique is adaptable to the giant variety, but some fabrication and summoning spells might be adaptable if there ever seemed to be a need for it. A handful of salt would cause the creature 1d10 damage, but will make it very agitated and violent in attack and behavior—due the pain. For now, giant slugs remain a very real danger in jungles, forests, and dungeons everywhere.

They can be used to carry massive loads but they are slow, and need special training and magic to control them. (And they are slimy and stink—so humanoid will do this sooner than humans).

Main Predator; Spiders, Dragon, Main Prey; any organic matter.

Giant Shadow Slugs (*Pulmonata subterraneanus*)

Gastropods				Shadow Slug												
Type;	Lowlife (gastropod)															
Climate/Terrain;	Underground, Ruins															
Frequency;	Uncommon															
Organization;	Solitary															
Activity Cycle;	Night															
Diet;	Omnivore															
AI;	N															
NA;	1d4															
Size;Length	10'	11'	12'	13'	13.5'	14'	14.5'	15'								
ST;	18	19	20	21	22	23	24	25								
IN/WI;	3															
DX;	6															
CO;	10															
CH;	6															
Languages;	0															
Spellcaster limits;	0															
AC;	8															
AV;	0															
HD	1*	2*	3*	4*	5*	6*	7*	8*								
MV;	60'(20')															
Load	2000/3000															
THAC0	20	19	18	17	16	15	14	13								
Att.;	1 Bite															
Damage;	1d4															
Special Attacks;	0															
Damage	0															
Special Defenses;	0															
Immune to;	Blunt Weapons, Acid, Water															
Extra Vulnerable to;	Fire, Salt															
AM;	0															
ML;	7(8with driver)															
XP;	13	25	50	125	300	500	850	1200								
Tt;	0 or cargo															
Weight; LBS	30	40	50	60	70	80	90	100								

The giant slugs tamed and bred by the shadow elves are distantly related to the wild monsters documented above. They are notably smaller, being usually 10-15 feet in length' they have 1-8HD, depending on size and they have no acid attack. If attacked, they have a bite attack, which is weak (1d4). They do resist weapon, acid and cold damage as detailed above. Giant Slugs are both used as beasts of Burden and for food. Their "milking" is an extra-ordinary symbiosis between the gentle Slug and the Elves. The Shadow Elves feed the animals with fungal and vegetable food, and the slugs exude a yellow-brown fluid when they are softly caressed with an instrument which resembles a modern day paint roller. This fluid is highly nutritious and even tasty when processed in the making of Trania. It is obviously not true milk, but the Shadow Elves refer to it as such. This "Milk" is quite different from the slime exuded by the slugs if they travel significant distances, although general fluid balance does link the two. A much-travelled slug will have not sufficient body fluid left to provide milk immediately after the journey.

Giant Shadow Slugs are not terribly fast, but they aren't as slow as one might think, and they are fairly reliable. They do not actually carry loads-- these slip off too easily—but they are trained to pull sleds or coaches when harnessed. Travel rates as per table. Giant slugs can be slowed when overloaded, so it is important not to have them carrying too much. Their travel rate in miles per day is one fifth of their normal speed in feet per

Movement Rates Giant Slugs			
Speed		Normal	Encounter
Encumbrance		base	Running
		Ft/r	Ft/r
0-2000 cn		60	20
2001-2400		40	15
2401-2750		20	10
2751-3000		10	3
3001+		0	0
Giant Slugs don't run!!			
This is about as fast as they can go, when they're really scared.			

turn. A Giant Slug with a normal encumbrance travels 12 miles per day.

Giant slugs need 10 day rations worth of food per day to keep going, and while they will feast on Trania for a couple of days they want something better afterwards or they won't continue! Grazing an hour in a fungal forest will give them enough food for one day, and small villages along primary travel routes will usually have enough fresh giant slug food for sale (Shadow Elf areas only!!). Giant slugs *also* need at least 1 gallon of water per *hit* die per day. They *secrete* a lot of slime, after all.

Slugrunner coaches

An innovation currently causing much debate among the shadow elves is the charter hire service in the City of the Stars to Losetrel (and Alfmyr) provided by teams of gigantic slugs from Halfanel's Haulage Co., which offers the coach-travelling wealthy elf the chance of a luxury service pandered to by a tough warrior-guard coachman. The cost is 50 gp per trip (the wagon conveys but 2500 cn weight and the trip goes no further than between the larger shadow Elven cities). Among merchants this is becoming seen as a mark of style and prestige, but others think it is merely pretension and wasteful.

Main Predator; Shadow Elves, Spiders, Main Prey; any organic matter, mainly Funghi.



Giant Freshwater Slug (*Pulmonata aquaticus*)

Gastropods	Giant Freshwater Slug
Type;	Lowlife(Gastropod)
Climate/Terrain;	Swamps, Fen lands
Frequency;	Very Rare
Organization;	Solitary
Activity Cycle;	Any
Diet;	Omnivore
AI;	N
NA;	0(1)
Size;	L,6'
ST;	22
IN/WI;	2
DX;	5
CO;	9
CH;	3
Languages;	0
Spellcaster limits;	0
AC;	6
AV;	0
HD	6*
MV;	60'(20')
Load	na
THACO	14
Att.;	1 Bite
Damage;	1d12
Special Attacks;	Ram
Damage	special
Special Defenses;	0
Immune to;	Blunt Weapons, Acid, Water
Extra Vulnerable to;	Fire, Salt
AM;	0
ML;	3
XP;	500
Tt;	0
Weight	120 LBS/HD



This slimy grey scavenger lives in swamps and fenlands, where it fills an important ecological niche by eating everything too disgusting for other creatures bottoms with its mouthful of sharp inward-pointing teeth. Although it never attacks unless provoked, it does have an extremely dangerous habit.

Whenever it needs to breathe, it rises straight up out of the water without bothering to look first to see if there are any boats in the way. Any small boat, so inadvertently rammed will be capsized unless its skipper immediately acts correspondingly (Dx check penalized by size ship). Boats of 40' or more are merely bounced around in an irritating way, for instance; if a Spell caster were trying to cast a spell at that very moment, his concentration would be broken and the spell lost.

Length Boat	Dex. Check	Hull Points Damage
0'-10'	-9	8
10'-20'	-6	5
20'-40'	-3	3
40'+	0	1

If a giant slug is killed and cut open, there is a 10% chance that its stomach contains a gem, gold item, or 2d6+1 coins. All other metals dissolve in the slugs corrosive stomach juices.

They further resemble the normal Giant Slug in behavior, Ecology etc.



Giant Snail: (*Helix giganteidea*)

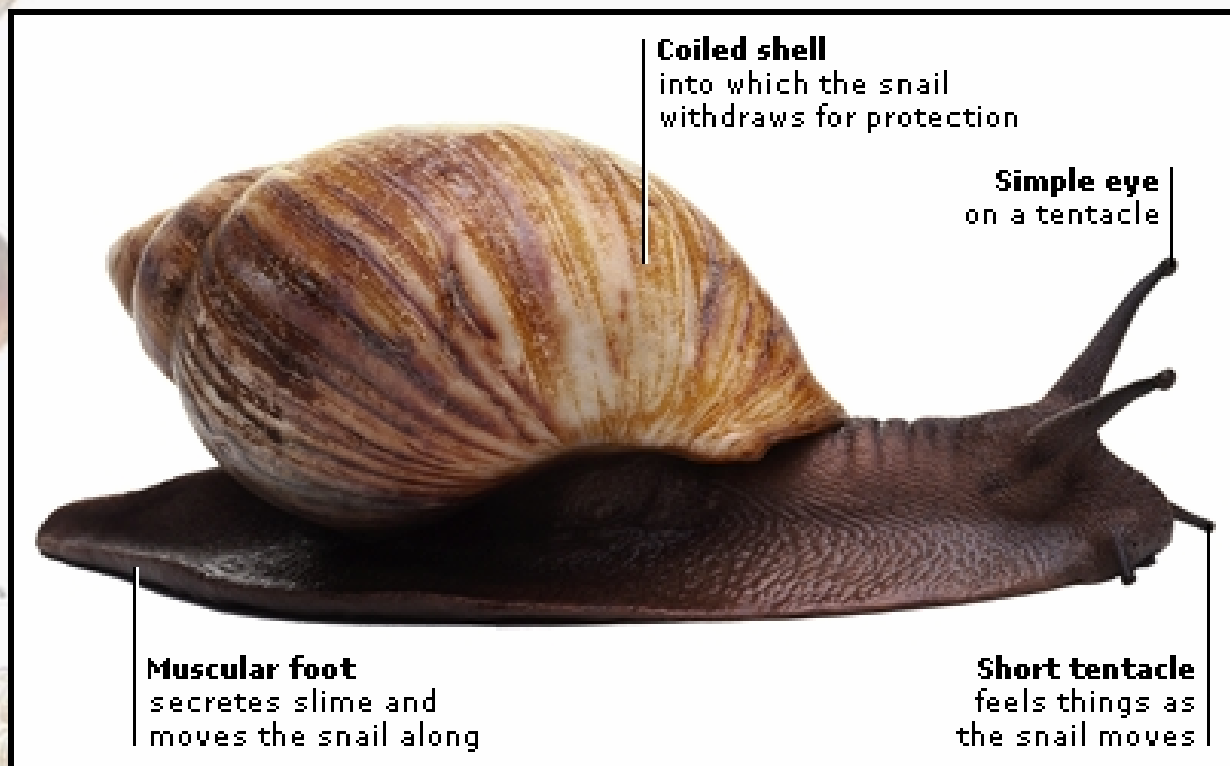
Gastropods	Giant Snail
Type;	Lowlife: Gastropod
Climate/Terrain;	Fungal Forests underground, Forests
Frequency;	Rare
Organization;	Solitary
Activity Cycle;	Night
Diet;	Omnivore
AI;	N
NA;	1(1)
Size;	H; 2'/HD length and diameter of Shell.
ST;	28
IN/WI;	2
DX;	5
CO;	9
CH;	4
Languages;	0
Spellcaster limits;	0
AC;	8 out -2 within
AV;	10
HD	9** - 20**
MV;	60'(20')
Load	20.000/40.000
THACO	by HD
Att.;	1 Bite
Damage;	1d12
Special Attacks;	Spit
Damage	Current Hp Sv DB ½
Special Defenses;	0
Immune to;	Acid, Water
Extra Vulnerable to;	Fire, Salt
AM;	0
ML;	8
XP;	by HD
Tt;	Special
Weight	125 LBS/HD (50% shell)

The giant snail, found in deep forests, has a great shell that gives it AV 10 and AC -2 when it hides itself within it; it is otherwise identical to the giant slug.

The shell of a giant snail can be crafted into shields that bestow resistance to acid attacks (the user gains a + 4 bonus to all saving throws against acid, including black dragon breath, yet not Onyx).

They further resemble the normal Giant Slug in behavior, Ecology etc. Main Predator; Dragon, Humanoid, Main Prey; any organic matter.

Giant Snail				
HD	Hp	THACO	Save as	XP
9**	9d10	12	F4	900
10**	10d10	11	F5	900
11**	11d10	11	F5	1100
12**	12d10	10	F6	1100
13**	13d10	10	F6	1350
14**	14d10	9	F7	1350
15**	15d10	9	F7	1350
16**	16d10	8	F8	1350
17**	17d10	8	F8	2000
18**	18d10	7	F9	2000
19**	19d10	7	F9	2000
20**	20d10	6	F10	2000

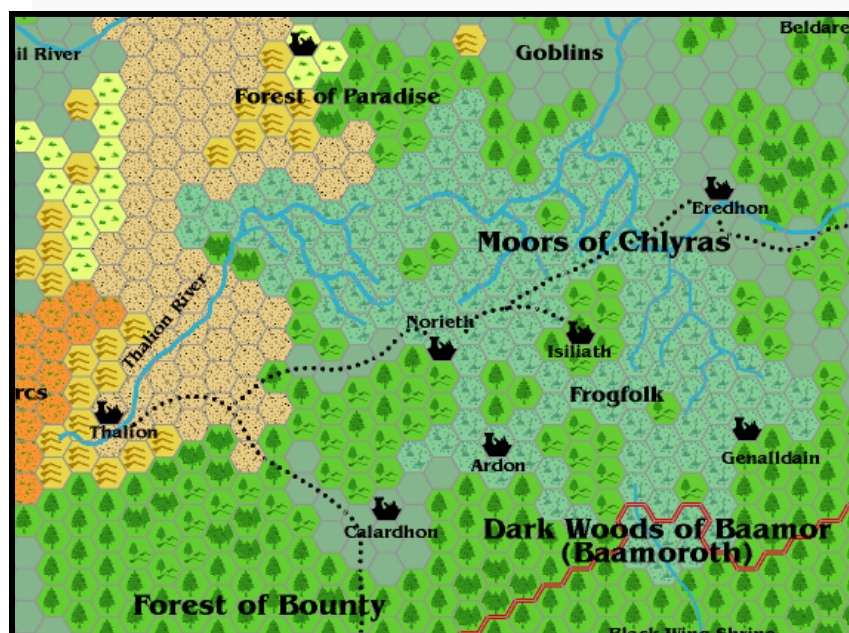


Chrysan Slug (*Pulmonata Chlyrata*)

Gastropods	Chrysan Slug
Type;	Lowlife; Gastropod
Climate/Terrain;	Moors, Swamps, Forest
Frequency;	Rare
Organization;	Solitary
Activity Cycle;	Any
Diet;	Omnivore
AI;	N
NA;	0(1d2)
Size;	H; 15'long 10'wide
ST;	26
IN/WI;	2
DX;	5
CO;	9
CH;	3
Languages;	0
Spellcaster limits;	0
AC;	8
AV;	5
HD	10*
MV;	60'(20')
Load	20,000/40,000
THACO	11
Att.;	1 Bite
Damage;	2d6
Special Attacks;	Trample
Damage	2d6
Special Defenses;	0
Immune to;	Blunt Weapons, Acid, Water
Extra Vulnerable to;	Fire, Salt
AM;	0
ML;	10
XP;	1750
Tt;	J
Weight	400 LBS



This breed of giant slug is a rare native to the Moors of Chlyras and the great moors of the northern parts of Brun, it could survive in any other swamp, moor or bog, but deserts of sand, salt or ice, wastelands, mountains or even cultivated land holds it where it currently lives. It is easily recognizable as it carries a sort of



sail on its back, which is used as evaporation, warming and cooling organ.

The frogfolk have recently tamed the creature for use as a beast of burden and as a transport. More recently, they have envisioned the slug as a mobile battle platform. So far, they have been successful to create a rickety construction (Frogmen aren't the great builders or inventors they would like to be).

The Chrysan Slug stands 15 feet, spans 10 feet wide, and stretches 30 feet in length. Rumors say the creature can even reach up to 60 feet in length. Color ranges from grey to brown.

The most notable feature of these creatures is that they continually secrete an adhesive coating that picks up loose debris to create a protective shell. In areas where rock is prevalent, this coat is the equivalent of plate mail; in less debris-rich environs the

defensive strength is less. Unarmored portions are AV0.

The slugs are normally docile, but trained ones can be goaded into trampling opponents (save vs. Death Ray to avoid). Its natural defense is by biting via its tongue-like appendage.

The slug feeds on the nutrient contents of the heather and soil. Giggers avoid the Chrysan Slug. The Giggers will not consume any part of a slug carcass. They further resemble the normal Giant Slug in behavior, Ecology etc.

Main Predator; Dragon, Frog Gigger, Main Prey; any organic matter.

Diger (*Quisquiliarium volatis*)

Gastropods	Diger
Type;	Giant Animal
Climate/Terrain;	Subterranean
Frequency;	Very Local; Adri Varma Plateaux
Organization;	Rare
Activity Cycle;	Solitary
Diet;	Any
AI;	Carnivore
NA;	N
Size/diameter	1
ST;	H; 20'-30'
IN/WI;	13
DX;	6
CO;	17
CH;	19
Languages;	10
Spellcaster limits;	0
AC;	9 (Eye 3)
AV;	1 (Eye 0)
HD	2
Hp	2d10
MV;	9/3'
SW	120/40'
FL	90/30'
MF	5
THACO	18
Att.;	1 touch
Damage;	0
Special Attacks;	Paralysis
Special Defenses;	camouflage
Immune to;	Acid, Water
Extra Vulnerable to;	Fire, Salt, Cold
AM;	0
ML;	8
XP;	20
IT;	0
Weight	1500 LBS



This unique creature can only be found in remote abandoned ruins on the Adri Varma plateau where it seeks stone areas in order to disguise itself as a marble pool. In this appearance it is so camouflaged as to resemble an aquatic blueish water surface, slightly rippling as if having some current, yet still feeling more or less solid, (like syrupy rubber). As seen from above, it clearly seems to be similar to a blueish pool of water. In the middle, of the roundish creature is a single black eye, as large as a big walnut. The creature can change it shape in a limited way, and although it is clearly related to the trapper, it can't change it shape in such a way as forming straight angles, borders, rims, and other pool versions, although when it is found in an existing pool or water surface, it will become nearly invisible (90%).

It is capable of flying short distances by expanding its rubbery body with natural helium. It expels the helium in short puffs from one of four openings on its body.

These openings aid the Diger in movement. The Diger is only able to fly for 8 turns before it must land and rest for 24 turns. When swimming the Diger simply expels the helium as with flying, but glides farther and need only rest after swimming for 20 turns. Its favorite mode of travel is to enter a large river or stream, glide out to a strong current and float along the surface. When moving in this fashion, the Diger need not rest except to sleep.

Combat

The Diger has no method of attack except to paralyze whatever may happen to come in contact with the paralyzing liquid it secretes as part of its camouflage. A save vs. Paralyzation at + 2 is allowed.

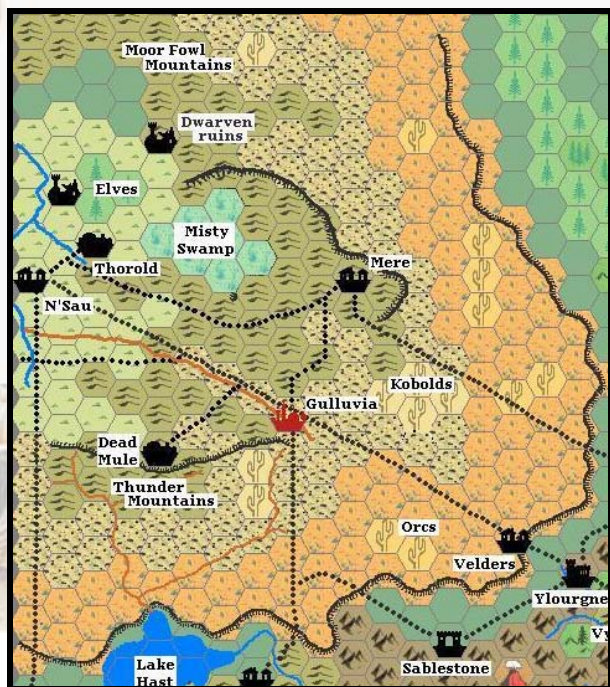
Once a paralyzed person has fallen into the Diger's liquid, that person and all of his or her belongings (including metal objects) will dissolve and be ingested by the Diger within 48 turns.

Habitat/Society

This creature is apparently a natural or magical adapted variant to the trapper, evolved to fit into the local environment of the Adri Varma Plateau. However, this creature could find its way into surrounding areas in the upcoming years, and thus there is a slim chance it can be found in Glantri, The Northern Wildlands or Wendar. The other directions are either too dry, or too warm or too cold for the creature to find its way in that environment.

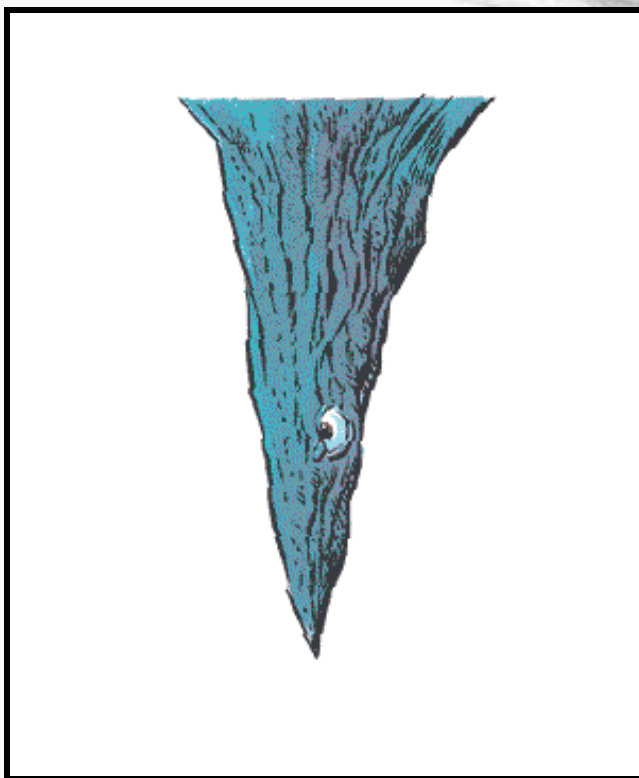
Ecology

The creature is, like the trapper, oviparous, laying its 1d4 eggs in watery areas, the young hatching a week or two later, preying on all animal matter found in or near it. After a year or so the young creatures leave the water trying to find their own niche and partner. Mating occurs in high summer, when two of these creatures meet. As they are true hermaphrodites, they both are fertilized, and lay 1d4 eggs in a month or so. These eggs can stay alive for over a century if the pool in which they were laid falls dry, but the young will finally perish if already hatched, as these creatures first learn to fly or crawl after a month of 10 or so. Creatures older will survive. Main; Predator; Puddings, Main Prey; any insect or mammal.



Piercer (*Mollusca Megastromus pilum*)

Gastropods	Piercer			
Type;	Lowlife; Gastropod			
Climate/Terrain;	Subterranean			
Frequency;	Uncommon			
Organization;	Colony			
Activity Cycle;	Any			
Diet;	Carnivore			
AI;	N			
NA;	3d6			
Size;	S; 1'long	S; 3'long	M; 4.5'long	M; 6'long
ST;	12			
IN/WI;	2			
DX;	15			
CO;	9			
CH;	4			
Languages;	0			
Spellcaster limits;	0			
AC;	3			
AV;	3			
HD	1	2	3	4
Hp	1d8	2d8	3d8	4d8
M V;	12'(4')			
THACO	19	18	17	16
Att.;	1impalement			
Damage;	1d6	2d6	3d6	4d6
Special Attacks;	Surprise			
Special Defenses;	0			
Immune to;	Acid, Water			
Extra Vulnerable to;	Fire, Salt			
AM;	0			
ML;	6			
XP;	13	25	50	125
Tt;	Special			
Weight	25 LBS/HD (50% shell)			



Piercers resemble stalactites found on cave roofs. They are actually a species of gastropods that, without their shells, resemble slugs with long tails. A piercer climbs onto the ceiling of a cavern and waits patiently; when it detects prey beneath it, it drops from the ceiling and impales the victim with the sharp end of its shell. Piercers look like limestone growths on the ceiling of a cavern, just like ordinary stalactites. They come in the following sizes: one foot long (1 Hit Die), three feet long (2 Hit Dice), four and one-half feet long (3 Hit Dice), and six feet long (4 Hit Dice). Piercers can be identified on very close inspection by a pair of tiny eyestalks that curl along the side of the stalactite.

Combat:

Piercers have only one chance to hit; if an attack fails to score a kill, the piercer cannot attack again until it slowly scales a wall to resume its position. Piercers can hear noises and detect heat sources in a 120-yard radius; these heat sources include humans. If the noise and light are stationary for many minutes at a time, piercers will slowly edge into attack position over the source of the stimulus. Piercers are virtually indistinguishable from natural phenomena. A group of characters has a 1-9 on 1d10 as its surprise roll against a piercer (this guarantees that the group will be surprised unless it has some positive modifiers). A piercer, after it has fallen, is slow and fairly easily slain. Its soft underbelly has one defense mechanism; when exposed to air it covers itself in a corrosive acid which inflicts 1 point of damage on contact with flesh. This is usually enough to dissuade natural predators from disturbing it.

Habitat/Society:

While piercers are nonintelligent, the piercers in a colony are aware of each other. They often fall simultaneously, to feed on those killed by other piercers (which makes the area suddenly very dangerous). Piercers dwell in caverns, where they live in groups of about 10 members. They prefer to hang over high traffic areas, so they will usually be found near cave entrances. Aside from mating, the piercers are not social creatures. There are rumored to be great caverns deep underground that contain colonies of hundreds of piercers. Piercers are not attracted to treasure, only to food.

Ecology:

The piercer is a mollusk, hatched from a hen-sized egg which the parent lays in clutches of six to eight in isolated areas of the cavern. When they hatch, the young appear to be slugs feeding on fungi. After several months, they climb the cavern walls, secrete a chemical that hardens into the familiar stalactite shape, and then wait for prey to come. A piercer has a lifespan of four years and grows one Hit Die per year. In any group of piercers, the number of creatures with one, two, three, and four Hit Dice will be nearly evenly divided (e.g., in a group of 12 piercers, there will be three one Hit Die piercers, three with two Hit Dice, three with three Hit Dice, and three with four Hit Dice). A piercer can go without food for months. It stores food in a second stomach that can preserve food for long periods of time; some alchemists seek out piercers to extract a substance from this organ and refine it for human use, as it can keep foodstuffs and precious ingredients fresh for weeks. Piercers also store large supplies of water, extracted from their victims. Piercers can maintain this water supply for months. The taste of a piercer is said to resemble that of a snail, but with a bitter aftertaste. Their eggs and offspring are not traded on the open market. Main Predator; Pudding, Slime, Ooze, Main Prey any mammal.

Being the text of an address given to the Wizards Guild of Kabring by the Wizard Pyrex, shortly before his unfortunate demise. . . .

Brothers and sisters in the arcane arts:

"There can be few here tonight who at some time in the course of an expedition underground have not had to leap out of the way of a piercer launching itself from its roost high in the shadows above. If the piercer misses, it is usually smeared across the cavern floor. If it hits, it often does so with deadly accuracy. Because of these aspects of its existence, few people have any real idea of the creature's true nature or life cycle. For instance, in the *Bestiary of Xygg*, the sage has this to say about the piercer: "Ye Piercer doth look like unto a stalactyte, and hangeth from the roofs of caves and caverns. Unto the height of a man, and thicker than a man's thigh do they grow, and in groups do they hang. If a creature doth pass beneath them, they will by its heat and noise perceive it, and fall upon it to kill and devour it, though in any other way they move but exceeding slow." "Hardly pushing back the frontiers of scholarly analysis, I think you would agree. Unanswered therein are such questions as: How does it move? How does it feed? How, if it attacks only by sensing noise and heat, can it be so deadly accurate? And how, once it has impaled its prey, does it regain its lofty "Well, we now have the answers. After much careful and often dangerous research and observation, I have established the life cycle of this remarkable animal, which I shall now relate while a number of my assistants illustrate with conjured images.

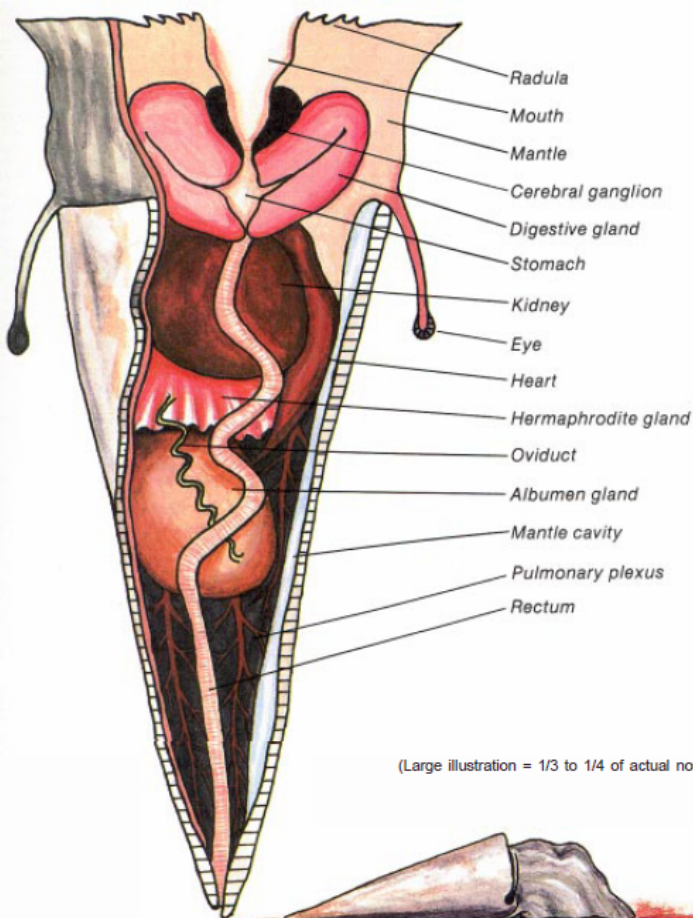
"The piercer is a mollusk, hatched from an egg the size of a hen's, laid in clutches of six or eight in crevices on cavern walls or floors. "When first hatched, it resembles a slug with a rather more pointed tail than usual, but soon its abrasive tongue is scouring from the walls not only the fungi on which the young feed, but grit and sand. Gradually the grit and sand are secreted into a rocky shell around its

body, growing from a thin, sturdy point to a cone as thick around as a man's thigh, as it grows. When the piercer is about a foot long, it develops the distinctive adult oculars or eye stalks, which can be extended from the shell to point back along it.

"After slowly making its way to the roof of a cave, the adult piercer hangs there by its sucker foot, oculars alertly canted, and waiting for its prey. Great patience is required, but when a creature passes immediately underneath it, down it plummets with fearful accuracy. Normally, its rocky shell will penetrate most hides, and it makes a kill. "What then? I hear you ask. How do it feed on its

The piercer

(Mollusca
Megastromus pilum)



(Large illustration = 1/3 to 1/4 of actual normal size)



prey, and how does it surmount the more immediate problem being stuck bolt upright in a skewer Orc? Fair questions, indeed.

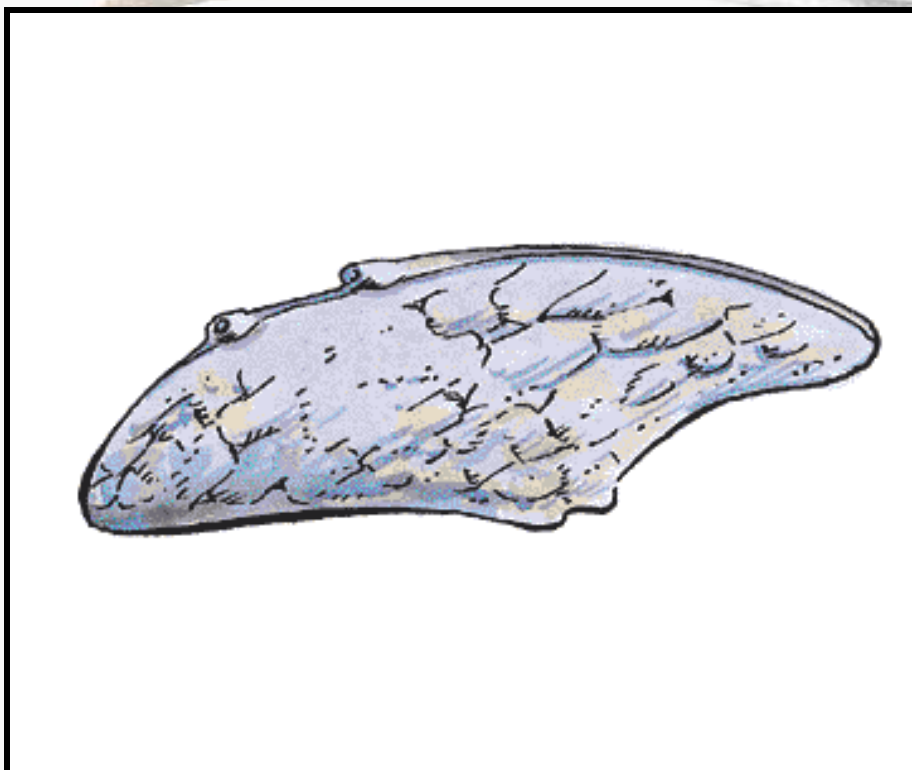
"What in fact happens is that the piercer must briefly leave its protective covering, and eat its prey while clear the shell. Now is when it is at its most vulnerable — save for when it mates. Whenever possible it prefers to partially extrude itself from its victim, overbalance, and then pull its shell clear. This done, it can feast at leisure on the corpse, before crawling back to the roof to begin again the long wait.

"From time to time, two piercers will make their way to the cavern floor, where they perform a slow and intricate courtship, tracing labyrinthine trails in the dust. At the end of this ritual, they emerge briefly from their shells to consummate their union, and then laboriously return to their rocky roosts. In due course another clutch of eggs is laid, and another generation of these remarkable gastropods emerges to continue the cycle. "Fellow thaumatourges, I give you the piercer!"

At this point a rabbit was released, and was promptly impaled by a small piercer previously unnoticed in the roof. Amid general uproar, the piercer was revealed to be an illusion, which was small consolation to the rabbit, but was generally agreed to be a stylish and highly professional finish to a fascinating address.

Lurker (*Ascolatus Laborea-lapsus*)

Gastropods	Lurker
	Common
Type;	Giant Animal
Climate/Terrain;	Subterranean
Frequency;	Uncommon
Organization;	Solitary
Activity Cycle;	Any
Diet;	Omnivore
AI;	N
NA;	1(1d4)
Size/diameter	H; 20'
ST;	9
IN/WI;	0
DX;	15
CO;	9
CH;	5
Languages;	0
Spellcaster limits;	0
AC;	6
AV;	1
HD	10*
Hp	10d8
MV;	12'(4')
FL	90'(30')
MF	1/3C
THACO	11
Att.;	1 constriction
Damage;	1d6
Special Attacks;	Suffocation
	Surprise
Special Defenses;	0
Immune to;	Acid, Water
Extra Vulnerable to;	Fire, Salt
AM;	0
ML;	10
XP;	1750
IT;	C, G
Weight	25 LBS/HD



The lurker is a carnivorous scavenger found only in subterranean settings. It resembles a large manta ray; its grayish belly is textured like stone. The lurker typically attaches itself to a ceiling, where it is very difficult to detect (only 10% chance) unless actually prodded.

Combat:

Lurkers are slow-moving creatures that must wait for their prey to come into range. Lurkers wait on the ceiling, then drop and wrap themselves around their prey. Lurkers cause a -4 penalty to opponents' surprise rolls. The constriction causes 1d6 points of damage per round and suffocation within 1d4+1 rounds, regardless of the damage suffered by the victim. This damage is automatic each round unless the victim breaks free or the lurker dies. Lurkers do not stop attacking until dead. Prey can only fight with short weapons that were in hand when the lurker attacked.

Habitat/Society:

Lurkers are solitary creatures. The females lay eggs in a glutinous clutch near the ceiling. The hatchlings fall to the ground and feed on vermin until they become large enough to fly. Young resemble rectangular patches of moss.

Ecology:

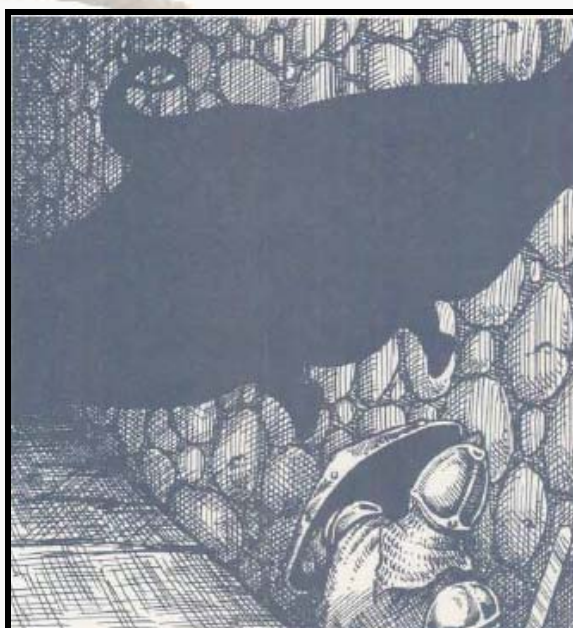
Lurkers are opportunistic feeders that make do with whatever wanders by. The lurker flies by means of gases generated into sacs. These gases may be used in the preparation of a potion of levitation. Lurker eggs or hatchlings may be sold as living defenses for those who want them. Lurker, trapper, and miner eggs can all be sold for 900 gp, hatchlings for 1,100 gp.

Main Predator; Pudding, Slime, Ooze, Main Prey any mammal.

Shadow- Lurker (*Ascolatus umbracorporus*)

Gastropods	Lurker Shadow*
Type;	Giant Animal
Climate/Terrain;	Monster
Frequency;	Subterranean
Organization;	Very rare
Activity Cycle;	Solitary
Diet;	Night
AI;	Special
NA;	CE
Size/diameter	1
ST;	H; 20'
IN/WI;	9
DX;	5 to 7
CO;	14
CH;	10
Languages;	6
Spellcaster limits;	0
AC;	4
AV;	0
HD	5+3*
Hp	5d8+3
MV;	30'/10'
FL	90'(30')
MF	1/3B
THACO	11
Att.;	1 constriction
Damage;	1d6
Special Attacks;	Suffocation
	Surprise
Special Defenses;	0
Immune to;	Acid, Water
	Non magical weapons
Extra Vulnerable to;	Fire, Salt
AM;	0
ML;	10
XP;	500
IT;	25% C
Weight	0

Shadow lurkers appear similar in shape to normal lurkers, a large manta-ray that skulks along ceilings and walls, though it is less distinct or material. It is, as its name suggests, a lurker infected and taken over with the shadow infliction. Though its silhouette would normally be quite effectively hidden in a shadowy dungeon, they can be detected easily since any shadows cast by light sources (including those of the PCs) are pulled toward the shadow lurker, pointing out its presence by directional movement.



Where shadows move in the light of a flickering torch the only nonmoving shadow is likely to be this monster.

Combat:

The shadow lurker is a slow creature that waits for its prey to come to it. When creatures are underneath or beside it, it can attack 1 to 3 man-sized opponents within 20 feet. During its initial attack, the area appears to be filled with a thick dark mist for 1 round. When it envelops its victims, their skin and clothing turn jet black; sages describe it like a thin coating of black ink. The shadow lurker is only paper-thin, and wraps tightly around its victims.

Those within its body take 2d4 points of damage from the numbing cold and also lose 1 point of Strength per round; victims are killed when either their Strength scores or hit point totals reach 0. Enwrapped victims can attack the shadow lurker from within if they had a weapon in hand and they can make a successful strength check against the creature to move against the monster's constricting attack.

Any attacks against the shadow lurker from without have a chance of also damaging its engulfed victims. Weapons attacks do full damage to one victim on a 75% chance (roll at random if more than one character is enveloped) as the shadow lurker can pull its own prey into the area of attack. Area effect attacks do half damage (or quarter damage with successful saving throws) to all enveloped victims.

A shadow lurker moves very slowly, but it can manipulate its body to fit through any crevice. It flees by flying to the nearest crack (like a doorway, or a crack in the stone), retreating in this manner if reduced to 30% or fewer hit points.

Shadow lurkers are immune to all sleep, charm, or hold spells. They are also immune to damage from cold-based attacks. While frost, fire and light do not bother the shadow lurker beyond their normal effects, continual light spells paralyze shadow lurkers for a number of rounds equal to the spell caster's level. Color spray does not affect this creature normally; it inflicts 2d6 points of damage to the shadow lurker with no effect on its trapped victims. The shadow lurker cannot be turned by clerics.

Habitat/Society:

Shadow lurkers store the Strength points absorbed from victims, when they absorb and store 50 or more Strength points, they split to become two creatures. As a solitary creature, the new shadow lurker immediately leaves the vicinity to find its own hunting grounds apart from its "parent."

Aside from brief contact after creating another shadow lurker, these monsters shun all contact with others of their kind. They can detect the presence of other shadow lurkers from hundreds of yards away and will immediately leave if they wander into the area controlled by another of their kind. They also can sense the presence of shadows as well, and the two hate each other fiercely, always attacking if they are within 50 feet. They have no apparent goals or purpose other than to feed and multiply. It is more how or even if they communicate. Given their solitary nature, it seems unlikely.

Ecology:

Shadow lurkers gladly attack and slay any living creatures and even some undead (like shadows). However, their slow movement rate and the ease with which they are detected makes them a risk only to the unwary. Shadow lurkers completely destroy the physical remains of their prey. Their victims dissolve into insubstantial shadow and are absorbed into the lurker's body. Only the victims themselves are absorbed; all possessions are left behind. Using a Wish or other means to restore a person's body after its absorption into a shadow lurker merely creates a normal shadow in the form of the departed person, and it immediately attacks. Save for the fallen equipment of their latest victims, shadow lurkers gather no treasure. When an area becomes too filled with equipment from past victims, the monster leaves to find a new Location lest the remains make new prey wary.

Omshirim (*Omshirim mercurium-aureum*)

Gastropod	Omshirim
Type	Lowlife (Funghus)
Climate/Terrain	Magical altered Subterranean Savage Coast Only
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore/Metallovore
AL	na
NA	1
Size	L; 10'long
ST	13
IN/WI	1
DX/CO	11
CH	15
Languages	0
Spellcaster Limits;	0
AC	0
AV	0
HD	10*
HP	10d8
MV	150'(50')
THACO	11
Attacks	2 grips/round
Damage	2d6 each
Special Attacks;	Suprise Squeeze
Special Defenses;	1/2 damage Fire/metal weapons
Immune to;	Elecktricity
Extra Vulnerable to;	0
AM	0
Save as;	F5
ML	11
XP	1750
TT	V x2
Body Weight	125 LBS/ foot



Omshirims look like veins of gold, platinum, silver, or other precious metal embedded in rock. The Omshirim is the result of one of the many Herathian magical experiments gone awry. The original goal of the experiment was to infuse quicksilver (Mercury—HG) into a Lurker (*Ascolatus mobilae*) to speed it up and make it more adaptable and "decorative." The experiment succeeded in these things. However, the creature displayed unforeseen adaptability, escaped, and multiplied in the caves under Herath, much to the chagrin of the mages who developed it.

The Red Curse: Omshirims do not acquire Legacies or require *cinnabryl*.

Combat:

When an Omshirim senses prey, it leaps out of its hiding place and attacks. The Omshirim can detect heat radiation with its 60-foot infravision. It also senses metal, vibration, and movement within the same radius; thus, *invisibility* is nearly useless against this creature. The Omshirim can detect invisible creatures with 95% accuracy.

The Omshirim can leap up to 30 feet to attack, and its deceptive appearance causes opponents to roll for surprise with a -4 penalty. Dwarves and other creatures that are especially intrigued by precious metals receive a -5 penalty. The Omshirim flows over its prey and contracts, attacking twice per round with its crushing metal grip. If both attacks succeed, the Omshirim has effectively enveloped its target; the victim then begins to suffocate. The target automatically takes damage each round from both squeezing attacks (the Omshirim does not need to roll to hit), unless it manages to escape. Regardless of damage taken, the victim will die 1d4+1 rounds if it is not freed. Victims enveloped by the Omshirim can attempt a Strength check against the creature with a -2 penalty to struggle free of the omshirim's grip. Victims are allowed only one such attempt to free themselves. If an outside agent aids the victim's attempt, add half of the other person's Strength score to the victim's chance of success.

An Omshirim has an extremely resilient metallic hide, which gives it a low AC. It takes half damage from metal weapons and fire-based attacks. Any metal weapon that comes in contact with an Omshirim must make a successful saving throw vs. crushing blow or break, because the omshirim's magical metabolism extracts metal from the weapon, weakening it. Magical weapons get a +1 bonus on their saving throws for each plus of the weapon. Because of its highly conductive hide, the Omshirim takes no damage from electrical attacks. If necessary, an Omshirim can flow into extremely tiny cracks in stone to get away.

Habitat/Society:

Omshirims are solitary creatures, often found near deposits of valuable metals.

Ecology:

When two large Omshirims meet, they may temporarily combine, later splitting into three Omshirim. Omshirim will do this every three to five years under normal hunting conditions, or more often if conditions are favorable. Omshirims do not collect treasure, although they do extract precious metals from ore. If killed, the creature's corpse can be processed to extract the precious metals. An Omshirim corpse yields Y(x2) worth of valuable metals if processed. The Omshirim is intriguing in that it eats both metals and flesh. Main Predator; Puddings, Oozes, Slimes. Main Prey; Mammals.

Trapper (*Ascolatus chameleonses*)

Gastropods	Lurker	
	Trapper	Forest Trapper
Type;	Giant Animal	
Climate/Terrain;	Subterranean	Forest
Frequency;	Rare	
Organization;	Solitary	
Activity Cycle;	Any	
Diet;	Carnivore	
AI;	N	na
NA;	1	1
Size/diameter	H; 20'-30'	H; 20'
ST;	15	
IN/WI;	13	13
DX;	8	
CO;	9	
CH;	5	
Languages;	0	
Spellcaster limits;	0	
AC;	3	4
AV;	1	
HD	12*	10*
Hp	12d8	10d8
MV;	30'(10')	
BR	na	60'(20')
THACO	9	11
Att.;	Enwrapment	
Damage;	4+AC-AV	
Special Attacks;	Constricting	
	Paralysis	
	Surprise	
Special Defenses;	0	
Immune to;	Acid, Water	
Extra Vulnerable to;	Fire, Salt	
AM;	0	
ML;	10	
XP;	2125	1750
IT;	G	G
Weight	1500 LBS	1250 LBS



The subterranean trapper is found only in caves and other dark places. It can alter its shape and color to resemble the local floor and to form a protuberance in the center that resembles a box. A trapper is difficult to detect (95%) once it has settled into a disguise. When prey wanders into the trapper's center, the creature's edges rise up and wrap around the victim.

Combat

The victim suffers damage per round equal to 4 points plus his Armor Class minus his AV (a victim with AC 2 and AV of 2 suffers 4 points of damage per round). The constriction prevents breathing; victims smother in six rounds regardless of the damage suffered. A trapper does not release a victim unless the trapper is reduced to 1 hit point or killed.

Those inside may try to hit the trapper, but suffer a penalty equal to the total damage sustained as long as the character is entrapped. So if he suffers 3 damage for 3 rounds that round his hit roll and damage will be at -9!!!

Trappers are immune to heat- or cold-based attacks. Trappers remain wrapped in a ball for 1d8 hours while digesting a victim. The remains of their victims are excreted below and form the trappers' treasure troves. A typical trapper can cover about 400 square feet, while large ones can cover up to 600 square feet. Eggs are laid in a pebble-like mass. Hatchlings resemble flat rocks. Trapper skin may be used to make nonmagical +1 leather armor.

Iron bars or even stout staves will provide a precious few rounds of 'safety' from a trapper's attack, if at least one of them is close at hand so it can be used to obstruct the creature's attempt to close around a victim (as a piece of wood might be jammed into a creature's mouth to keep it from closing its jaws). While this bar or staff is in place, the character(s) it protects can still wield weapons against the trapper. Thrusting and piercing weapons are the most useful in this case, since they are used along the axis described by the bar or staff. Weapons that slash or smash are not as effective (-2 on damage, but a minimum of 1 point of damage per hit) because the wielder doesn't have room to swing the weapon with full force. In some cases, common sense must prevail in determining whether a weapon is wholly or partially effective; long pole arms, for instance, would probably be useless. A bar or staff used as an obstruction (DM's decision as to what is suitable) will automatically afford one round of safety for the character(s) it is protecting. Thereafter, the object must save vs. crushing blow once per round (as .hard metal. or 'thick wood, as appropriate), with a cumulative penalty of -3 per round to the die roll beginning with the second save. Thus, a staff of thick wood will 'survive' for as long as five rounds before the pressure of the trapper's muscles on its ends will cause it to snap or slip out of position. (The first round of protection is 'free'; thereafter, the staff must make saves of 10, 13, 16, and 19 to remain intact and in place for the next four rounds. On the following round it will need to save with a 22, which is impossible unless the save is made at a bonus.)

Habitat/Society

The top surface of a trapper is dense, horny (not brittle), and effectively as hard as stone. It is shaped in irregular, flagstone like plates or lumps. The trapper absorbs heat and vibration, and thus suffers only half damage, at most, from actual fire; it won't be harmed by normal pressure from being walked upon or prodded, nor does it give appreciably underfoot. It is also resistant (half or no damage) to cold and cold based attacks; its metabolism does not need a particular body temperature to function, and chilly underground environments are its normal habitat.



Small parts of the trapper's rocky surface can be chipped away from the can be chipped away without the creature being harmed noticeably (no visible wound occurs, just an apparent cavity in the rock); the stony substance grates or rings, like actual rock, when it is struck. Characters who are very familiar with stone (dwarves, gnomes, miners, stonemasons, and sculptors) can usually tell immediately that something is not right when they test the surface by chipping or striking it, but not merely walking upon it. Characters not familiar with stone may (5% chance) sometimes realize that they have attacked something alive, but trappers are not easy to detect, even when they are being looked for. Infravision will clearly detect the underside of a trapper if the creature is viewed from beneath (through a hole, for instance), rolled up around something, or when the underside is revealed around its edges when it moves. (When it is stationary, the hard top surface covers all of the edges.) The heat-absorbing top surface of a trapper is not revealed by infravision; it always matches the temperature of its surroundings, absorbing excess heat (or reflecting most of it, in the case of flame or extreme heat used as an attack form) and simultaneously transferring it, along a one-way path, to the underside. In its reaction to extreme heat or cold, the top layer acts as a barrier and a permeable membrane at the same time.

A trapper can alter the color of its top surface (the underside is always a sickly mottled pinkish and greenish-white) by producing pigmented liquid that it stores in bag-like organs within its body and forces by muscular action to and from its 'stone' surface. Unlike the digestive enzyme, this liquid does not lose its special properties when exposed to the air, so it can be salvaged and used. The trapper's natural, unaltered top-side color is that of its underside, only slightly more brown-grey. It can shift hues through browns (sometimes with traces of dark green) to grays, all the way to jet black, but it cannot make its top surface glossy or smooth. It can never be white, translucent, or transparent as a result of pigment shifts. Trappers can exist under water, and are known to lie inches deep in partially flooded rooms or caverns; in such cases, they are virtually impossible to detect.

When a trapper moves on top of an object, it can use its pliancy and its amorphous nature to 'flow' over and around the object, varying the thickness of its body (if desired) to keep the hard top surface even and level. The top surface will not give way under the force of foot-stomping or jumping, but in places where objects lie beneath it and relatively close to the top surface, some of the force of those blows will be transmitted through its body to the objects below, and those objects will crack or shatter if they are fragile enough. As noted by the old adventurer, the trapper can also exercise the ability to form its body into shapes that appear to be lying on its top surface. Sometimes, the creature uses an object it is concealing as a foundation for one of these 'sculptures' for instance, using a broken pillar or a log as the basis for an extension that looks like a stone bench.

When a trapper's victim is suffocated, or when the victim takes enough damage to be rendered unconscious or killed, the creature relaxes its hold on the prey and then flexes and moves in such a manner as to slide out from underneath the body. Then the creature reverses direction and moves back on top of the victim, loosely encasing it in the more pliant undersurface of its body. This underside is subject to attack by characters outside the trapper whenever the creature is wrapped, around someone or something. However, the underside is just as hard to damage as the top side; lying just beneath the tough, leathery 'skin' covering the underside is a network of strong muscles which, when they are tensed, are just as difficult to penetrate with a weapon (AV 6) as the top side is.

Senses

A trapper can sense—and, because of its high intelligence, usually interpret—even the slightest vibrations (Touch—not Tremorsense is thus high), such as a mouse running across its surface; the hard top surface transmits these vibrations to sensory organs in the actual body of the creature before the vibrations are dissipated or absorbed. The trapper is apparently not sensitive to sound waves or odors, but it can sense light up to 40 feet distant. Light sensitive patches on the top of a trapper report the presence of light to the trapper's brain, which acts in conjunction with these patches to govern the shifts in color that a trapper's body is capable of. The patches can detect very small amounts of light, flickering torchlight or narrow lantern beams, for example; in an area that is otherwise dark, but cannot sense the presence or location of prey by this means if the entire vicinity is illuminated, such as in daylight or when a light spell is in use. Also, full illumination makes it more difficult a trapper to quickly shift color without for being noticed as it moves onto new surfaces. For these reasons principally, trappers prefer to dwell in dark places, and almost always underground.



The trapper consumes its prey by moving on top of a victim and then exuding an acid-like enzyme that breaks down organic matter. The chemical reaction caused by the fluid does not begin until after a victim is exposed to it for five rounds (which is why our hero was able to rescue someone just in time.); then it begins to burn and corrode, doing 6 points of damage per round to any victim that is not already dead. A single man-sized creature can be entirely consumed in this manner in 2 to 4 turns; one L-sized creature or a small group of M-sized victims will take 6 to 9 turns to be consumed. When it eats, the trapper re-absorbs the digestive enzyme along with the substance it has acted upon, and then the nutrients and the enzyme are separated during its digestive process. The fluid finds its way back into the sacs in which it is contained, until more prey is to be consumed. The enzyme loses its potency within seconds when it is exposed to air, which is why a victim can be rescued without suffering damage from the acid, provided the chemical reaction has not already begun. The enzyme has an immediate effect only if it gets into a victim's eyes, in which case the victim (if he survives) is totally blinded for 1d4 days thereafter; a cure blindness or heal spell, or similar magic, will offset this effect. Again, note that a trapper is highly intelligent and will act accordingly, it will not attempt to 'eat' anything but motionless (unconscious or dead) victims; it will not try to trap something in its top surface and consume something else beneath it at the same time, because the digestive enzyme loses its

'power' when the underside is exposed to the air. The creature is never ravenous (it can survive for days or even weeks without a single 'square meal'), but neither is it ever satisfied; as soon as one meal is finished, it is ready and quite able to consume another.

The activities of a trapper are controlled through its network of nerves, which gather together into three or more centers or nodes. One of these, the dominant, sentient directive center, is the creature's brain. This brain is highly developed, particularly in mature trappers—able to receive and interpret sensory input, and capable of decision-making. (If a trapper senses the presence of a large party of adventurers, it can and often will choose to lie quietly to avoid the possibility of being slain, rather than attacking.) As a trapper grows larger and older, its secondary nerve centers grow and develop until they also achieve sentience; whereupon the trapper splits into three or more little trappers. These instinctively move away from each other to establish their own territories; one will not knowingly locate next to another trapper. It is not known if trappers fight over territory or prey, but they seem to avoid each other whenever possible.

Ecology

Speaking of gold pieces, adventurers who are victorious over a trapper will be rewarded if they think to recover some of its pigmentation liquid. It will fetch a handsome price (about 6 gp per pint) in quarters where it is known as an ingredient in the making of a robe of blending, and as an alternative ingredient in the manufacture of various spell inks. Any portion of trapper flesh (the underside) can be used in the making of a magical rug (smothering, welcome), or magical net. Some magical practitioners have claimed, in writing, that intact trapper brains (preserved in vessels of nutrient liquids) can be linked to doors, pit traps, deadfalls, treasure niches, and the like so as to control their operation, but details of such arrangements and the process of establishing them (if they do indeed exist) are unknown to most magic-users at the present time. Main Predator; Spider, Puddings, Oozes, Main Prey; any mammal.



Forest Trapper (Miner) (*Ascolatus sylvestris*)

The forest trapper, or miner, resembles a tailless manta ray mottled brown or green-brown. Its frontal and dorsal ridges are hard bone. It preys primarily on small forest animals but traps larger creatures by burrowing beneath paths or roads, then extending the 1d20+5 poisonous, twig-like barbs on its back through the surface. Passers-by have a 25% chance (75% if surprised) of unknowingly stepping on one. If not surprised, druids or rangers have a 5% chance per level of spotting and identifying the barbs. Victims must roll successful saving throws vs. poison or be paralyzed for 2d20 turns. A miner will not surface until all surface movement stops. Then it attacks in the same manner as a subterranean trapper.

Miners travel slowly on the surface by rippling like a snake. Burrowing is faster but travel is limited to soil, sand, and gravel. Because a miner is always underground unless attacking, it is rarely attacked. The miner's toxin is located in sacs at the base of the barbs. The toxic barbs can be used in a blowgun or as a hand weapon by small creatures, provided the grip is wrapped.

Eggs are laid in a clutch several feet below the surface. The young feed on burrowing animals for their first year.

Main Predator; Spider, Puddings, Oozes, Main Prey; any mammal.

Flailtail (*Iophothrochozoa Batoideaus*)

Gastropods	Flailtail
Type;	Giant Animal
Climate/Terrain;	Subterranean
Frequency;	Very Local; Adri Varma Plateaux
Organization;	Rare
Activity Cycle;	Solitary
Diet;	Any
AI;	Carnivore
NA;	N
Size/diameter	1d4
	M; up nto 5' diameter
ST;	13
IN/WI;	6
DX;	17
CO;	19
CH;	10
Languages;	0
Spellcaster limits;	0
AC;	6
AV;	1 top 0 else
HD	3+3
Hp	3d8+3
SV;	60'/20'
FL	120'/40'
MF	90'/30'
	5
THACO	18
Att.;	1 bite
Damage;	0
Att.;	1 tail slap
Damage;	1d12 or (1d8 to L size)
Special Attacks;	Stunning tail slap
Special Defenses;	camouflage
Immune to;	Acid, Water
Extra Vulnerable to;	Fire, Salt, Cold
AM;	0
ML;	8
XP;	20
Tt;	0
Weight	1500 LBS

Flailtails inhabit freshwater marshes and shorelines, and resemble large greenish brown lily pads or patches of pond scum when floating in still waters. Upon closer inspection the Flailtail resembles a large manta ray, but its tail is usually hidden beneath the water. Omnivorous, the Flailtail floats motionless for long periods of time while many small wormlike appendages on its underside comb the water for microscopic life and carrion. These highly dexterous feelers grow to be up to one foot in length, and can acutely sense the direction and magnitude of vibrations in the water up to 120' away.

Combat

Flailtails have been known to devour creatures as large as the catoblepas, and often hunt man. These larger prey are eaten with a tube like, extendable sucking mouth ringed with toothed ridges of bone. This mouth does 1d4 hp damage per round. Once bitten, a victim must do more than 6 hp of damage in a single round to the Flailtail, or make a strength check against the creature. (One attempt allowed per round, in addition to any attacks), to break free of the mouth's grip. The mouth tube is located in the center of a flail tail's underside, and can swivel or lunge with great agility to strike prey in the water.

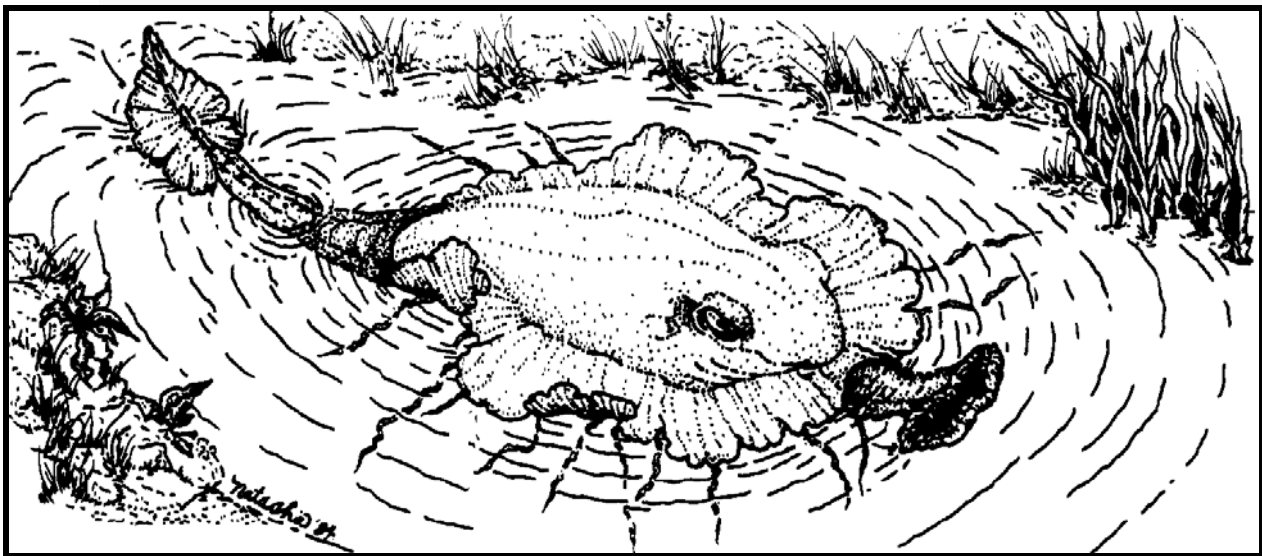
Flailtails fight and knock prey down into the reach of their mouths with great slapping blows of their tails (hence their name). A blow from one of these massive appendages does 1d12 points of damage to small or man-sized targets, or 1d8 to larger victims. If a tail strikes a small or man-sized target for more than 4 points of damage, there is a 30%+1%/extra damage chance that the victim will be physically stunned. After such a severe jolt, the victim must make a constitution check, or else all his muscles will convulse and seize up into rigid immobility for 1d3 rounds thereafter.

Habitat/Society

The creature's massive, flattened tail can propel a fleeing or pursuing Flailtail at terrific speeds when necessary (up to 180'/60' for as long as 1 turn continuously, but no more often than once every hour). Flailtails are usually solitary, but sometimes gather in groups on sandy beds in large lakes. They are intelligent and will cooperate with other creatures to improve their own chances of obtaining food or surviving. Flailtail young are born live; miniature versions of their parents, they are very timid and flighty, have 1+1 HD, do half damage on attacks, but have the same armor class and movement abilities as adults.

Ecology

Flailtails must stay near water, but can survive for up to 2 turns without being immersed, and can cross short stretches of dry land by flailing their tails constantly (maximum movement on land: 60'/20'). They are highly vulnerable when out of water or when thrashing about from place to place on dry land (equivalent to AC 10 in such cases), and will flee from any combat until they reach the safety of a watery environment. They will not pursue prey or adversaries onto dry land, and cannot be driven out of the water against their will. They will only voluntarily leave the water when they are seeking another body of water to inhabit, and then only if they do not sense any impending danger. Main Predator; Spider, Puddings, Oozes, Main Prey; any mammal.



Tyrannabyss (*Myxine terribilis*)

Snail	Tyrannabyss
Type	lowlife snail
Climate	Temperate to warm
Terrain	aquatic/coastal
Frequency	Very Rare
Organization	Solitary or school
Activity Cycle	any
Diet	carnivore
AL	N
NA	1d4
Size	L; 9'long
ST	23
IN	8
WI	11
DX	14
CO	17
CH	6
Languages	0
Spellcaster Limits;	0
AC	8/6
AV	0/2
HD	5**
HP	5d8
MV	60'(20')
SW	120'/40'
THACO	14
Attacks	2 or 4 clawed tentacles
Damage	1d4 each
Attacks	1 sting
Damage	1d4+special
Special Attacks;	Paralysis Blood Drain
Special Defenses;	camouflage move silently 50% Contraction 1/2dm from blunt weapons
Immune to;	Charm, Hold, Control.
Extra Vulnerable to;	Fire/Heat
AM	0
Save as;	F3
ML	9
XP	425
TT	Underground or moist weather
Body Weight	350LBS



A Tyrannabyss resembles a 20-foot long slug with a toothy maw surrounded by four 10-foot long tentacles. Beneath its mouth is a small opening from which it fires its stinger. Its slimy hide is rubbery and grey, and it leaves trails wherever it passes. (Picture next page).

The Tyrannabyss inhabits coastal waters—especially reefs and rocky shoals—where it prowls the sea floor in search of prey. It can swim rapidly for short distances by undulations of its body.

Combat

Preferring to attack with surprise, it uses its eyestalks to look around corners, peek through doors, and peer above the surface of the water. A Tyrannabyss attacks by flailing with its 2 or 4 (Males 2 females 4) tentacles. If its prey is hit by both 10' long clawed tentacles (1d4 hp damage each), it is drawn up again inside its circular mouth, which is lined with rasping teeth, for an automatic 1d6 hp damage per round of place.

This mouth can rasp through armor at a rate equal in rounds to the Armor Value +1. Example; chainmail (AV4) requires 5 rounds before actual damage to the victim results, while plate mail (AV6) requires 7 rounds. If the victim breaks away before it takes any personal injury, damage to the armor still takes place.

Below the mouth of the Tyrannabyss is its primary hunting weapon, an elongating tube that can fire a barbed stinger to a range of 15'. It can fire its stinger every 4 rounds. Its sting paralyzes (saving throw applicable) its prey, an organic slime 'rope' attached to the victim, and the tube is retracted to draw the 'rope' with its victim within range of its other tentacles. If the saving throw is made (only a buzzing numb feeling remains), victims with a strength of 15 or better can resist the pulling tube, but take 1 hp damage per round due to the lacerations from the barbed sting. The stinger rope has AC 1 and can take 8 points of slashing damage before being severed. A failed saving throw results in paralysis of 2d6 Turns.

The Tyrannabyss is covered with a thick coat of mucous which allows it to withstand prolonged periods out of water, if it can stay damp. The Tyrannabyss has been reported to attach itself to the bottom of boats with its numerous suckers and prey upon the crew above. Its soft back is AC 8 while its underside, tentacles, eyestalks and sting are AC 6. Blunt weapons do only half damage, while edged weapons and fire do full damage.

If injured but not slain, the Tyrannabyss can regenerate 1 hp per turn in seawater. It has the ability to assume the coloration of its surroundings and its boneless body can squeeze through openings considerably smaller than its body size. It cannot squeeze under doors or through small cracks. If a man can crawl through an opening, so can a Tyrannabyss.

Habitat/Society

The Tyrannabyss is found in salt water and coastal areas. Of average intelligence, it knows that land creatures are a good source of food and often explores buildings near the shore in hopes of an easy meal. Likewise, it may climb aboard a ship for a quick snack.

Ecology

Tyrannabyss claim shallow coastal waters as their territory, surfacing to attack disturbances such as swimmers or boats when food is scarce. They're sometimes raised as guardians by devilfish, and their existence provides a useful cover for devilfish activities. Coastal cities have the most problem with Tyrannabyss, for the aberrations enter the sewers and can advance into the city proper by bursting grates with their superior strength and squeezing through due to their contraction ability.

Main Predator; Spider, Puddings, Oozes, Main Prey; any mammal.

Green Slime Guzzler (*Helix myxogasticus*)

Gastropods	Green Slime Guzzler
Type;	Lowlife; Gastropod
Climate/Terrain;	Any where Green slime lives
Frequency;	common
Organization;	Group
Activity Cycle;	Any
Diet;	Omnivore
AI;	N
NA;	2d10
Size;	1-8"
ST;	6
IN/WI;	1
DX;	5
CO;	19
CH;	6
Languages;	0
Spellcaster limits;	0
AC;	8
AV;	Shell 2, body 0
HD	1-aug
MV;	60'(20')
THACO	15 (Oozes, Slimes, 4)
Att.;	1 Bite
Damage;	1(oozes, slimes 1d4)
Special Attacks;	Suck Oozes, Eggburst
Damage	Oozes, slimes 1d8/r
Special Defenses;	0
Immune to;	Acid, Water
Extra Vulnerable to;	Fire, Salt
AM;	0
ML;	4 (slimes, Ozes 11)
XP;	1
Tt;	nil
Weight	1-8 cn (as size)



As seen in a Dragon Magazine In a question to the Great Bruce Heard; *Shouldn't green slimes rule places like forests, since only fire or extreme cold can harm them?* Bruce Heard his answer was; *Ever heard of green-slime-guzzlers? Neither have I, but sure enough, mother nature certainly has some kind of obscure predator for anything swimming, creeping, or crawling on Mystara. (And no, you cant use a green-slime guzzler as a wizard's familiar, it loves ear wax).*

Bruce Heard was indeed right. The Green Slime Guzzler is a Small pink fast moving snail, that literally lives on Slimes and Oozes. As oozes leaves slimy trails that slowly evaporate, this evaporation gives a specific alluring scent to green slime guzzlers. They follow the trail to the strongest source (the ooze or slime) and attack.

The green slime guzzler eats funghi or vegetables (i.e leaves) when no oozes or slimes is in the immediate environment. They also eat Wax in all sorts. Giant Bees thus dislike the green slime guzzler, as it eats their wax based nests.

The Guzzler is able to attack other creatures than oozes, but will do so only in a way of defence. Its normal THACO is 15 and this counts for all non-ooze, non-slime creatures, the damage in these cases is only 1 wound. This wound, however defies magical healing, and itches irritatingly until healed naturally. Accelerate healing will shorten the time affected, other healing spells will NOT work.

To oozes and slimes the creature is so well adapted that its THACO is only 4, and the bite does the slime 1d4 damage. After the initial bite (which penetrates the external cellular membrane of the Ooze or Slime) the Ooze or slime will be sucked dry at the rate of 1d8 hp each round. The guzzler is immune to any of the ooze or slime attacks..

When the guzzlers is fed this way it seeks out another guzzler, and mates with it (as it is a hermaphrodite, it has both male and female reproductive organs). Both guzzlers will generate an eggsack thereafter with 1d100 eggs. The next Ooze or slime they encounter, they will only bite once, after which they burst the internally placed eggsack, sending the eggs into the slime. These can be recognized as pink dots in the ooze or slime. Then the adults move away to die (mostly they will be eaten by the slime after death, as after death they have lost any immunities). The eggs will grow in the slime or ooze and 90% will hatch (50% if the slime or Ooze was exposed to extreme heat or cold). The newborn guzzlers will eat the slime and grow to full adult size while doing so. Guzzlers live about 1 year, or less if they succeed to mate.

Warning to magic-users.

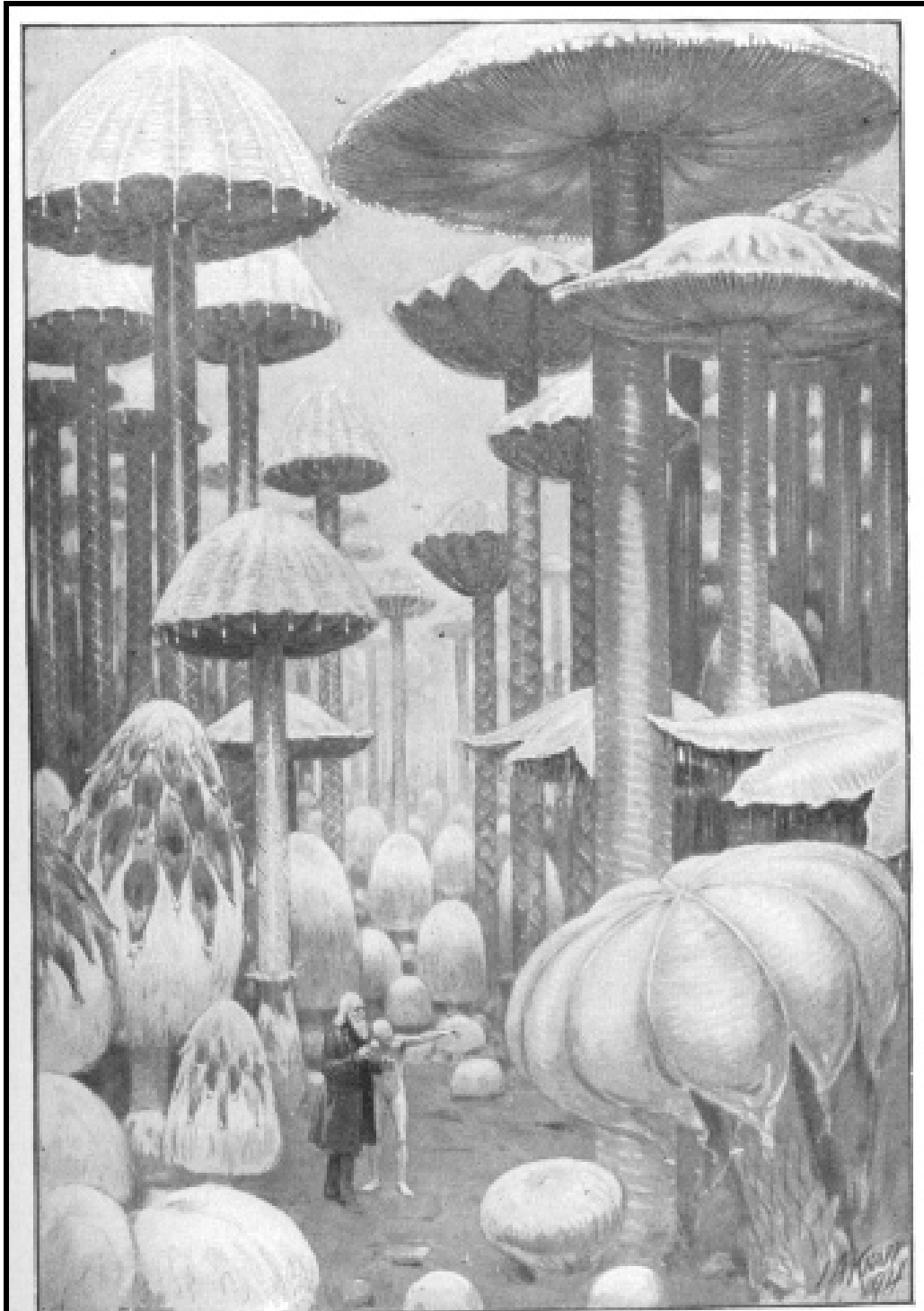
Some very stupid magicusers place a guzzler on their shoulders, where it smells the earwax, and moves towards it. Indeed the guzzler likes earwax, and as such it is dangerous. It will bite the inner-ear, (for 1 damage each round) until moisture comes out. This it will try to suck out, or place an eggburst inside. As it does not like blood it will mostly (75% chance) leave after the first bite, but this will reduce hearing in that ear until fully healed (natural healing is 1 hp/24 hours including 8 hours rest, or 1 hp/ 48 hours without rest).

But when it places its eggburst in the ear, it will penetrate the eardrum, and the snail eggs will have to hatch there.

When hatching, these creatures will be forced to eat their surrounding area, doing 1d8 points of damage per hour doing so. Each 10% of the characters total will impose a -1 on intelligence AND wisdom. The snail will thus Never reach adulthood, but die within the "hosts' skull, often killing it in the process. This process is a way of torture done by Orcs in the Broken Lands. A Cure Disease will kill the eggs instantly, leaving the tormented "host" to recover only by natural healing.

Main Predator; Spider, Puddings, Oozes, Main Prey; any Slime or Ooze (especially Green Slime).

Funghi (Funghi species)
Non-dangerous Funghi



' "I WAS IN A FOREST OF COLOSSAL FUNGI."

Ordinary Fungi (Many Different Species—450,000)

Fungi are simple plants that lack chlorophyll, true stems, roots, and leaves. Fungi are incapable of photosynthesis and live as parasites or saprophytes. Ordinary fungi are well known to man: molds, yeast, mildew, mushrooms, and puffballs. These plants include both useful and harmful varieties. They can be poisonous, sickening, indigestible, bad tasting or normally edible.



Some have medicinal value—like bread Funghi used in the development of Protection from Disease spells—aka penicillin). The species all feed upon different organic matter, with the sole purpose to digest it and return it to the biological feeding circle. So there are food Funghi, Funghi that affect clothing, Funghi growing on leather, rotting Funghi for dead matter, but also Funghi that are listed under the diseases (mostly skin-ailments) the variety is literally immense.

Combat:

Ordinary fungi do not attack or defend themselves, but they are prolific and can spread where unwanted. Adventurers who have lost rations to mold or clothing to mildew have had unpleasant encounters with fungi. Whenever a character becomes wet in warm or moist surroundings there will be a 25% chance his backpack, leather armor, weapon sheets and clothing will become mold infested by white or black mold.

Funghi have 1hp per inch height and diameter where not listed. Their average AC is 9, their AV0, their weight 1cn/hp.

Habitat/Society:

The bodies of most true fungi consist of slender cottony filaments. Anyone who wishes to see this for himself need only leave a damp piece of bread in a cupboard for a day or two. Examining the black mold on the bread with a magnifying glass will show off not only the filaments, but also the spore bodies at the top of these. The spores are what gives mold its color.



Most fungi reproduce asexually by cell division, budding, fragmentation, or spores. Those that reproduce sexually alternate a sexual generation (gametophyte) with a spore-producing (sporophyte) one. Fungi grow best in dark, damp environments, which they can find all too easily in a kitchen cupboard, backpack, or boot. A warm environment is preferred by some, such as yeasts and certain molds, but excessive heat kills fungi. Proper storage and cleanliness can be used to avoid most ordinary fungi.



Ecology:



Fungi break down organic matter, thus playing an important part in the nitrogen cycle by decomposing dead organisms into ammonia. Without the action of mushrooms and bracket fungi, soil renewal could not take place as readily as it does. Fungi are also useful to man for many purposes. Yeasts are valuable as fermenting agents, raising bread and brewing wines, beers, and ales. Certain molds are important for cheese production. The color in blue cheese is a mold that has been encouraged to grow in this semisoft cheese. Many fungi are edible, and connoisseurs consider some to be delicious. Pigs are used to hunt for truffles, an underground fungus that grows near tree roots and gives food a piquant flavor. No one has as yet managed to cultivate truffles—an enterprising botanist could make a mint by learning to grow these. Mushrooms, the fruiting body of another underground fungus, can sometimes be eaten, but can be so poisonous that the novice mushroom hunter is allowed but one mistake in picking. The mycelium producing a single mushroom might extend beneath the ground for several feet in



Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any organic matter.



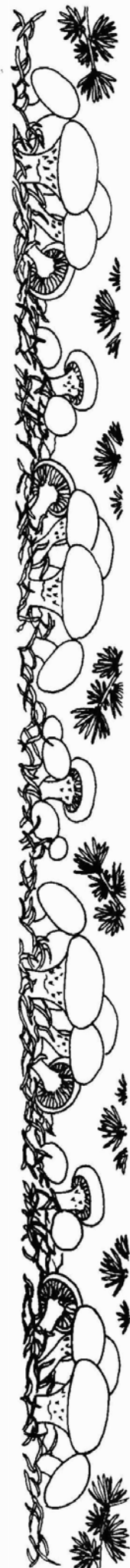
Violet Fungus and Shrieker often live in symbiosis.

any direction. Medicinally, green molds (such as penicillium) can be used as folk remedies for various bacterial infections. An alchemist expert in the ways of fungi (Profession skill Alchemist and Knowledge of Funghi) can produce a variety of useful substances from their action on various materials.

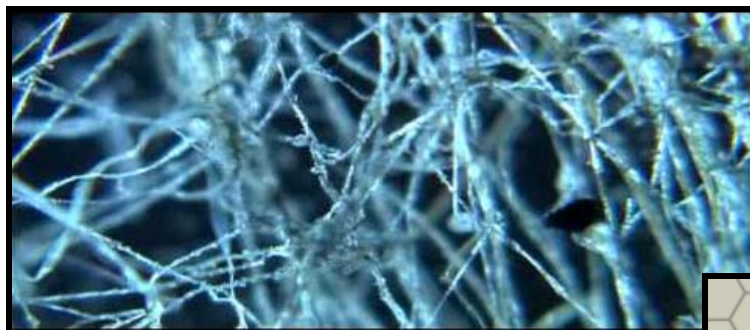
Senses; Almost all Funghi are mute, deaf, blind, without touch and taste, but may have developed; Warmth detection-Breath-CO² detection 30' to 120', Tremorsense 15' to 90', and other specific senses.



The shadow elves have documented over 2000 species of fungi in the fungal forms, but only a minority of these are of importance. The following are among them the most important, the easiest to encounter, and the most important in underground culture and society. It is not said that the cast of Funghi is limited to these. A clever DM might create others (using the following and real nature as an example). One of the easiest ways to create an alien area is by use of different biolumiscent plants or Funghi. (See the movie AVATAR for special and interesting examples.)

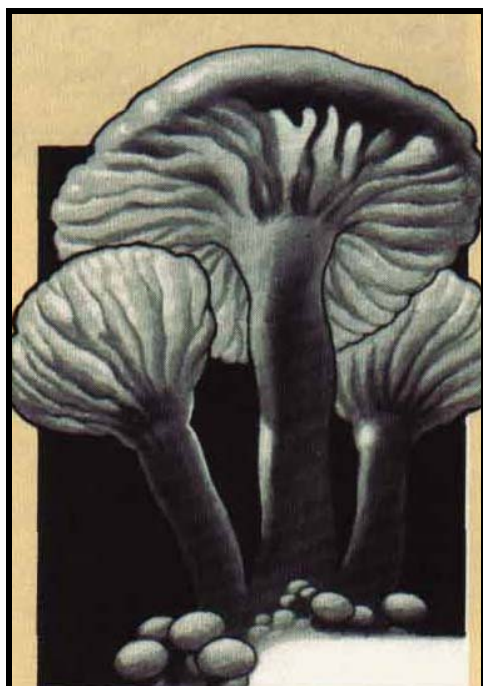


Barisel Funghi (*Mycorrhizae barisel*)



The Forest of Spiders is a dense fungal forest east of Losetrel which is comprised largely of the tall, branching fungi the shadow elves call Barisel fungi (after a great shadow Elven sage in Funghi who first tried to catalogue the many mushrooms in the underground world of the shadow elves.

Their intertwined lateral branches make vision and travel difficult (move rates halved, all visual ranges reduced to two-thirds normal). They provide a natural haven for spiders of all sorts, which populate this area densely.



Blackspore (*Agaricus gigantes Nigrum*)

This 3' to 20' tall fungus has no offensive or defensive action modus. These "traditional" mushroom-shaped fungi produce heavy black spores which are valued as flavoring and in preparing Trania, the preserved food of the shadow elves.

Bloodtooth Fungus (*Sanguineaus medicor*)

Bloodtooth Fungus is both a bane and a boon to those who seek adventure in the wild places. For reasons unknown it is almost always found in wilderness

locations that are ideal campsites. Anyone who spends an hour or more in the immediate vicinity of Bloodtooth fungus will find themselves feeling sluggish and anemic as the fungus imperceptibly drains away their life force.

On the other hand, anyone who consumes Bloodtooth fungus will find themselves enjoying an accelerated healing rate, and a boost to their fortitude. The downside is that Bloodtooth fungus tastes like a cross between a raw steak and an adventurer's socks after having cleared the giant rats out of the sewer.

A patch of Bloodtooth Fungus will drain 1 hit point per hour from any creature in its immediate vicinity. Consuming Bloodtooth Fungus will allow an extra 1d3 hit points to be recovered the next time a character takes a rest. A typical patch will have enough to allow 1d4+1 characters to reap its benefits.

Due to its nature, it tends not to remain in an area for long. Natural insects and animals will begin to avoid the area, and eventually the fungus will dry up and blow away until it encounters an area with blood and the spores begin to regrow.



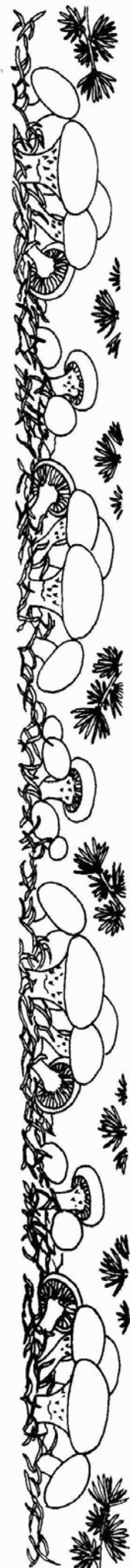
Badshroom (*Amanita intestinus-maleficus*)

This 3" to 20" tall fungus has no offensive or defensive action modus. This sickly grey-green fungus has small buboes, with a sickly green trunk and a dark brow (somewhat pointy) cap with small black dots. It grows almost anywhere, especially on dead and rotten things (graveyards are good sites). When young is the standard food for giant slugs; older, bigger variants are too tough and of poor nutritional value, and often infested with fat lumpy worms and maggots (a treat to Humanoids). It enriches the underground enabling other Funghi to grow there; it is thus a great compost maker. This fungus is inedible. It causes hefty stomach cramps, and makes the patient succumbing to negative mood swings. The patient is bed-ridden for 10 days adjusted by 1 day for each constitution adjustment. Creatures bigger than humans only feel discontent and suffer from mood swings. There is no known cure other than sitting it out. There are no saving throws needed, as the taste is equal to that of a foodshroom (tasting like champignon). Only an expert can distinguish between the young Lermom and Badshroom, as they are growing next to each other and are almost alike.

Bluecap Mushrooms (*Lepista caeruleus*)

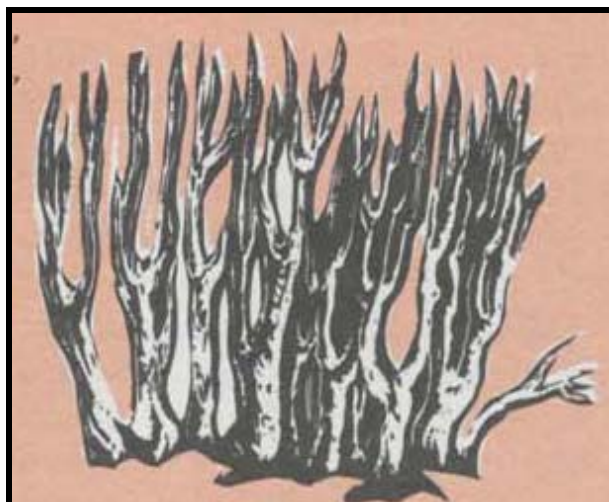


Bluecaps can grow to a height of almost six inches. They have slender white stems that curve slightly, and they take their name from their pale blue caps, which mold tightly to their stems. Eaten raw, a Bluecap is mildly nutritious, and it serves as a dietary supplement for most omnivores of the plateau. In addition, the local human tribes have discovered that boiled Bluecap mixed with a few local herbs absorbs ingested poisons. If the caps of Bluecap mushrooms are boiled in a preparation of clean water, they become able to absorb ingested poisons of many sorts. If prepared correctly, a Bluecap stew can act as a neutralize poison spell against ingested poisons. Only an individual with the Herbalism skill can choose the proper herbs to make Bluecap stew correctly. If the stew is made incorrectly, the presence of boiled Bluecaps still gives those who eat the stew a new saving throw with a +2 bonus against already-ingested poison. Bluecap stew must be ingested to be effective. Since it consists of large solid pieces, it cannot be ingested without conscious effort. Against injected poisons, boiled Bluecap provides the victim with a new saving throw vs. poison with a +1 bonus. The boiled Bluecap need only be consumed to attain this benefit; no other special preparation is necessary. The usage of Bluecap mushrooms is only effective against a particular incidence of poisoning once. Repeated administrations of incorrectly made Bluecap stew for ingested poison or boiled Bluecaps for injected poison provide no further benefits beyond the initial new saving throw. Bluecaps are relatively rare, but the human and goblin kin tribes tend them and protect them where they are found.



Fireshroom (*Cladonia pyrothrekana* and *Cladonia spinatum*)

This 4' to 6' tall fungus has no offensive or defensive action modus. This bright yellow-reddish to orange dead branch-like fungus with purplish shades grows near lava or jot places. They actually extract heat components from the area they live in, making them catching fire very quickly. Any rubbing or breaking or even throwing will ignite the fungus branch. Humanoids make use of this effect by creating carefully (it will catch flame if done uncarefully) crafted arrows or spears, which will bring only 1d4 damage like a torch and ignites itself on impact, probably setting fire to its surroundings. Humanoids using these arrows often fall victim to these flames as they are often not careful enough to



use these missiles. (Save vs. fall and break only 19 or higher). The fungus is inedible, and often makes barriers or fungal banks through which passage is extremely difficult.

The *Cladonia Spinatum* (picture left) looks much more like a large very long thorned rosebush twig than any other Funghi, but it is still a fungus, it is further equal to the *C. Pyrothrekana* variant. Both these Funghi prefer to grow on raw rugged ground and are often a forebode of a new fungal forest to grow on that spot. Otherwise they can be found on places where bigger Funghi can't settle, between rocks.



Futpuff (*Lycoperidium volatile*)



This 1" to 4" diameter fungus has no offensive or defensive action modus. This small green purple spotted fungus of up to 6 inches, makes a very audible sound when stepped upon, as it explosively spreads its spores' these spores produce a stench equal to that of a Skunk, and makes those within 60 feet reel over (unless a con. Check is made). The humanoids make good use of this ability, by carefully uprooting the Funghi and planting it somewhere else (where they want to keep track if something passes by). The fungus easily reroots itself (less than 1 day) in the new area. It dies when stepped upon. The fungus is inedible, gives no sustenance, but can be used in the creation of potions of soothing, and other fire and acid healing.



Glasstools (*Esperateum Perspexum*)

This fungus does not grow underground, and can only be found on pinetrees. As these can only be found in temperate to cold climates, it is clear that this fungus is mostly active in the summer and autumn when it creates its clearly visible exterior reproductive organ (the stools itself). In Winter it is docile and does not grow. In spring the mycelium further infests the pine tree until it dies after a few years. Spores can only infest pinetrees which have some damage (due to insects, storm or woodcutters), a single dead branch is enough.

Trees infested with this fungus do not burn, but can only be turned to charcoal. The fungus itself is inedible but is a major component for invisibility potions.

Droplets (*Alchisia Aquatica-reversum*)

Droplets are small translucent fungi that grow between mosses of any kind and has build up some kind of food symbiosis. It makes the moss grow thicker, holding more water, so it can accumulate space for its mycelium. This mycelium can be recognized as being thin glas-like webbing between the leaves of the moss.

Itself looks like translucent droplets of water dripping upwards, but these are actually the stools of the fungus. The fungus is a component in the Glassteel spell research, but also in dyhydration and other water-based spells. In fact most water elementalists have some moss in their pockets with this fungus in between.



Next Page

Zzugtmoy is an Shadflow elf who recently succeeded to become Immortal, through the use of the Radiance, and devoted itself to the life of all funghi in all its glory.

As an obscure immortal she has only followings among the sentient fungi, she is further unheard of.





Housestool Greater and small (*Amanita domus Minor* , *A.d. Major*)



These big stemmed mushrooms can be petrified to become as hard as soft stone. In this way these mushrooms, which can grow in a week or so, can become easily houses. The only thing the inhabitants need to do is to hollow the mushroom out prior to the petrification. These mushrooms probably could survive only in areas where sunlight is available.

The two known versions are the greater and small. The small is used primarily by fairies and smurfs. This version is up to 6 feet high and equal in diameter.

The greater variant can be used by any small creature (kobold, Halfling, etc.) but even humans and other species of medium size could—although very cramped—reside within these structures. And has an average height and diameter of 20 to 30 feet.

Whatever variation; all these housestools are white or light yellow to light brown in color. They are often colored with natural pigments before the petrification (the color then goes deeper, and discolors less in sunlight), or by regular paint after the petrification. Especially smurfs make use of this variation of coloring.



They can have different shapes. Some are round and low, others tend to be higher and smaller. Some grow together—fused—and make it possible to make several rooms on the same level. Their height could reach to 12 feet for the smaller variations and the greater variation to a diameter of up to 20 feet and no more than 90' tall, with a hood never much bigger in diameter than the diameter of the stem (only a foot or so in any direction—easy to let water flow off). Any windows, Chimneys—of stone of course, doors and other structures must be made prior to the petrification. The material best used for this is wood, or stone, as any metal would prevent the petrification around the metal and thus weakening the total structure.

The interior can be decorated as wished (as with a normal house). Multiple flooring and stairs must be created as with the furnishings prior to the petrification. When petrified, the walls could become grown upon

by a special fungus (behaving much like a fairy bank fungus) that can be petrified also. This way window roofs can be created.



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Especially Halfling can have very interesting houses this way. However, this tradition seems to be on a decline by Halflings, and less shroom houses are erected today than in the decades before. The shrooms however, can be found as often as normal, and maybe even more, since they aren't 'harvested' anymore.

These houses have a durability of a today's house of concrete, which is about twenty to thirty years, if well kept. Every year the damaged or weathered parts have to be treated and newly painted. Further the house tends to be warm and very cozy.

The fungus is poisonous to eat and hands and tools must be washed before using any food. The poisoning will result in strong stomach cramps, and a lowering of 3 points of constitution. These poison effects will last for 3 days, reducing the

effects with $\frac{1}{3}^{\text{rd}}$ for every 24 hours passed. The fungus still holds some of this poisonous effect, but actually this is a great boon to the house created out of it. Insects of any kind, will not feed from it, as it gives—to them at least—an offensive acidic scent. Prolonged stay of insects would ultimately result in their death. Only caterpillars and butterflies are immune to this poison.

Lantern Fungus (*Oxiomyces lumenesca areatus* and *O. l. terrastris*)



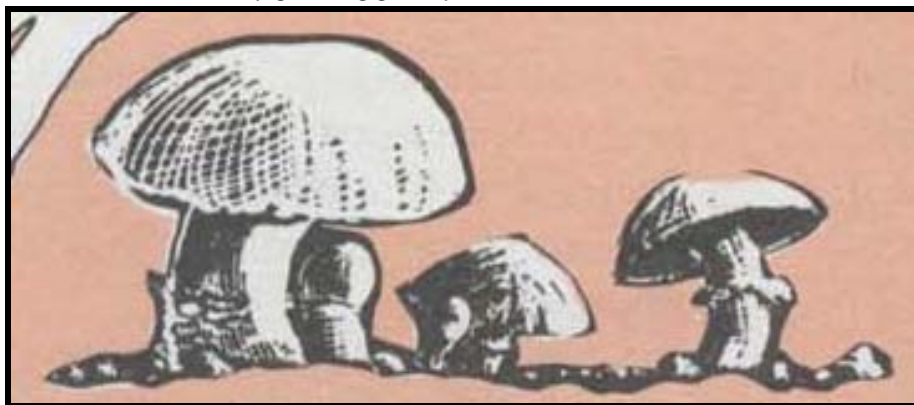
This fungus is extremely bioluminescent radiating a soft but clearly visible light in all directions to a distance of 10'. This so-called cold light can be seen from 300 yards afar.

The most used variation is the *O. Lumenesca terrastris*, which is planted (and further spread naturally—and eaten by slugs elsewhere) along the main roads and passages underground. These Funghi can grow on any rock, tree, packed earth and other Funghi (like biggiz). In this way the main underground routes are clearly visible.

The other variant is always growing in circle formations and is used to direct people to hidden caches or reasonably safe resting places. This variant, *O. Lumenesca area*, sheds very soft reddish light which can be seen no sooner than 30 yards afar.

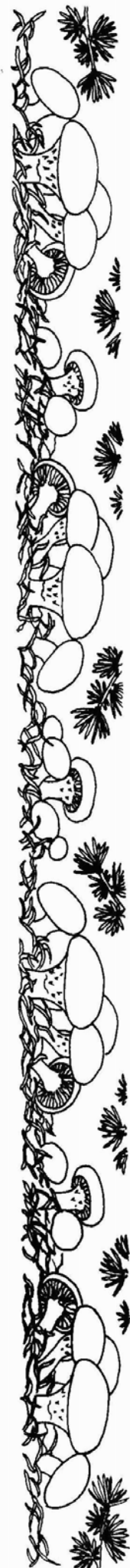
Only slugs can eat these Funghi, and they have no other use than lighting. They remain shedding light for 1 day after being cut off, but their mycelium (roots) imbedded in the area growing upon will regrow a new one in a week. Slugs eat even the mycelium, and thus prevent regrowth, other than by spores (which are bioluminescent too, and swirl in the air)

Lermon/ Foodshroom: (*Agaricus gigantes*)



This 3" to 20' tall fungus has no offensive or defensive action modus, this medium-size (2"-7') sickly grey fungus with small buboes, and a light green-grey trunk and muddy brown cap grows almost anywhere, especially on dead and rotten things (graveyards are good sites). When young is the standard food for giant slugs; older, bigger variants are too tough and of poor nutritional value, and often infested with fat lumpy worms and maggots (a treat to Humanoids). It enriches the underground enabling other

Funghi to grow there; it is thus a great compost maker. This fungus is edible and has high nutritional value. (10 day rations/ foot height—does contain vitamin C). Shadow elves do drink a fungal beer (in many different flavors) made of these mushrooms.



Lighting Funghi, Red (*Solastes imbu-solaris*)
Lighting Funghi, Purple (*Solastes Imbu-lunarea*)
Lighting Funghi, Bleu (*Solastea caereulus*)
Lightning Spore Funghi (*Nubes lumusdispersae*)

These Funghi has no offensive or defensive action modus. These very big fungi (100 feet) grow mostly underneath the Biggiz Funghi and are part of the local ecosystem. They shed a warm orange-red, Purple or even bleu light by bioluminescence, that gives of UV light enough to let many smaller plants (yes, not Funghi) grow and photosynthesize light into energy, growing, extracting chemicals from the ground, dying or shedding leaves, thus making the circle round.

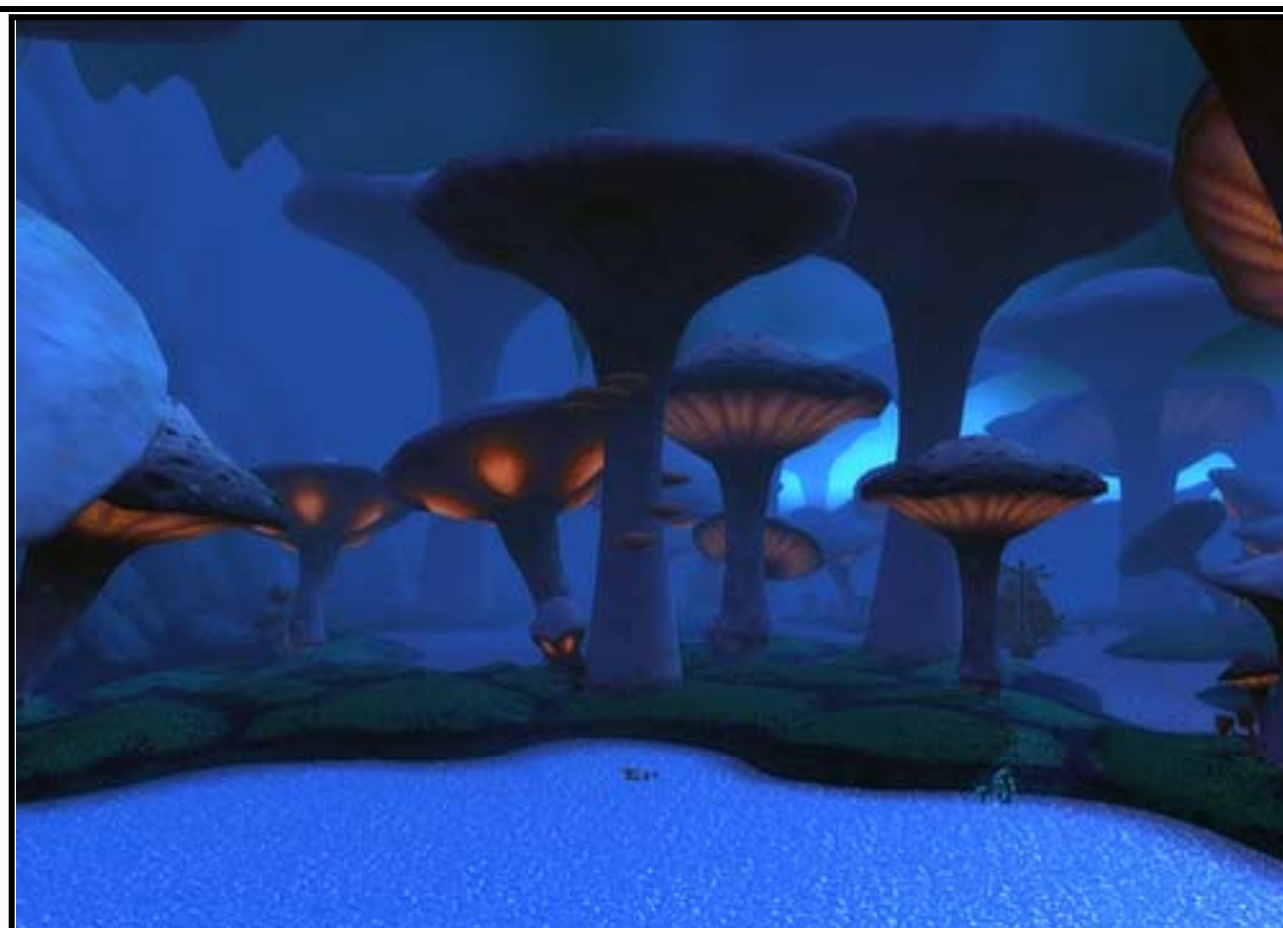
As this is viable ground for this fungus to live on. This fungus is inedible and unpalatable, its sinews and feathers could be used in many cases and ropes can be made from them. They have no medicinal use. However, they are sometimes used by the Shadow elves as street lighting, as they tend to erect their homes and cities next or even between them.

The **Red version** has large circular cells shedding red-orange light underneath the hood. (See picture right).

The **Purple version** is similar to the Red, but sheds a softer purple to pale orange-violet light. (See picture further)

The **bleu version**, is not related and its whole hood underside sheds a soft bleuish light, it is easy distinguishable as its hood is spotted and dented. (See picture below)

The **Lightning Spore variation** is smaller (5'-15'), brown with bright lightning dots on top that spread the spores (which shed also light 5' radius) but are dangerous for mammals and birds to inhale. SV DR/r or lose 1 constitution for 1 hour. Dead bodies become great grounds for the spores to settle. As thus these Funghi often grow on mammalian bodies, there is a chance of 5% that each mushroom has valuable remains (tarnished and damaged by the growing fungus on top) underneath it. Tt; U,V.



Underneath Biggiz; Left to right bleu and Red lighting fungus. The fungal patches on the ground are a haven for insects. (Source; Warcraft)



Rapid growing Bleu lightning Funghi make the ground ready for young biggiz and thus for more other Funghi species in this reasonably new fungal forest. As can be seen fungal forests take root in dry areas next to water, in ground diluted by it. (Source; Warcraft)



Underneath Biggiz from left to right; Bleu, Red and Purple lightning Funghi. On the ground foodshroom, Badshroom, Redstalk and younger versions. The blueish circle (mid above) are biolumiscent insects feeding on the Biggiz. (Source; Warcraft)





Lightning Cloud Funghi creating clouds of spores. These could be dangerous, but are clearly visible. (Source; Warcraft)

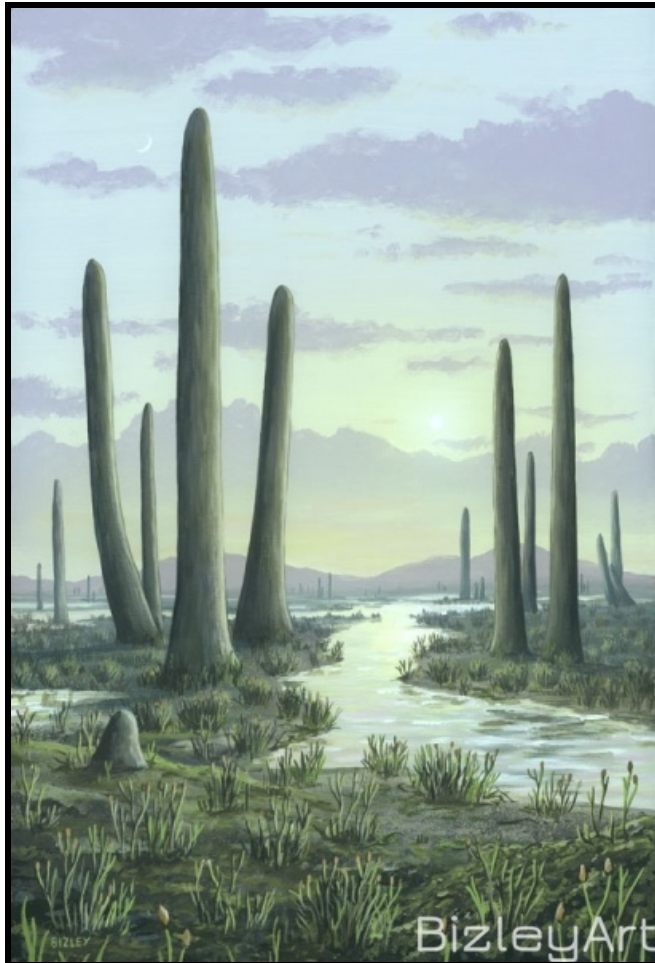
Oozeshroom (*Cardiceps longisegmentis* Oleum)



This fungus has no offensive or defensive action modus. These grey snotty Funghi grows and can get a size of up to 20' high. It grows nearly anywhere. When hit, it will ooze a lack slippery goop, like oil in an area of 10 square feet. Humanoids find this great for mock combats. The fungus can be cut into shapes, like statues, is usable for arrows or can be used in constructions. The cut and shaped fungus will thus become a black oily surface, which will harden in time to the strength of soft wood. Dried sap without the fungus will become a good glue that will bond organics and inorganics together. (Will not work on metals however). This fungus is inedible and unpalatable, and has no further medicinal use.

Pearldew (*Styringea paniculata*)

This 1' to 4' tall fungus has no offensive or defensive action modus. This fungus has a hollow, pitcher-like stem and a rimmed gilded cap at the top. It exudes a sweet sap into the pitcher and, if this can be found fresh, the stem can be "tapped" (like rubber tapping) and the sap slowly drain off. A single fungus (only small ones, up to 6-8 feet, give good sap) can yield up to 1d6 pints of this sap a day for a month of 10. The sap is useful as slug, as a sealant or glue if reduced by gentle simmering, and is part of the secret recipe used by spider hunters in their business. It is also used in the preparation of skinwing oil, the substance used for rubbing down skinwings at the stables. This fungus is bioluminescent, radiating a blueish light in the strength of a Light spell. This light apparently attracts insects, which are eaten (actually only digested) in the hollow stem.

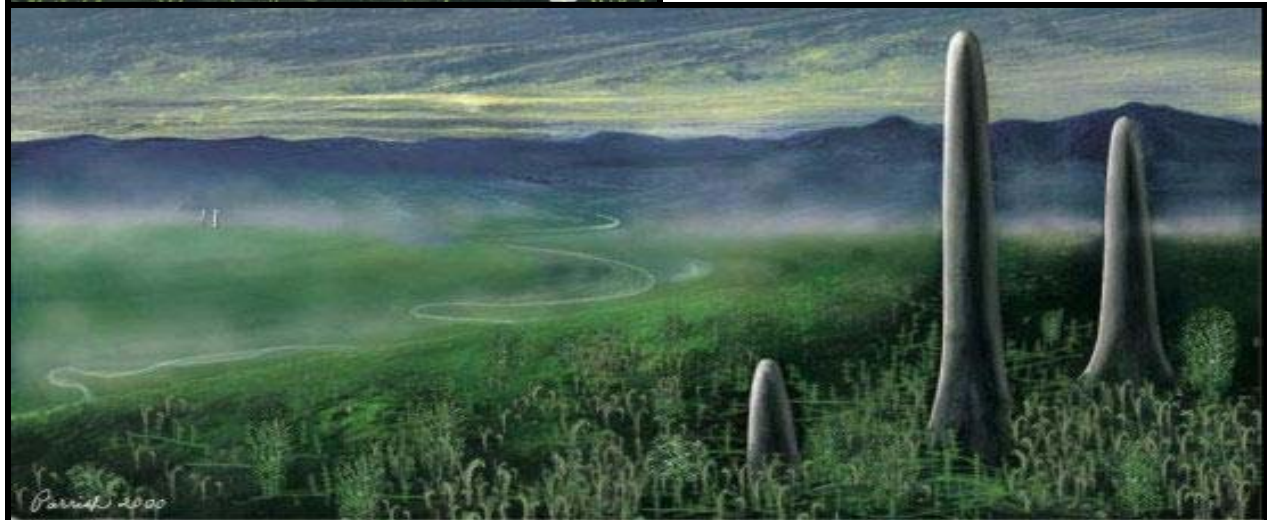


Prototaxites (*Prototaxites primus*)

This alien fungus grew on the surface world, and was between 20 and 30 feet tall, and 3 to 4 feet diameter. It was one of the ancestors of all Funghi and lived globally on the planet when all animals on the surface were still small (Silurian and Devonian Era).

This fossils of these funghi were long seen as being originating from a tree, yet recent researches have clearly shown that these were fungus origin, which did exist on our own real-life world in the Silurian/Devonian Era (420-350 million years ago).

It is now extinct on the Outer World but can be encountered in the Hollow World. It is inedible to all but insects, and has no medicinal or other use. It existed living more like an animal, getting its CO from other sources (like dead plants on the ground) than the air. There is not much known about this species.



Redstalk (*Ogopoyus metallo-oxidus*)



unless first a Cure Disease and Remove Poison is cast killing the bacteria. After this week the bacteria die whatsoever, as they can't survive in alien bodies (other than Redstalk and Rust monsters). The Redstalk seems to attract the carrion crawlers, but it is actually the metal it carries within. The rust monster does not locate the metal underneath but feasts upon the Redstalk itself (stealing a week metal deprivation instantly).

Rustlemoss (*Biptoporus chardastus*)

This 3" to 20" wide fungus has no offensive or defensive action modus. This blue-grey fungus grows high on the stems of the bigger Funghi (like Biggiz, Weeping Fungus, and Glow Fungus etc.) The fungus acts as a parasite on these other Funghi, and extracts fluids from them. The fungus and is about the size of a hand. The plant is inedible, unpalatable and really stinks, yet it has a strong regeneration factor, able to instantly after application stop any bleeding and to cure wounds at the rate of 1 hp each Turn, to



This fungus (4" to 2' tall) has no offensive or defensive action modus. This fungus creates a carpet of tiny mushrooms that grows on metallic items. Actually this is the same bacteria that lives within the Rust monsters, but somehow found another symbiotic partner. The bacteria act much slower however, removing a +1 to damage and THAC0 or AV each week. This is done cumulatively, so a Chain mail or Dagger of AV 4 or 4 points capable damage will be damaged in 1 week for the first point and then 2 for the second, 4 for the third and 8 for the last point, making a total of 15 weeks. A short sword or Plate mail will thus be digested in 63 weeks, etc. since humanoids don't bother to weapons or armor with defects (they even seem to like it) they keep the beds of these Funghi as a hiding place. The fungus will start sprouting spore after one year of not digesting metal. They normally grow on metal-ore containing grounds and can stay their nearly indefinitely. They don't dissolve gems, or precious metals like gold, platinum, or silver. These remain behind, and can be rediscovered by lifting the carpet. The Funghi are edible but very unpalatable (metallic in taste), and will cause stomach cramps and a week constitution drain of 1d4 because the bacteria try to survive digesting the metal in the body. During this sick period, there will be no normal or magical healing possible,



a maximum of 20 hit points. It can also be eaten (it tastes like oily bacon that has been forgotten for a week or so in warm weather), and then it will act like the Cure Disease spell, curing any diseases in the incubation period or those vulnerable to this spell (with or without other spells) as if the Cure Disease spell was cast.

Scarlet Heart Mushrooms (*Ublevea temperature sensitive*)

Often found next to pools of standing water, these 5' large black mushrooms are known for their heart-shaped red spots. These mushrooms are sensitive to heat, and when any living creature comes within 5 feet, their red spots burst, releasing a 10 feet cloud of spores. All living creatures must make a saving throw vs. poison or be blinded. This blindness lasts for 2d4 days, but can be removed by a Remove Blindness or similar effects. Scarlet heart mushrooms are destroyed by any source of cold or acid but are fully immune to fire and sonic damage. Electricity causes these mushrooms to go dormant for a day per point of damage dealt.

Shaman: (*Calkvatia utriformis Shamanus*)



This 10' to 30' tall fungus has no offensive or defensive action modus. One small capped fungus has a pattern of pendulous gills which appear vaguely like the mark of the shaman. This edible fungus is greatly prized and is always given to the temple for the shamans to eat. Discovery of a significant cluster of these rare fungi is taken as a good omen. This fungus does not contain any vitamin C. it does however contain a special poison, that settles in the genetic material of the eater. The next single offspring of this creature will 50% chance exhibit Shaman markings if it is a Shadow Elf and only 5% if it is of any other race. (Double this when both parents have eaten this fungus). This fact is unknown to the Shadow Elves, and would disturb their religious idea that it is Their Immortal Rafael his way of determining who becomes a Shaman or not.

Stoneshroom (*Lentinula granitas*)

This unique chalky fungus can form on any stone surface. It has a small stem and a sturdy hard cap and resembles a typical toadstool. This shroom is indigenous to the Mystara underground, but it has spread to the material plane of earth, where it is considered a pest to the local residents, but to prime plane travelers a boon. Stoneshrooms are a source of food and breathable air.

Stone shrooms survive of minerals in the rock, and then spread by releasing spores in a puff of breathable air. This creation of air contributes to the air currents flowing around. Eating a stone stool provides a meal's worth of food. More importantly, for 24 hours after eating a Stoneshroom a creature can hold its breath for twice as long as normal (instead unexcerted constitution x rounds then con. check each round with a cumulative -1 penalty, it becomes now twice the constitution x rounds and then a con. check with a cumulative -1 penalty each second round. Exerted actions while holding breath normally last 1/3rd of the person's constitution in rounds (round up) and then con. check each round with a cumulative -1 penalty; it becomes now 2/3rd constitution x rounds (round up) and then a con. check with a cumulative -1 penalty each second round.

A Stoneshroom remains fresh and useful for one day after being picked; after that time it rots away, unless dried. If dried it loses its breathholding capacity but is still edible. It tastes like a shiitake of which it is a relative. It is as a remedy for respiratory diseases, poor blood circulation, liver trouble, exhaustion and weakness, and to boost life energy. It was also believed to prevent premature aging.

Consumption of raw or slightly cooked Stoneshrooms can cause "a stony rash" that occurs all over the body including face and scalp, which appears about 48 hours after consumption and disappears after 10 days. This effect, caused by the (potentially therapeutic) toxin lentinan, is well-known by shadow elves, but can be unfamiliar to others. It occurs in roughly 1 in 50 people, and thorough cooking eliminates the effect. Fresh Stoneshrooms are worth 20gp each. Dried only 2sp each.



Strider Fungus / Biggiz (Catharellula Supremor)



covering areas of 50' away from the stem up to 15' high, often barring any passage. (More pictures of these giant Funghi can be seen further)

This fungus has no offensive or defensive action modus. This huge fungus is known to the orcs by the name of "Biggiz". The shadow elves call it strider fungus because of the amazing growth rate of this huge flat-top fungus compared with most other species. One fanciful tale told to children was that the Funghi could walk, and moved when no one was looking. It was the only way to explain how it suddenly appeared, as it seemed to the elves. The Strider Fungus is important because of its thick and fibrous hollow trunk. This is used in cheap, temporary constructions around the cities (not inside them) and in the poorer shadow elf communities (they last as long and have the strength of soft pine wood). This mushroom grows near rivers, extracting water through its mycelium (roots) from the river and exuding it at the shore. It also provides cover and thus increases the air-moisture ratio (making it more damp). Like forest trees it creates its own environment. It is up to 300' feet tall, and the stem is roughly 10-20 feet wide. The stool is up to 200' wide. The fungus comes in any color, but grey, red, yellow and brown tones are most likely. Other Funghi often grow underneath it. The roots grow on and in the ground, with the thicker root branches easily



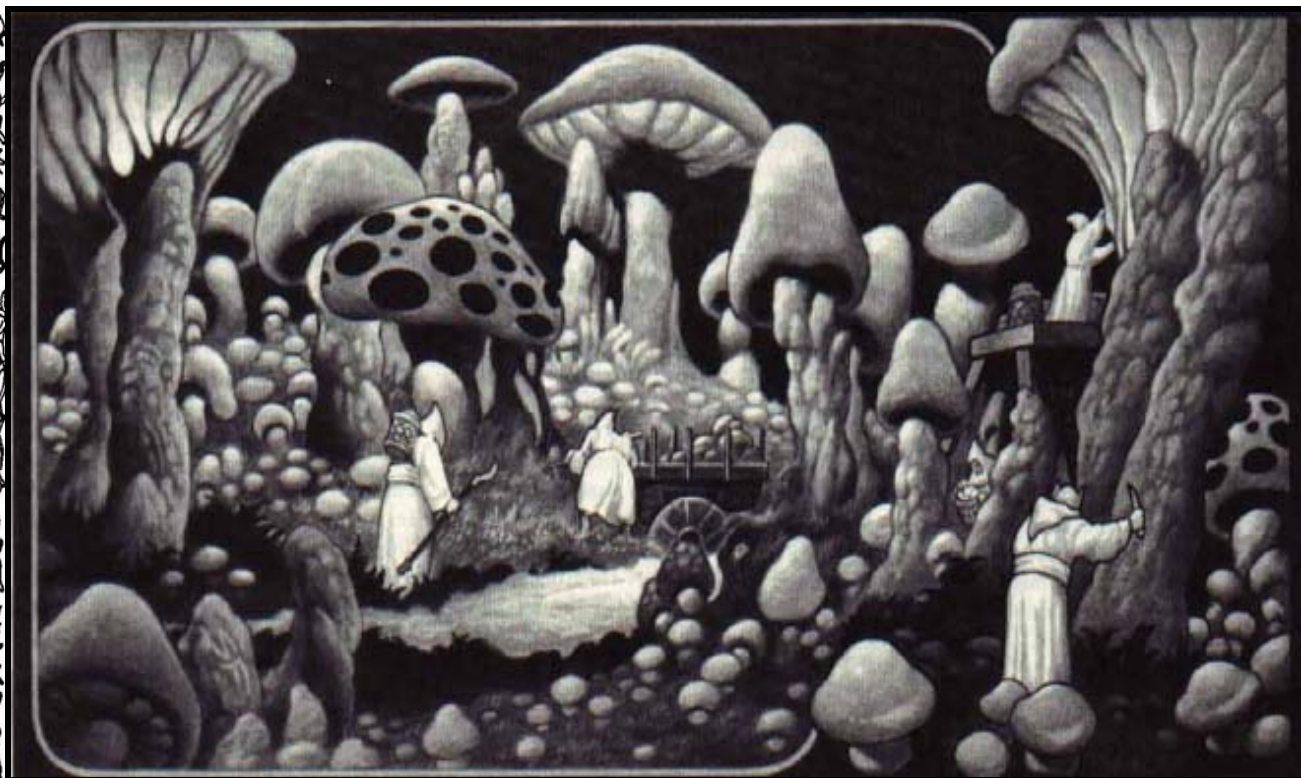


Torment Toadstools (*Spiraceaus ignatius*)

These, small, innocuous bleu mushrooms release a small cloud of spores when stepped on. These spores cause extreme nausea and vomiting. The spore cloud has a 5 foot diameter and dissipates after only one round. Those that fail a saving throw vs. poison are nauseated for 1d4 rounds and then sickened for 1d8 rounds. Those with indiscriminate taste sometimes harvest these mushrooms to create potent fungal ale or to sell them to shady apothecaries.

Trania (Variable species—often *Agaricus*, *Catharellus*)

This 4" to 30' tall Funghi of different species has no offensive or defensive action modus. This name is given to the staple food Funghi of the shadow elves as a generic, as well as to the prepared food they make from it. There is a difference in the way the two nouns are pronounced, however, with the name of the fungus pronounced with the emphasis on the "tra", whereas the food is referred to with the emphasis on the "nee" syllable. The size of these Funghi varies from a few inches up to 25 feet. They grow nearly everywhere, and because they are a bunch of different species, they also offer different tastes, and other values. (Often medicinal) they also make fungal beer with different flavors.





From the movie Journey to the center of the earth. Excellent examples of Trania



Weeping Funghi (*Clytocibe Folia-magnificus*)



This fungus has no offensive or defensive action modus. This very big fungus (100-200 feet) grows on mud, fertilizing it and making a living place for any other fungus and even vegetables (which don't need solar light). The fungus has large feather-like branches which hang down from the top over each other. This makes a very good living and hiding space for other creatures, Humanoids and predators alike (both can easily meet each other here' the area apparently attract many creatures making a forest of Weeping Funghi a perfect hunting place.

These branches fall of regularly making a new base for the ecological circle. They can also be used to make bows and arrows from them. The sinews from the stem are used as bows strings. Special treatment makes them as durable as other materials. Only humanoids make use of this material this way. Shadow elves make bow and arrows from trees underground or from the surface world. This fungus is inedible and unpalatable, its sinews and feathers could be used in many cases and ropes can be made from them. They have no

medicinal use.

Wogar's Cup (*Helvella villosa Wogarii*)

This very large (30'-100') fungus has no offensive or defensive action modus. It is listed here solely because of its usefulness.

It is very large (up to 50 feet with a cup diameter of up to 35 feet). It is overall red to red-brown, and grows in dry places, extracting more water from the ground (actually making it dryer.)

The cup is as large as two ogres, filled with sweet (sugar containing) water and nectar, which attracts many insects and is a haven for insect swarms.

When the stem is punctured, it will leak drinkable water.



Wild Snapper (*Rhizomus globuli*)

The snapper is an interesting little fungus. This puffy ball shaped mushroom can grow as large as a foot in diameter and is light orange in color with brownish splotches. It grows on a flexible soft stalk, with its hood's underside seemingly partially open like most mushrooms. Most snappers have between two and twelve eyelike spots as well. These spots, combined with the fungus' other properties, lead some to speculate that snappers might be related to gas spores, the floating fungi that resemble beholders. During its growth, a snapper retains its colors and its thin, soft shell. If the snapper is punctured during this time, the air leaks out of its great hollow center with a piercing, drawn-out shriek. The fungus gets its name from its last stages of growth when the shell dries out and becomes brittle and spores form on the inside of the shell. Once the ball-shaped shell becomes brittle enough, the snapper separates from its stalk.

The winds of the Moors blow the



snapper shell around until it hits some hard surface or it is struck. At that point, the snapper breaks open with explosive force and a loud sound, spreading spores in every direction. The explosion is harmless, though the spores might obscure vision for a short time or even cause an allergic reaction in some people. Snappers are uncommon on most Moors, though a few can usually be found in these open areas. At some times clusters of them can be found in ditches and shallow caves. Probably this is the ancestor or at least a relative of the well-known and feared blast spore, which was cultivated and changed by the Beholders around 3000BC (just before the Rain of Fire) to their appearance. Myconids further spread these fungi and use them extensively.



DUH LEGION'S GUIDE TO FUNGI



Foodshroom — dis be food, as small as gramp's toe, or as big as a goblin's belly. Duh foot be sickly grey, with small buboes, duh trunk green, an' duh hat mud-brown. Groze ennywhere, 'pecially on dead an' rottin' thingz. Old Foodshrooms also come with fat, lumpy wormz.



Futpuff — good fer findin' duh enemiz. Goes 'PUFF!' when walked on. Dis be really smelly too (should plug snout). Looks like small green blobs with purple spots all over. Dis be as big as a kobold's foot an' can be heard a spearz throw away in duh cavern.



Badshroom — dis be no food. Dis be bad, real bad, cuz goblins fall sick fer dayz, an' ogres get crabby. Foot sickly green, with small buboes, duh trunk be sickly grey, an' duh hat mud-brown with small black dots. Groze ennywhere, with Foodshrooms



Rokstolk — reel' hard carpet of tiny shroomz dat groze onto rusty thingz. Dis formz thin crust above what it be growin' on, an' keepz it in a solid rock grave ferever. Great fer hidin' thingz. Groze as big as whotz rusty underneath, in less than a moon.



Fireshroom — dis be shroom dat looks like dead branchz. It be ugly sun color, with red an' purple shades. Groze near lava, or hot places. Fireshroom be catching fire quick, when rubbed, or stomped. Uzed on arrowz to burn down enemiz fortz.



Rustlemoss — blue-grey thingz dat groze onto side of duh Biggiz. Dey be used to heal woundz, an' some diseases. Shamans an' wiccas pay good for Rustlemoss. Dis be as big as a koboldz grubby paw, and groze reel high onto Biggiz trunks. Smellz like rotten eggs.



Darksnap — dis be reel bad. It be enny color, an' groze on dirty walls, or on old Biggiz. Dis be taking duh color of where it stayz. It can move slow, and bite quick. A small Darksnap can bite off a finger, a gran'daddy Darksnap can gobble a troll. Smellz like Rustlemoss.



Oozeshroom — grey thingz dat grow ennywhere. When hit, oozes black, slippery goop, like oil. Great for mock combatz. Groze enny size, an' shape. Can be sculpted into statues, and arrows, or uzed in construchonz. Dried sap makes strong glue too.



Wgar's Cup — big, red shroom dat groze in dry, miserable places. Its large cup recoverz water, an' nectar to attract insect swarmz. Cup can contain up to three ogres. When punktured, cup drips sweet, drinkable water. Watch out fer insect swarmz.



Gooberry — groze onto cavern ceilin'. It be swingin' at duh end of hairy stalks. When all be quiet, stalks get longer, allowing Gooberry to stick on bugs, then it be zippin' up to ceilin' again. Reel big Gooberry can catch a goblin. Gooberry make good food, insects an' preyz too.



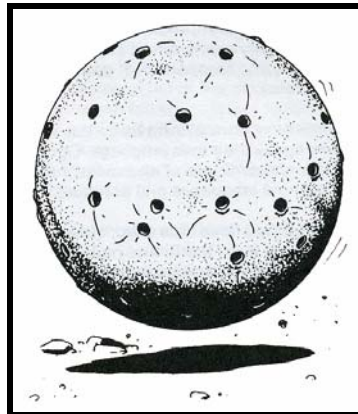
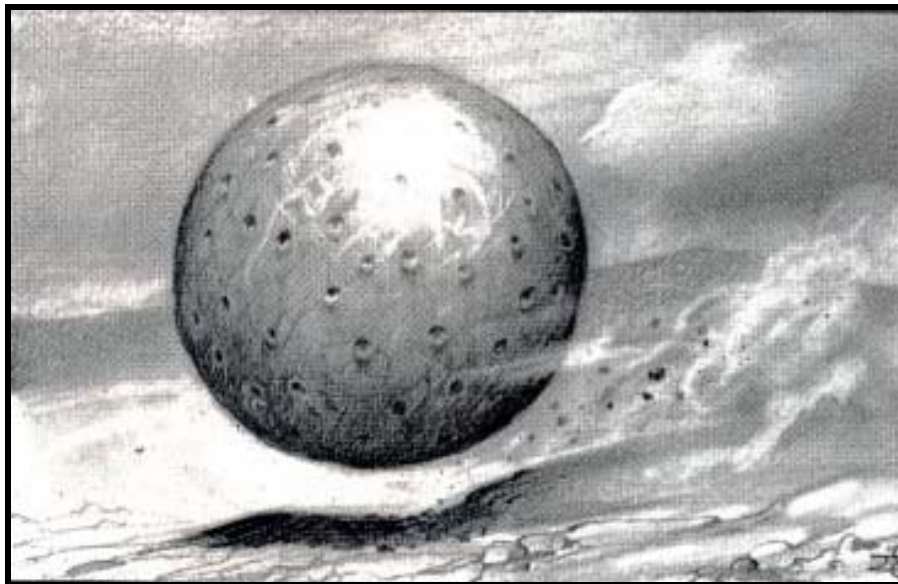
Weepin' Fungi — dis be big shroom dat groze onto mud. Branchz hang down, makin' great places to hide an' ambush enemiz. Weepin' Fungi attracts monsters. Great fer huntin'. Watch out fer monsterz in duh branchz too. Branchz make good bowz, an' arrowz.

Biggiz — huge shroom dat groz near riverz, as tall as ten ogres, an' as wide as a purple worm. Comes in enny color. Trunk be bare, an' very wide hat coverz duh top. Trunk be hollow, very light, an' often uzed in construchonz.

Dangerous Funghi

Ascomoid (*Ascomoidus globuli*)

Funghi	Ascomoid													
Type	Lowlife (Funghi)													
Climate/Terrain	Subterranean,													
Frequency	Very Rare													
Organization	Solitary													
Activity Cycle	Any,													
Diet	Scavenger													
AL	NE													
NA	1													
Size	5'	6'	7'	8'	9'	10'	11'	13'	15'	16'	18'	19'	20'	
ST	14													
IN	1													
WI	11													
DX	13													
CO	17													
CH	1													
Languages	0													
Spellcaster Limits;	0													
AC	3													
AV	1													
HD	6+6*	7+6*	8+6*	9+6*	10+6*	11+6*	12+6*	13+6*	14+6*	15+6*	16+6*	17+6*	18+6*	
HP	6+1d8/HD													
MV	30'(10') to 120'(40')													
THACO	13	12	11	10	9	8	8	7	7	6	6	5	5	
Attacks	Trample													
Damage	1d6+HD													
Special Attacks;	SporeJet													
Special Defenses;	Cutting weapons minimum													
Immune to;	Charm, Hold, Illusion, Blunt Weapons													
Extra Vulnerable to;	Piercing Weapons													
AM	+4 to magic saves (50% damage)													
Save as;	F3		F4		F5		F6		F7		F8		F9	
ML	12													
XP	650	1025	1400	1750	1900	2125	2300	2500	2700	2950	3150	3475	3800	
TT	Incidental (1d10 coins 50% goods 50% items)													
Body Weight; LBS	150	175	200	225	250	275	300	325	350	375	400	425	450	



Ascomoids are huge puffball-like fungi with very thick, brownish-green leathery skin. They move by rolling. At first movement is slow-30' (10') for one round, 60' (20') the next, then 90' (30'), then finally 120(40')-but they can keep it up for hours without tiring. The creature's surface is covered with numerous pocks which serve as sensory organs. Each pock can also emit a jet of spores. Ascomoids can automatically sense the location of anything within 60 feet that is in contact with the ground. (Extreme Tremorsense 90' with warmth-moisture detection 120').

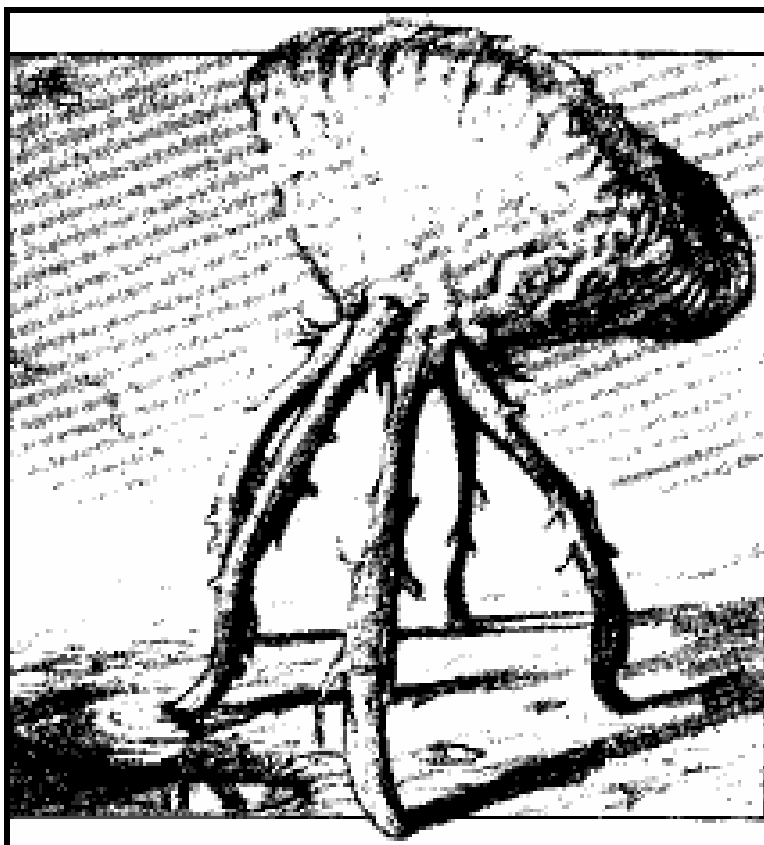
Combat

Ascomoids attack by rolling into or over opponents. Small and medium-sized opponents are knocked down and must rise during the next round or remain prone. Ascomoids also use their spore jets to attack dangerous enemies. Large opponents or those who have inflicted damage upon the Ascomoids will always be attacked by spore jets. The stream of spores is about 1 foot in diameter and 30 feet long. Upon striking, the stream puffs into a cloud of 10'+1d20' variable diameter. The creature(s) under attack must save vs. poison or die from spore infection in its (their) internal systems in 1d4 rounds. Even those saving are blinded and choked to such an extent that they will require 1d4 rounds to recover and rejoin melee. Meanwhile, they are nearly helpless, and all attacks upon them are at +4 with no shield or dexterity bonuses allowed.

Different types of weapons affect the Ascomoid differently. Piercing weapons, such as spears over 6 feet long, score double damage. Shorter stabbing weapons do damage as if against a small-sized opponent. Similarly, blunt weapons do not harm Ascomoids; slashes and cuts from edged weapons cause only 1 point of damage; and magical attacks, such as magic missiles, fireballs, and lightning, etc., are saved against at +4, and damage is only 50% of normal. (Cold-based attacks are at normal probabilities.) As these fungi have no minds by ordinary standards, all spells affecting the brain (charm, ESP, etc.), unless specific to plants, are useless. Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits (so don't roll for critical damage, always deduce AV and don't increase damage on a natural 20. Like almost all other Funghi they are mute, deaf, blind, without touch and taste. Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any organic matter.

Basidirond (*Basidius templarea*)

Funghi	Basidirond
Type	Lowlife (Funghi)
Climate/Terrain	Any Temperat to Tropical Swamp, Forest, Ruin
Frequency	Very Rare
Organization	Pack
Activity Cycle	Night
Diet	Scavenger
AL	NE
NA	1d2
Size	M; 6'-7' tall
ST	20
IN	0
WI	11
DX	13
CO	17
CH	10
Languages	0
Spellcaster Limits;	0
AC	4
AV	4
HD	5+5*
HP	5d8+5
MV	60'/20'
THACO	11
Attacks	1 stem
Damage	2d4
Special Attacks;	Hallucinatory spores Smothering
Special Defenses;	Spongy structure Cold dm 0 mv 1/2 Fire Sv +4 dm x 1/2 or negate
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	0
AM	0
Save as;	F3
ML	10
XP	350 LBS



Basidironds are multi-stemmed fungoid monsters with woody, leathery bodies of orange color and upper portions looking much as if they were reversed umbrellas whose interior is sooty black, filled with black spores. The three to five legs and exterior of the cup are dark orange brown. The underground version seems to be somewhat larger in size and have a pale yellow to white exterior color.

Combat

In combat the fungoid monsters lash forward with their cone-shaped caps. A successful hit inflicts 2d4 points of damage and requires the victim to save versus poison each round (-1 each cumulative round) or else have spores clogging its respiratory tract. A victim will smother from these rapid growths in its breathing system (often lungs) in 1d4+1 rounds unless a cure disease (or its equivalent) is cast upon the individual.

If a victim fails to save versus poison, he begins to suffocate. On the next round he falls unconscious and will begin to show mushroom like growth in the infected area. This will inflict 1d4+4 points of damage each round. The growths will then begin to spread throughout the host body, killing it in 1d4+4 turns, and turning it into a new Basidirond.

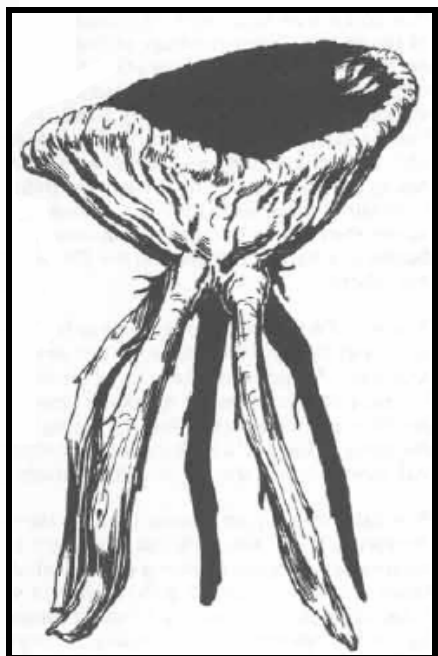
A healing skill at -5 clears the victim's mouth and throat of these spores as does a cure disease or any similar magical effect.

Basidironds remain motionless when approached, allowing its hallucinatory spores to act upon the minds of its potential victims. These spores form an invisible cloud in a radius of 20' high to 35' diameter from each fungus. The spores cause each creature coming within this odorless cloud to save vs. poison or begin hallucinating and acting to it.

They are considered distracted and do not gain their dexterity bonus to their armor class while under effect of it. As long as the victim isn't fully incapacitated, he is not helpless and may still act accordingly, within the added content of its hallucination. (If attacked he will perceive this as such even while thinking he's sinking in quicksand).

Hallucination lasts as long as the individual is within the cloud area and for 1d4 rounds after the victim leaves it. It is also ended by a Remove Disease or similar spell.

spell. Creatures immune to spores and diseases are immune to this effect.



Typical hallucinatory perceptions and their effects on victims are:

- | | |
|---|--|
| 1. Individual is in quicksand; | Strips off armor to keep from sinking. |
| 2. Spiders or insects attacking; | Strikes/attacks floor area to kill them. |
| 3. Individual has shrunk; | Shouts for help to return to normal size. |
| 4. An item being held turns into a viper; | Drops it and leaps back to avoid strike, may attack snake (and damaging item). |
| 5. Individual is suffocating; | Runs gasping in random directions to breathe. |
| 6. Associates are diseased; | Avoids 50' proximity of them. |
| 7. Individual feels as though body melting; | Stands howling and "holding self together." |
| 8. Leech on back; | Tears off anything worn on back and attacks it (and damaging item). |
| 9. Earthquake; | Thinks earth is splitting and everything is falling around him. |
| 11. Lethal Wound; | Thinks wounded and any healing fails. |



Basidironds are immune to all forms of mental attacks, including charms, holds, etc. Fire-based attacks are saved against at +4, and damage inflicted is either half normal or none. Basidironds have no minds as humans define/discern them, so all forms of mental attacks, including charm monster, hold monster, and spells, have no effect.

Cold-based attacks do not damage Basidironds, but they slow the monsters to 50% normal movement and prevent both types of spore attacks.

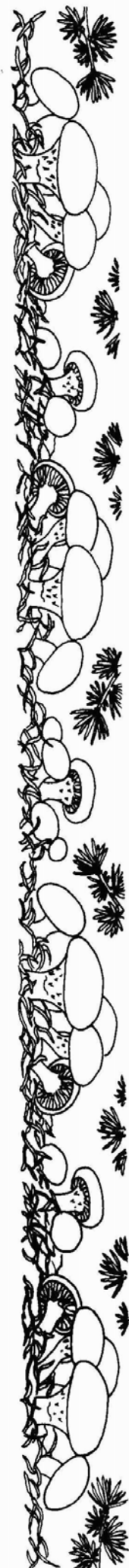
Habitat/Society

These multi-stemmed fungoid monsters usually dwell in moist tangled forests with thick canopies or in the underground fungal forests. These areas rarely (if any) allow sunlight to penetrate. They are sometimes found in swamps or other caverns.

The Basidirond feeds on organic rot and decay, drawing sustenance up through its many stalks as it stands over the carcass of a not-so-fresh kill. Often, the remains of these victims contain treasure or even magical items, which could draw fresh food in range of its hallucinatory spores.

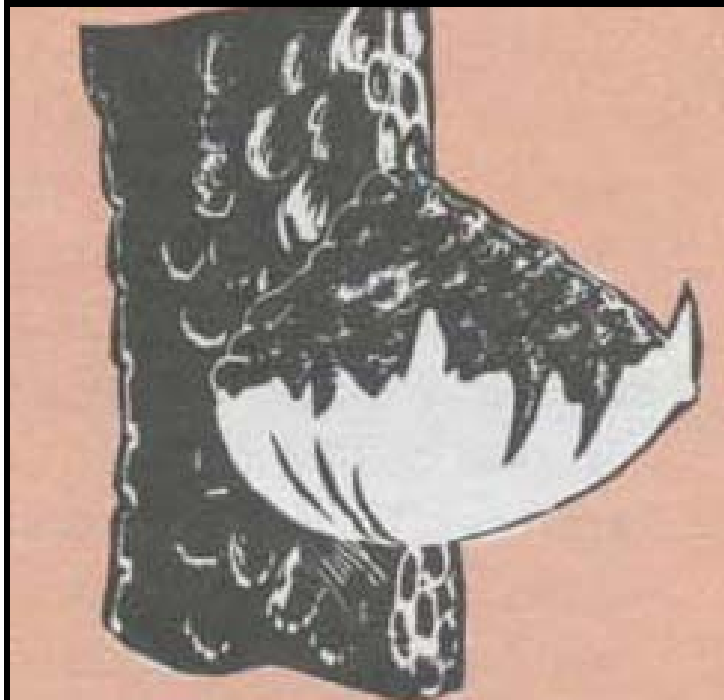
Senses; Warmth detection-Breath-CO² detection 120', Tremorsense 60', Detect life 30'.

Main Predator; Insects, Bugs, Beetles, Funghi,
Main Prey; misdoer. Ring; organic ground matter



Darksnap (*Polypores carnivorus*)

Funghi	Darksnap																			
Type	Lowlife (Funghi)																			
Climate/Terrain	Subterranean, Aengmor, Broken Lands																			
Frequency	Rare																			
Organization	Solitary or Patch																			
Activity Cycle	Any,																			
Diet	Carnivore																			
AL	N																			
NA	1d4(1d4)																			
Size	M to L; 3'/HD																			
ST	15																			
IN	3																			
WI	8																			
DX	5																			
CO	12																			
CH	1																			
Languages	0																			
Spellcaster Limits;	0																			
AC	7																			
AV	0																			
HD	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
HP	1d8/HD																			
MV	30(10')																			
THAC0	18	17	16	15	14	13	12	11	10	9	8	7	6							
Attacks	1 Bite																			
Damage	1d6+HD																			
Special Attacks;	Swallow																			
Special Defenses;	Camouflage																			
Immune to;	Charm, Hold, Illusion																			
Extra Vulnerable to;	0																			
AM	0																			
Save as;	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10										
ML	8																			
XP	20	35	75	175	275	450	650	900	1000	1100	1250	1350	1500	1650	1850	2000	2125	2250	2375	
TT	0																			
Body Weight; LBS	10	14	18	25	38	45	55	68	80	95	115	138	160	180	205	230	260	295	345	



The Darksnap (nicknamed butt-biter as this is actually the place where the fungus bites most often) is a fungus which takes its form and color from its background. It can eke out an existence on rock (most often by a water source) or by parasitizing other fungi. It is capable of killing small reptiles and rats with its snap bite and will slowly absorb the nutrients from their decomposing bodies. There are rumors of huge Darksnap deep within the Forest of Spiders, which are so enormous that they can sever limbs and even swallow smaller humanoids such as kobolds, Halflings, and dwarves whole. No one has ever been able to provide direct evidence that such monster fungi exist. The statistics of these rumored Funghi are from 5 HD to 20 HD.

Senses

Darksnaps have a sense of warmth moisture detection 120' (a sort of infravision together with moisture detection, but not a visual sense, it is more like olfactory senses chemical based), which they used to target their prey. They can do this in utter darkness and even against invisible prey as they have no eyes. These Funghi also have 30' Tremorsense. Like almost all other Funghi they are mute, deaf, and blind, without touch and taste.

Combat

Darksnaps like to ambush prey. They extrude a pleasing scent to most animals. They will remain as still as possible, and blend into their surroundings in order to remain hidden. They then strike when foes least expect an attack. They can stretch their beaks up to 5' away and so being able to snap at potential prey. They will snap at anything that gets close to them. The darksnap's bite from its astonishing hard and calcified ribs is surprisingly painful and may cripple a foe.

Any foe bitten by a Darksnap must make a Constitution check modified by AV or be crippled. A crippled foe suffers a -2 penalty to all attack and damage rolls. The effects can be removed with a successful Healing skill or a magical healing spell. Darksnaps have a Hiding skill of 17, due to their camouflaging colors.

It is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, sleep effects, paralysis, polymorph, and stunning. Not subject to critical hits; Plants breathe and eat, but do not sleep.

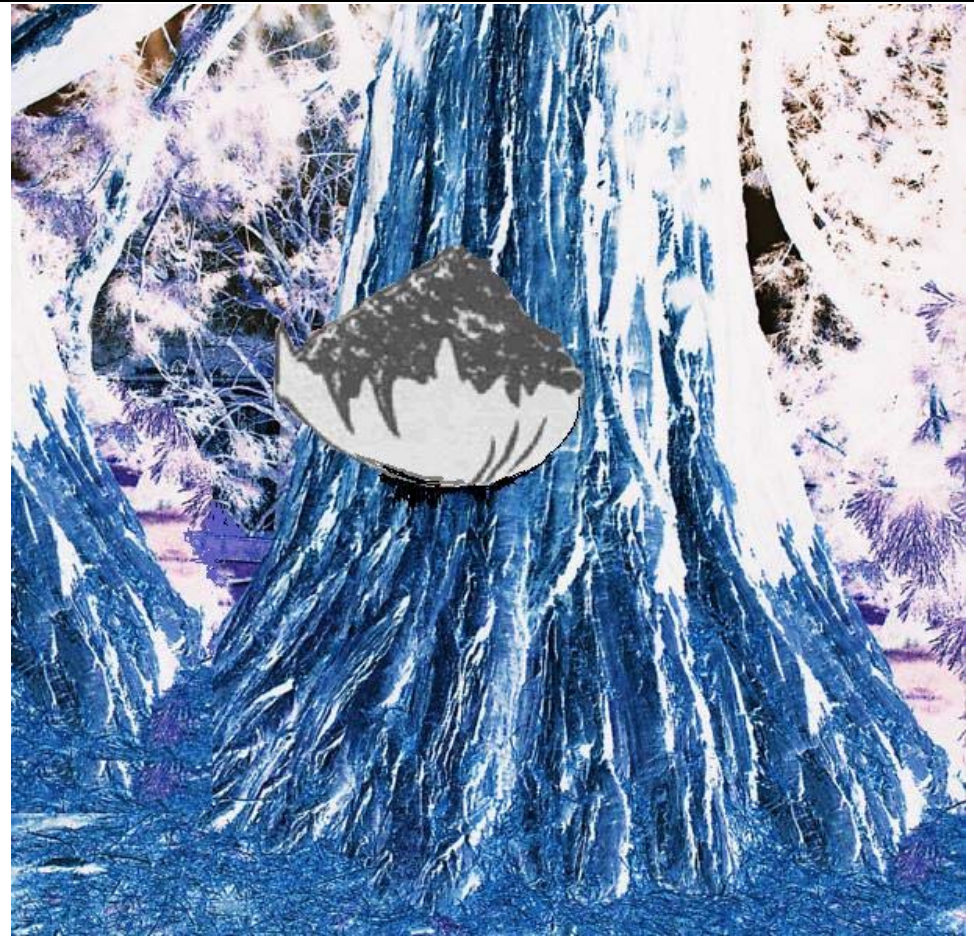
Ecology

These are dangerous active Funghi, but are still prized by the shadow elves because giant slugs have a taste for them.

Main Predator; Giant Slugs, Insects, Bugs, Beetles, Funghi, Main Prey; any creature.

Carapace (*Armoromycetes amoras*)

Also called the coffin shell creature, a carapace is an aggressive form of fungus that can adapt itself to living on almost any vertebrate creature, from reptiles to mammals to fish, creating a symbiotic exoskeleton. It cannot attach itself to invertebrates, such as insects, spiders, or octopi. In its natural state, the carapace looks like a soft, gray spongy mass about a foot in diameter, though it can extend tendrils from its central mass to snare a host, and then pull itself into contact with the host's body.



Darksnap on a Biggiz stem covered with bioluminescent Funghi



Combat:

Funghi	Carapace	
Type	Lowlife (Funghi)	
Climate/Terrain	Any subterranean	
Frequency	Very rare	
Organization	solitary	
Activity Cycle	any	
Diet	Fungivore	
AL	N	
NA	1	
Size	S; 1'diameter	
ST	13	
IN/VI	0	
DX	9	
CO	15	
CH	6	
Languages	0	
Spellcaster Limits;	0	
AC	10	
AV	2 (special)	
HD	1+1*	2+2*
HP	1d8+1	2d8+2
MV	12/4'	
THACO	18	17
Attacks	1	
Damage	1d2	
Special Attacks;	Possession	
Special Defenses;	Create armor	
Immune to;	Charm, Hold, Illusion	
Extra Vulnerable to;	Fire	
AM	0	0
Save as;	F3	
ML	5	
XP	19	35
TT	incidental 5% PRU	
Body Weight	10 LBS	15 LBS

1+1 HD carapaces. In its soft state, the carapace is vulnerable to spells effective against Funghi, such as Sunray., and to subterranean creatures that eat Funghi, such as giant slugs, worms, and similar.

A hardened carapace slowly leeches away the bones of the host, becoming the host's exoskeleton in a process that is not particular painful. As the carapace slowly fuses with the host's spinal and brain tissue (its nervous system) and that of the host become more and more intertwined, the host's alignment shifts irreversibly to neutral, though the victim's lawful/chaotic tendencies are unaffected.

Once the host dies, the host's tissue within the carapace is consumed by the growth of new spongy carapace fungus. When the host's body is entirely consumed (which may take several weeks) the dead outer carapace splits (by force of the new inside carapace), revealing one or more new soft carapaces. The host body breeds a new carapace per three feet of body length.

Ecology:

The carapace is a pure symbiont, thought to have been created by a slime-lord (Jammadaru??) long ago. Only the most desperate of the Underground races will even don one of the creatures, but slave-warriors among them are sometimes forced to become hosts to the foul creatures. When not attached to a host, the carapace can subsist for months on a diet of less-dangerous fungus and slime-molds.

The carapace lies hidden in beds of other Funghi or clings to cavern walls or ceilings. Whenever a carapace successfully strikes a target, or is struck by the unprotected flesh of a predator or attacker, it creates a sticky, gluey bond between the two creatures.

Unless the fungus is dispatched within the next round, the bond solidifies, and the carapace begins spread its mass out over its hosts skin. Attacks that physically damage the spreading carapace inflict equal damage on the host creature, though it can be destroyed without harm to the host by a cure disease spell.

If the carapace is not removed within a certain time that depends on the size of the host, it hardens into a protective horn-like shell that improves the host's armor value. This bonded, protective mass then hardens the host's skin; in this form, the carapace adds 2 to the host creature's Armor Value (for instance, an AV 4 purple worm would become AV6). It can cover any size creature given enough time, since it is transforms some of the host's own flesh as well as spreading its own. This covering process takes a single day for size T creatures, two days for S creatures, four days for M creatures, and a week to 10 days for size L, at least two weeks for size H, and up to a month for G creatures; the host permanently loses one point of Constitution with all corresponding effects (i.e. hit points). The host's joints are not covered, as the carapace adapts to the host's body signature.

Once the host is entirely covered, the carapace cannot be removed without further damage to the host's body; attempts to remove it with fire, knives, or healing spells only inflict damage to the host. At this point the carapace has fully integrated with the host's skin and has no independent existence. A cure disease spell is no longer effective against it. After the carapace covers the entire skin of the host, the host body becomes noticeably thinner and paler; this is when many creatures' companions first notice any change.

However, at the same time, the carapace can now offer its host even greater benefits; the carapace can regenerate its host at a rate of 1 hp/round in exchange for up to a day in exchange for another point of Constitution. It will do so to keep its host at least half the host's full hit points. If the total number of hit points regenerated by the carapace in one day is less than or equal to the host's constitution, no constitution is lost if the number of regenerated hit points is less rolled on 3d6.

It can also absorb all poisons and mental attacks, making the host immune to all poisons, psionic attacks, and enchantment/charm spells. A hardened carapace is immune to fire, further protecting the host.

Habitat/Society

The carapace, in its soft form, uses its limited mobility to move around searching for hosts. It can crawl on walls and ceilings and attach itself to almost any surface. It is attracted to body heat and motion, and avoids direct sunlight and negative energy (thus it will never attach to undead creatures). When not attached to a host, the soft form of the carapace can subsist for months on a diet of less-dangerous fungus and slime molds. When such Funghi are abundant, a soft carapace grows to the 2+2 HD size, and then divides into two



Cushion Fungus (*Ascomycota diripio*)

Funghi	Cushion Fungus
Type	Lowlife (Funghi)
Climate/Terrain	Any Temperat to Tropical Dry subterranean
Frequency	Uncommon
Organization	solitary
Activity Cycle	any
Diet	Scavenger
AL	N
NA	1d8
Size	M; 2'-8' diameter
ST	13
IN/WI	0
DX	9
CO	15
CH	6
Languages	0
Spellcaster Limits;	0
AC	10
AV	0
HD	1/8*
HP	1
MV	120'(40')
T HACO	0
Attacks	0
Damage	0
Special Attacks;	Spores
Special Defenses;	0
Im mune to;	Charm, Hold, Illusion
Extra Vulnerable to;	0
AM	0
Save as;	F3
ML	10
XP	2500
TT	incidental 5% PRU
Body Weight	100-150 LBS



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

Combat:

Any movement of air or an increase in the ambient temperature (such as from a torch or warm-blooded creature) in the vicinity of a mature fungus will cause it to release an almost-invisible cloud of spores in a 40' diameter. Some observers have described this spore cloud as resembling the shimmering distortion of heat rising

through the air from a hot surface. A successful wisdom check on

4d6, or such spells or devices that detect invisibility, are required to notice the cloud. Assume that the spore cloud will be released one round after a being or heat source passes within 30' of the cushion fungus, or two rounds after a being or heat source passes within 31'-60' of it. The cloud remains active in the air for 1d4+4 turns thereafter.

Creatures caught within a spore cloud must save against poison or will begin to feel drowsy, with a deep, peaceful sleep coming on in 1-4 rounds. Even those who save are affected as per a confusion spell for 1-4 rounds, and must save again 10 rounds later if they haven't left the vicinity of the fungus. Creatures failing their saves will fall, usually onto or near the velvety soft fungus, and remain in this state until they are removed from the radius of the cloud and a neutralize poison spell is cast on them (without this spell, 1 to 3 days are required before the victim wakes up). The cushion fungus itself will burst if someone falls on it heavily, which happens if the person struck by sleepiness is within 3' of the cushion and fails a dexterity check on 1d20 when he falls. A burst fungus emits a 60'-diameter cloud of spores for 1d4+1 turns, and those caught within this thick cloud have a -2 on their saving throws vs. poison, sleeping for 3 to 6 days if they fail. If the fungus does not burst, spores will continue to be emitted as long as victims are breathing or snoring nearby.

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

Habitat/Society:

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

Ecology:

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

Friendly Fungus (*Basidiomycota amorphous*)

Funghi	Campestri
Type	Lowlife (Funghi)
Climate/Terrain	Any Temperat to Tropical Salt Water Swamp, mangrove
Frequency	rare
Organization	herd
Activity Cycle	day, but inactive in bright sunlight
Diet	herbivore
AL	LN
NA	4d6/herd
Size	T; 1"/ Hp
ST	6
IN/WI	6
DX	14
CO	16
CH	15
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	1/2
HP	1d4
MV	150/50'
CL	120'(40)
load	700cn/70LBS
THAC0	20
Attacks	1
Damage	corrosive secretion 1
Special Attacks;	Spores
Special Defenses;	Neutralize Poison Spherical infravision
Immune to;	Charm, Hold, Illusion, Poison, Acid, Venom
Extra Vulnerable to;	0
AM	0
Save as;	NM
ML	10
XP	5
TT	0
Body Weight	3cn/hp

These little mobile mushroom-like creatures never grow more than 5" high or 2.5" in diameter. They range in hue from a deep blue to a russet red; most are brown or tan in color. Like many other mushrooms, they have a caplike 'head' and a stalk like body, but their lower end is amorphous, able to grow short tentacles, pseudopods, and the like. There is a (mostly) friendly face visible just underneath the head on the stem, from which the creature makes sounds.

Any part of a friendly fungus can bend or twist so that its body can wrap around and carry objects like a mitten-covered man's hand wraps around the handle of a shovel or weapon. It can also exude a very sticky substance at will, enabling the mobile mushrooms to walk and hang on walls, ceilings, and level ground alike.

Combat

These friendly actually never attack, but in defense they will secrete an acidious secretion that corrodes all that it touches. Rumors of sages suggest that the fungus host some of the bacteria of a rust monster somewhere deep in its innards, but this remains unproven sofar. Yet the results are equal; the metal rusts in a sphere of 10' and 3' deep (in case of larger surfaces). Magical items have a chance of being unaffected equal to 10% for each plus (a +2

weapon or armor has a 20% chance of not being affected). Any affected metal rusts or corrodes and immediately falls to pieces. The acid does no more than 1 point of intense painful damage, mostly enough for the offender to let the fungus go, so it can escape rapidly (due its high speed). The fungus is intelligent enough to hide or crawl in small holes or crevices in a means to escape harm.

Habitat/Society

They can 'see' in a continuous 60' spherical field of infravision makes surprise very unlikely (1 in 12 chance) through countless body pores, not by means of their visible eyes. These eyes give them a picture of the world in colors instead in heat patterns. They can see almost all colors, but are unable to perceive the violet and purple colors at the end of the color scheme.

Each attaches itself devotedly to a single larger being that is kind to it, feeding and stroking it on occasion. Friendly fungi rub themselves against objects to scratch their itches, and are most beholden to any creature who gently scratches them. They absorb water and food through body pores, needing sugar and plant sap from time to time.

Friendly fungi can make little squeaks of contentment or warning, or sputtering 'raspberry' sounds; they use such sounds to indicate disgust, aversion, dislike, or taunting. They can understand speech, can recognize locations and items by description, and can retain and recognize mental images passed on by beings touching them directly (an elf who passes a mental picture of his wife to a fungus could expect it to pick her out in a tent full of sleeping Elven women).

Friendly fungi often befriend hermits or other quiet, solitary folk, and they will carry drinks, pipes, slippers, books and similar items around for that being. They readily understand the concepts of 'go and fetch' or 'find', and aren't easily distracted from unfinished missions. Friendly fungi can carry things up to 70 lbs in weight (far heavier than they are).

Ecology

A friendly fungus could bring keys and water to an imprisoned being; all friendly fungi can absorb and carry water like a sponge, exuding it at will. Their natural processes neutralize poison and alcohol in all liquids taken in (they cannot become intoxicated). Some rulers use a friendly fungus as a 'filter' to protect them from poisoned drinks. These creatures appear obviously related to both Myconids and campestris.

Senses; Warmth detection-Breath-CO² detection 120', Tremorsense 90'.

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; Sedimentation

Campestris (*Basidiomycota musica*)

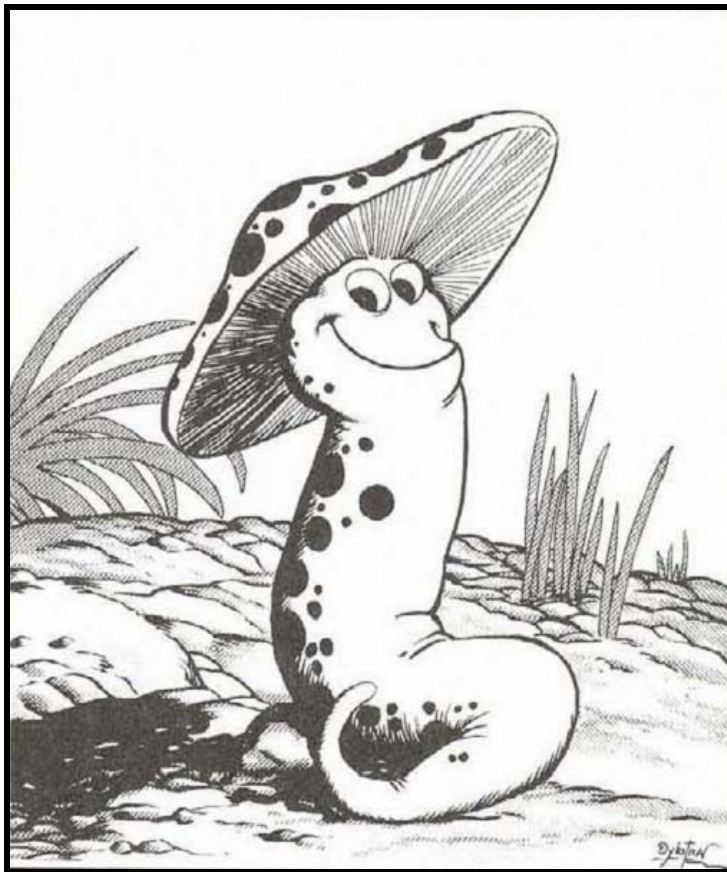
Funghi	Campestri
Type	Lowlife (Funghi)
Climate/Terrain	Any Temperat to T ropical Salt Water Swamp, mangrove
Frequency	rare
Organization	herd
Activity Cycle	day, but inactive in bright sunlight
Diet	herbivore
AL	N
NA	4d6/herd
Size	T to S; 3"/ Hp
ST	6
IN/WI	3-4
DX	14
CO	16
CH	15
Languages	0
Spellcaster Limits;	0
AC	4
AV	4
HD	1*
HP	1d10
MV	120' (40')
T HACO	20
Attacks	1
Damage	1
Special Attacks;	Spores Sound imitation
Special Defenses;	0
Im mune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Bright Sunlight
AM	0
Save as;	F3
ML	5
XP	
TT	B
Body Weight	100-150 LBS

Campestris vary widely in color, from white to tan to dark brown, but they always have red or purple caps and speckles of a much darker tone. They move by expanding and contracting their rootballs.



Campestris resemble Myconids without arms and having a stronger resemblance to normal mushrooms than their more evolved cousins. Campestris are happy-go-lucky creatures with few cares or worries. The mushroom creatures are a little smarter than a domestic cat (3-4), just smart enough to have a warped sense of humor and some rudimentary powers of reason.

Each herd of mushrooms also has a collective intelligence equal to about 6 or 7 on the intelligence scale. A druid character or one that is skilled in Herbalism may have heard of the dancing mushrooms in old legends, but pc's should not have any specific information about campestri habits and abilities.



Combat

Once per day, each campestri can release a cloud of spores that acts as a slow spell on all creatures within a 10' radius. This effect lasts for 1d4+4 rounds (saving vs. spells halves this duration—round up). Campestris are very sensitive to sound and vibrations, and are thus surprised only on a roll of 1 on 12. Campestris can butt creatures at a high rate of speed for a single point of damage, but they use this attack mainly as a form of distraction. They also swarm spell-casters this way to prevent spell casting.



Habitat/society



The mushroom creatures are captivated by any sort of singing, even incredibly bad singing. If anyone sings or plays an instrument, the campestris will happily sing along. The mushrooms can easily imitate words and music. Once they have run through a song or piece of music three or four times, they remember it, although they have a tendency to mix and match parts of different tunes. The campestris will dance all around whoever is singing to them, enjoying themselves immensely. The players should be able to get a laugh out of this too. If one of the pc's sings a song to the campestris, sing it back with the words warped a little.

Example; suppose a pc bard sings; "*Mary had a little lamb, whose fleece was white as snow*", which is one of the campestris' all-time favorite songs. In response, the campestris madly caper around the PC while singing. "*Murray had a weedleam, hoose fleas was widasnow!*" (The DM should repeat the lyrics in an obnoxious nasal falsetto, twisting them in a new way each time until he gets tired or the players start throwing things).

If the player or a hard PC puts up with the campestris annoying habits and teaches them to sing on key (a very patient bard might even be able to get them to sing and dance like a chorus line.) award a bonus of 150 xp to the PC for role-playing. If the PC does an exceptionally good job (if everyone at the gaming session laughs), the PC deserves 200 to 300 xp for role-playing. In order to earn this bonus, the player must actually sing the song his character wants to teach the campestris. Player talent does not count, only that the player was willing to sing. The DM should use his or her judgment to determine when the PC bard has put enough effort into teaching the campestris to sing.

Ecology

Campestris are very useful creatures to have around, if you have to live in an area with salty soil' the mushroom creatures 'eat' salty soil, filter out the salt, and excrete a slippery paste of purified soil (stripped of things nourishing to fungus of any kind, of course).

They also warn those near of danger in the form of other creatures they detect (even flying) two rounds before the actual encounter. They do so by start squealing and jumping up and down.

Eating salt also serves as a defense mechanism, because it makes campestris tastes salty like caviar. Frogmen consider them a delicacy, but most other intelligent creatures avoid them. In fact most creatures get a sort of indigestion from eating these fungal creatures. This results in a -2 to all attack rolls after 2 rounds of eating the campestris, the eater also becomes slowed as if inhaled the spores, , will roll its eyes widely, burps, and starts bellowing in extreme pain (it takes 1d3 points of internal damage each round for a period of 5 rounds). This makes the campestris more inedible than edible.

Senses; Warmth detection-Breath-CO² detection 120', Tremorsense 90'.

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; Salty sedimentation.



Dusanu* or Rot Fiend Fungus* (*Corpore Polyporesis animates*)

Funghi	Dusanu*	Small Dusanu*
Type	Lowlife (Funghi)	
Climate/Terrain	Any Temperat to Tropical Swamp, Forest, Ruin	
Frequency	Very Rare	
Organization	Pack	
Activity Cycle	Night	
Diet	Scavenger	
AL	CN	
NA	1d3+1(0)	
Size	M; 4'-6'	S; 3'-4'
ST	10	8
IN	10	
WI	12	
DX	14	12
CO	10	12
CH	1	1
Languages	0	
Spellcaster Limits;	0	
AC	4	
AV	4	0
HD	9+2**	3**
HP	9d8+2	3d8
MV	120'(40')	
THACO	11	7
Attacks	2 Claws	
Damage	1d8 each	1d6-1 each
Special Attacks;	Spores	
Special Defenses;	Spongy structure	
Im mune to;	Cham , Hold, Illusion	
Extra Vulnerable to	Electricity, Poison, Polymorphing,	
AM	0	
Save as ;	F3	F1
ML	10	
XP	2500	65
TT	B	0
Body Weight	100-150 LBS	50 LBS



A moldy skeletal humanoid wearing tattered clothing stumbles forward. Its eyes flicker with a haunting blue light, and a strange visible cloud of bad-smelling air hovering around it.

The Dusanu, or Rot Fiend, or Mold Demon, is a horrifying and intelligent humanoid that shuffles through the deepest wilderness of Mystara, attacking unfortunate humans and humanoids with its deadly spores (attracted by intelligence).



A Rot Fiend appears as a yellowing, mold encrusted human (oid) (or mammalian) skeleton. It looks like an Undead, but it is a colony of tiny Funghi growing on a humanoid skeleton) often wearing tattered clothing. Mold inhabits every inch of the host skeleton save the eye sockets (it greatly dislikes the jelly moisture which eyes are), from which it emits the strange waste fumes that cause the dusanu's eyes to emit a haunting eerie blue light (Fungal bioluminescent illumination. The foul air near a Dusanu is tainted with the reproductive spores of its terrible dry rot, it constantly emits.

There has been no account of any successful communication with a Dusanu, although several sages and wizards have made attempts. They appear to communicate with each other through the release of spores.

Combat;

In battle, Dusanu are intelligent and very cunning. The monster always attack with their moldy claws, each causing 1d8 points of damage, with the intent to infect opponents with their spore cloud and claw attacks. When attacking, a pack often attempts to form a spore-radiating circle around the intended victim(s), so there is no way to escape without passing through the spore cloud. As a Rot Fiend attacks, its spores radiate outward, filling a 5' radius around the creature. Any Demi-Human-Oid of any species in this circle must save vs. poison each round or suffer additional 1d 8 damage and become infected.

Although the rot fiend appears to be a rigid skeleton with mold infested bones, the fungus pervades the bone completely and it is actually soft and almost spongy, making the creature flexible and somewhat resistant to damage (although its claws remain sharp). Their ability to absorb impact protects the creature from damage. Non magical weapons inflict only 1 damage to the creature, regardless of strength, weapon mastery, or skill, while magical blunt weapons (maces, hammers, etc.) cause only half damage (round down). Other magical weapons, however, inflict normal damage upon the creature. The Dusanu's non-conductive mold makes it immune to all types of electrical attacks.



Habitat/Society;

The Dusanu is actual a fungal colony inhabiting a human or humanoid body, feeding on the muscles, and digestive tract, but using the brain and visual and tactile organs to its own use. Its collective 'group mind' in the creature's original brain grants the creature its intelligence and will. Mold inhabits every crevice of the host skeleton save the eye sockets. From which it emits the strange bioluminescent blue fumes that cause the Dusanu's eyes to flicker with an eerie blue light. Actually the mold does infect the eyes, but the combination of light, brain power and mold makes it anew receptacle for visual input.

Dusanu Mold; Inhaled or by injury; Saving Poison to negate. Incubation; 1d3+1 days.

A Rot Fiend reproduces by infecting mammals (especially humans and other humanoids due to their greater brain activity) with its poisonous spores. Those infected by these spores do not show any outward signs of infection for 1d3+1 days save for an itchy rash after a day or so. However, any Cure Wounds magic will have no effect on the victim, a Detect Disease will reveal nothing but a slight skin rash mold, after this time, the yellowish mold begins to erupt from the victim's skin. Each continuing day the victim must make a new save



vs. Death ray, or become overgrown with mold, resulting in a painless (itch only) death in 2d6 Turns. The spores can be destroyed with a timely Cure Disease cast on the victim prior to its death. Those infected will die as normal, and will not become some undead.

After a dormant period of 1d3 days, the mild begins to animate the dead body, creating a new Dusanu. The character's personality is lost to the new colony now inhabiting the corpse. All the person's memories and abilities disappear when the spores animate the body. Magical items worn still function however, but those needing activation methods will never be activated by the Dusanu, as it will never be able to become aware of the methods.

Dusanu travel in small packs of 1d3+1 colonies (bodies), so characters hardly encounter them alone. Rot Fiends appear to communicate through the release of air-borne spores.

Although this communication is not as complex as a true language and limited to simple concepts like "follow", "Attack", and "Danger". Their awareness of these spores is so sensitive that they can sense the presence of another rot fiend up to ten miles away upwind. (depending on the wind and weather, dry weather no wind maximum range, rain, or hard wind up to 10% max).they show no interest in communicating with anything other than their own kind, although they respond normally (and tersely) to magical communication such as speak with plants.

The creatures do not seem to choose any particular lair or hunting ground, but instead adopt a more nomadic lifestyle, wandering constantly. They avoid places where humanoids gather in large numbers, preferring to take down scouts and stragglers. Adventurers find them most often roaming deep forests (recently many are encountered in the forests of Aengmor—former Alfheim) and swamps far from regular human habitation. When not attacking humans or other intelligent creatures, Rot Fiends seem to avoid civilization.



Rot Fiends are even able of infecting Demonkin



creatures as harmless lizards

The approach to a typical Dusanu lair.

When the players are one mile from their location, the DM must make a secret saving throw vs. Poison at -2 for each character. Those who fail to save are under the effects of the delusion that is explained below. Those that make the save are not affected. In either case, do not tell the players what has happened.

As you near a bend in the tunnel, you can see a faint light ahead. It does not appear to be a lantern or torch light. At the same time, you also notice a faint smell in the air. This scent is not unpleasant, but certainly is not like anything you have smelled while in the tunnels.

As the characters advance, the scent grows stronger and the light somewhat brighter. When the group rounds the bend, read the First of the following entries to those who made their saving throw and the second to those who did not.

Made Saving Throw: (Actual Scene: the Disgusting Forest)

Ahead the tunnel opens into a huge cavern. The scene in the cavern is hideous-giant fungi dripping with glowing mold, streams of black and green water scummed with white puffy spores, and moldering little creatures that move around the 1 floor of the fungi forest. Mold-covered bones lie propped against the base of huge trunks. In the distance stands what appears to be a tumbled structure of black, green, gray, and blue fungus. It rises above the surrounding forest, almost like a castle.

Ecology;

Periodically, a Dusanu must renew its mold colony by launching spores onto a carcass, rotting tree limb, or other dead organic object. The spores rapidly grow into a mold that consumes the decaying material, and then launches new, revitalized spores that feed on the previous Dusanu mold colony to build a new one. The mold on the dead material dies after it has used up its food supply. In this way, a Rot Fiend can consume an entire body or tree trunk the size of itself in less than three hours. It will do so roughly once a month, typically mostly around the full moon. It can't consume bones, cartilage or other hard organic materials, and if consuming wood they will feed on soft (often already infected with other mold) wood instead on hardwood.

These creatures can detect each other at a range of up to 10 miles through the release of spores, but this will be wind-affected.

Dusanu are able to create powerful illusions if residing over a long period underground by using other Funghi. They can do so only if enough other Funghi grow near, which is often the case in areas where Dusanu tend to live. This illusion is fed by the mind of the Dusanu, and as thus camouflages everything to its will. One clear proof is noted in the Pass of the Black Mountains underground, in an area called the disgusting forest. (Area 7 on the map).

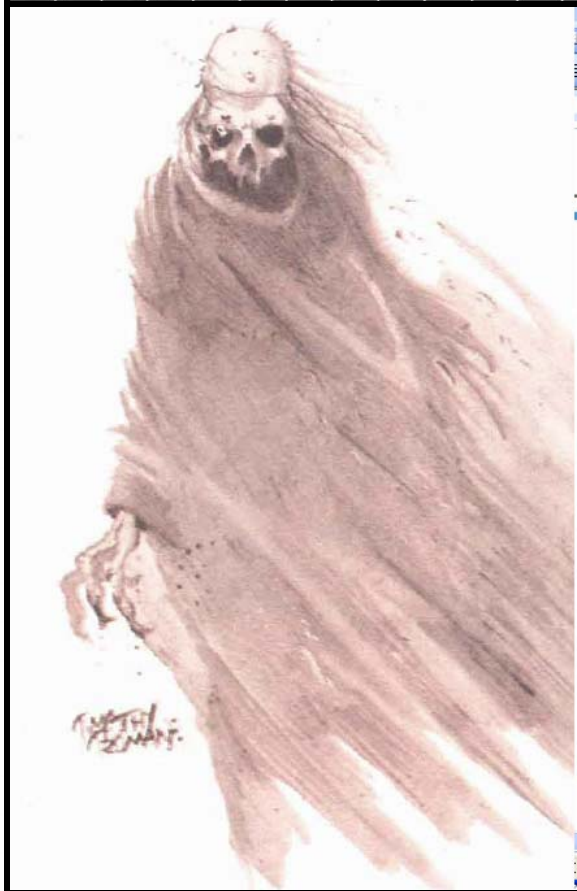
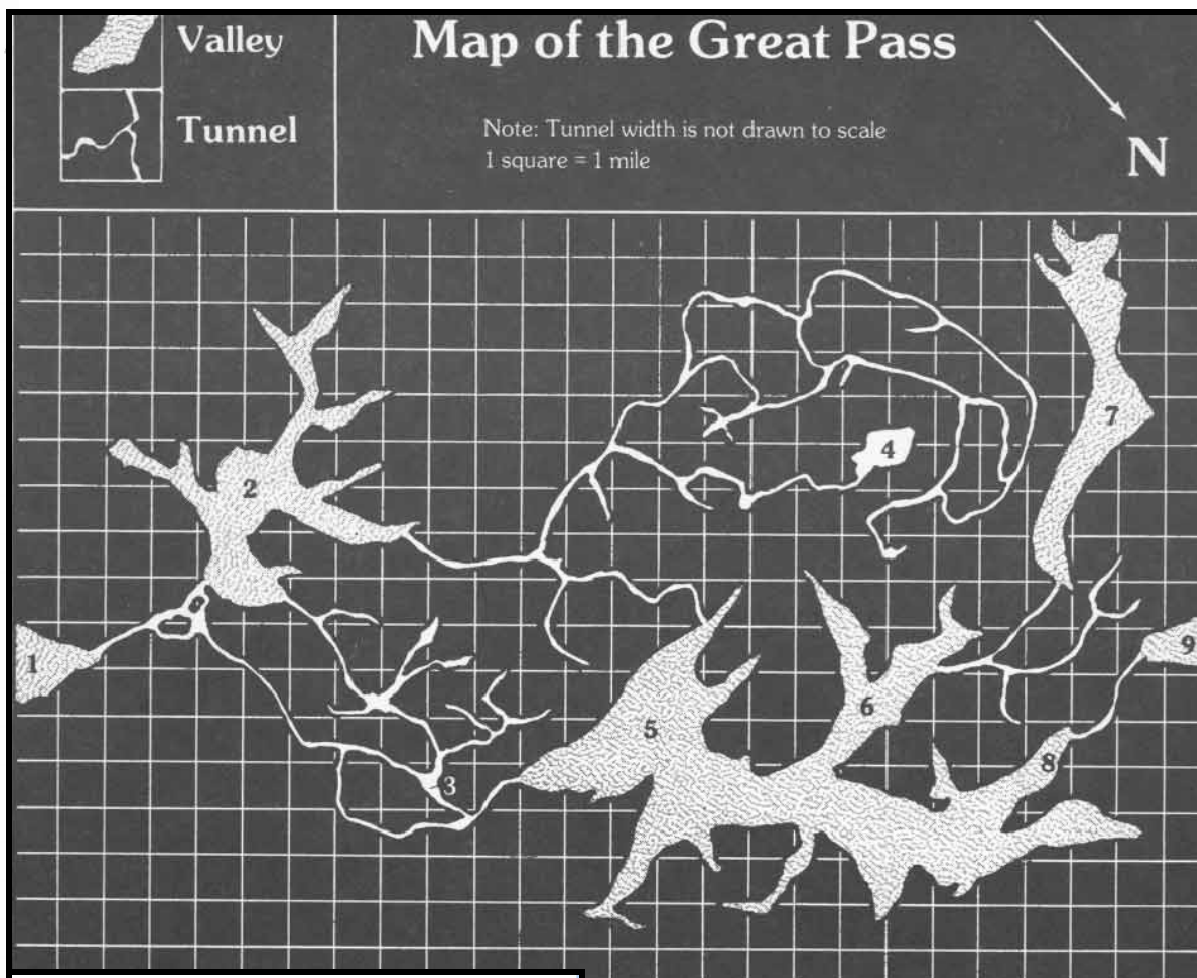
Senses; Warmth detection-Breath-CO² detection 120', Tremorsense 90', Detect life 60'.

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; misdoer. Ring; organic ground matter

As Dusanu are a chaotic lot, they seem to attract the attention of Chaotic Immortals, who often add the area with the spice of Zombies (often with the help of animating Funghi as with those of the Myconids). These zombies are not under control of the Dusanu or the Immortal, and wander freely. But the illusion of the Dusanu keeps these undead in another appearance as dictated by the Dusanu. Clerics affected cannot turn the zombies. If the zombies are attacked, affected characters see it as an unprovoked attack on possibly innocent creatures. Affected players can see a group of albino cave-people, cautiously approaching in a nonhostile manner, advancing peacefully, carrying gifts of mushrooms and mold. Affected clerics cannot turn these zombies. No treasure is on the bodies of the zombies.

Basilisks are immune to spore attacks, and could live unaffected in the same area, but can be affected by the illusion. Those players affected by the spores see these





Failed Saving throw: (Illusionary Scene)

As you round the bend, you see into the cavern. It is huge, maybe a mile or more across. The cavern is filled with a soft light that comes from glowing molds. Streams of water trickle around the stems of giant mushrooms. Cave newts and insects scuttle across the floor. In the distance you can see what might be a palace built from fungi logs, rising above the level of the forest.

Those players who see the other scene have been affected by the spores released by the fungi. Do not give hints to the players about which is the correct scene. No clues from how they feel or act will tell the players that they have been affected by the spores. A neutralize poison cancels the effects of the spores. A cured player does not need to save again, no matter how long he remains in the area.

One turn after the characters enter the chamber, they will be attacked by 20 zombies. Those characters affected by the spores see them as.

The affected player characters see a well-kept building made entirely from mushroom logs and caps. Those not affected see a tumbled collection of rotting fungus that may or may not have been built into a castle. A leaning opening that may have once been a door leads into a gloomy chamber. To some this seems like a well-furnished hall hung with old tapestries. To those not affected, the "hall" is a dark ruin, strung with mold and oozing foulness. If the players enter this area, they are attacked by the Dusanu. Affected players see the Dusanu as the friendly leader of the cave people. If the players manage to kill the Dusanu, they may find three large lumps of mold hidden in its nest. This mold is the same as the dusanu's. Any character disturbing the molds must make a saving throw as if they were in the dusanu's spore radius. Failure to save results in the same effect. Hidden in the lumps are the normal treasures.

Explodestool (*Blastomycetes extremis*)

Funghi	Explodestool
Type	Lowlife (Funghi)
Climate/Terrain	Any Temperate to Tropical typically near murder/battle sites
Frequency	uncommon
Organization	Pack
Activity Cycle	Any
Diet	Organic matter, moisture+Sun
AL	N
NA	10 to 100
Size	S; 1"high, 2"diameter
ST	3
IN	0
WI	1
DX	1
CO	4
CH	16
Languages	0
Spellcaster Limits;	0
AC	10
AV	0
HD	1/8
HP	1
MV	0
THACO	10
Attacks	0
Damage	0
Special Attacks;	explosion Deafening
Special Defenses;	Resistant to Cold
Immune to;	Charm, Hold, Illusion Plant Magic
Extra Vulnerable to;	Fire
AM	5%
Save as;	NM
ML	12
XP	5
TT	0
Body Weight	5-10cn



Explodestoos (or burstcap) appear to be normal, edible mushrooms, and are only discernible for what they are by a ranger or druid of 5th level or higher, or by a sage who has studied plants and fungi. They are 50% likely to be found with normal mushrooms, and they grow anywhere above or below ground where other fungi grow.

Combat

If a ripe Explodestool is touched, it will explode like a firecracker, doing 1d2 hp damage to the disturber and 1 hp damage to all others within a 10' radius of it. All beings within 10' will be deafened for 1 turn if they fail a saving throw vs., paralyzation. The deafening causes a ringing sound in the victim's ears. This ringing has a chance of ruining a spell that the victim is trying to cast if the spell has a verbal component (because the ability to hear has a great effect on the quality of one's speech). The chance of failure is 50 % minus 1% per level of the caster, plus 1% per level of the spell. Thus, a 12th level magic-user trying to cast a Cloudkill spell has a 43 % chance (50% -12 % +5%) of having the spell ruined if he is deafened before the casting ends. A bursting Explodestool has a 90 % chance to set off any other Explodestool within a 10' radius of it. This phenomenon can cause a chain reaction that can be devastating to a group. (A separate saving throw vs. deafness must be attempted for every Explodestool that is set off within 10' of a potential victim.)

Habitat/society

Explodestoos can be destroyed by fire or cold-based attacks without setting them off, but any attack involving physical contact with a ripe Explodestool will cause it to burst – including a real blow from a weapon such as a frost brand or flame tongue sword. However, these weapons will kill an Explodestool if they are held near it without touching it. When an Explodestool bursts, it scatters spores in a 50' radius if there is no wind, or up to 200' away in the direction of the wind current if one exists. These spores can be collected and stored in a dry container for up to a month without losing their potency. It takes four days for an Explodestool to become fully grown from a spore and able to explode. Most Explodestool colonies have immature specimens growing on the edge of the colony, so adventurers will usually have trouble identifying an Explodestool colony until they are in the middle of the group.

Ecology

Some castle owners plant Explodestoos (often mixed with normal mushrooms, so the enemy won't know where it's safe to step) around the structure's outer walls as a warning and protection device.

Senses; Warmth detection-Breath-CO₂ detection 30', Tremorsense 30'.

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; misdoer. Ring; organic ground matter

Fetid Fungus (*Phellobomycetes saponaria*)

Funghi	Fetid Fungus				
Type	Lowlife (Funghi)				
Climate/Terrain	Any Temperate to Tropical typically near murder/battle sites				
Frequency	uncommon				
Organization	Pack				
Activity Cycle	Any				
Diet	Organic matter, moisture+Sun				
AL	N				
NA	10 to 100				
Size	S; 16"	S; 20"	S; 3'	M; 5'	L; 7'
ST	11				
IN	1				
WI	10				
DX	8				
CO	13				
CH	5				
Languages	0				
Spellcaster Limits;	0				
AC	7				
AV	0				
HD	2****	3****	4****	5****	6****
HP	2d8	3d8	4d8	5d8	6d8
MV	60'/20'				
THACO	18	17	16	15	14
Attacks	1 touch				
Damage	1d6 acid				
Special Attacks;	sickening gas 30' radius engulf death throes decomposing slime				
Special Defenses;	Resistant to Cold				
Immune to;	Charm, Hold, Illusion, gaze				
Extra Vulnerable to;	Fire				
AM	0				
Save as;	F1	F2		F3	
ML	12				
XP	40	65	425	675	1175
TT	0				
Body Weight;LBS	5	8	12	15	20

once per round.



1 This is a fetid fungus, an aggressive plant that envelops opponents, smothering and digesting them with its amorphous body. This result reveals all plant traits.

An amorphous mass of colorful, lichen-crusted bubbles lumbers toward you. Its outer layer is mottled with bright red, amber, and flesh-colored blotches, and covered with a slick coat of leafy, hair like stalks. As the bubbles writhe to the surface, some of them pop, releasing the unmistakable stench of decomposing matter and swamp gas.

A fetid fungus is a hairy plant creature that comes in hues from a pale flesh tone to red. Multiple colors are common on one specimen. The fungus seems to be a clump of bubbles, some of which occasionally pop. Beneath a fetid fungus's outer layer is a mass of putrid organic matter, which is a constant source of energy that releases the gases the fungus needs to move. These gases also make the fungus stink.

As a fungus consumes more matter, it continues to grow. Some reach the size of a large ox, but even these massive colonies weigh only 20 pounds. Eventually, the buildup of gases causes the creature to increase beyond a maintainable size. At this point, the fungus breaks apart into smaller colonies about the size of a small keg of wine, each weighing less than 5 pounds.

Combat

As soon as a fetid fungus discovers signs of prey, it tracks the potential meal, attacking when it senses a foe. A fetid fungus drifts airborne by internal gasses (like a Blastspore) toward slower targets. At the first opportunity, it engulfs an opponent, defending itself with acid touch attacks while its decomposing slime digests the engulfed individual. If it finishes its meal—or the prey escapes—a fetid fungus immediately seeks another opponent to decompose. Fetid fungi never retreat, continuing to feed and attack until destroyed.

Sickening Gas

A fetid fungus's amorphous body is filled with gases given off by decomposing matter. All living creatures within 30 feet of a fetid fungus must succeed on a poison save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by that same fetid fungus's gas for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures that have immunity to poison are unaffected, and creatures resistant to are unaffected either.

Death Throes

When destroyed, a fetid fungus explodes in a 10-foot-radius burst of corrosive ichor that deals 1d4 points of acid damage (SV Dr Half) to all creatures in the area.

Decomposing Slime

A fetid fungus's body produces a decomposing slime. Any creature that strikes or touches a fetid fungus with its body, or that grapples a fetid fungus, takes 1 point of acid damage. A creature takes damage from this ability only

Engulf

A fetid fungus can envelop creatures of its size or smaller, entrapping them within itself. The fungus simply moves to the opponent. A fungus cannot make a touch attack during a round in which it engulfs. It can engulf as many creatures as can fit in its space.

Opponents can make attacks of opportunity against the fungus, but if they do so, they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Dex check or be engulfed. On a success, a creature moves aside or back (opponent's choice) to move out of the fungus's path. Engulfed creatures are considered to be grappled within the fungus's body, they are subject to its touch attack, and they take 1 point of acid damage per round from its decomposing slime.

A fetid fungus is a foul lichen that feeds off the decomposing flesh of its prey. These rootless creatures gain sustenance by enveloping and digesting flesh, and therefore travel constantly to find new food sources. Though barely intelligent, they are skilled hunters and trackers. Once a fetid fungus latches onto the trail of potential prey, it is relentless.

Habitat/Society

Fetid fungi rarely congregate in large numbers unless cultivated by a more powerful creature. They can be found in pods of one to four members.

Fetid fungi have no sense of morality, and they are therefore always neutral. Characters who have ranks in Knowledge (nature, Plants or Funghi) can learn more about fetid fungi. When a character makes a successful skill check, the amount of success reveals which lore is known (including the lower numbers).

6 A fetid fungus's stench is caused by decomposing matter and can sicken people. Fetid fungus gas is flammable, making the fungus extremely susceptible to fire attacks.

8 Fetid fungi spew acid when attacking, and they explode in a shower of acidic ichor when slain.

9 Some cults breed fetid fungi in large pits and use them in the performance of ritual sacrifices.

Ecology

A fetid fungus is a predatory lichen colony that feeds by rapidly digesting living creatures. Gases and enzymes released through decomposition give the creature its form and help it move, so it needs a constant source of flesh to survive. The shifting gases allow it to move in a wallowing motion, rolling forward in an awkward undulation.

Environment: Fetid fungi live in moist, shadowy regions, such as caverns and forested marshes, bogs, swamps, as well as other places where death and decay are prevalent. Their territory is sometimes marked with partially decomposed animal bones, unique in that they are rubbery and smell especially foul. A successful Knowledge (nature, Plants, or Fungi) check reveals that these types of skeletal remains are left by fetid fungi.

Fetid fungi don't value material objects and therefore do not deliberately acquire treasure. Large items are ejected as waste, but smaller pieces can become embedded in the creature's skin of lichen. This treasure amounts to standard coins and goods (gems only), but no items.

Senses; Warmth detection-Breath-CO² detection 60'

Main Predator; Insects, Bugs, Beetles, Fungi, Main Prey; misdoer. Ring; organic ground matter

Fungoid (*Marasmius oreades Avengius*)

Funghi	Fungoid
Type	Lowlife (Funghi)
Climate/Terrain	Any Temperate to Tropical typically near murder/battle sites
Frequency	Very Rare
Organization	Pack
Activity Cycle	Any
Diet	Unknown/Moisture+Sun
AL	N
NA	1d3(1d2)
Size	L; 8'-11'tall
ST	16-21
IN	1
WI	6
DX	7
CO	21
CH	4
Languages	0
Spellcaster Limits;	0
AC	8
AV	2
HD	10**
HP	10d12
MV	60'(20')
THACO	10
Attacks	2 Fists
Damage	2d10 each
Special Attacks;	Spores
Special Defenses; Immune to;	Resistant to Cold Charm, Hold, Illusion Plant Magic
Extra Vulnerable to;	Fire
AM	5%
Save as;	Dwarf 10
ML	12
XP	2500
TT	0
Body Weight	400-500 LBS



The Fungoid is an ogre-sized humanoid fungus creature with soft, white puffy skin and vaguely human facial features. According to folklore, these creatures grow near the sites of unavenged murders or lawless battles. They are actually barely intelligent Funghi which are able to move and sense their surroundings. They are normally found just under the surface of a patch or ring of mushrooms, and may be connected to these some way.

Combat

Although large and powerful, a Fungoid is quite slow, always having a -6 on its initiative in any combat. It must first observe its surroundings—in some

unknown manner—before it can act upon threats. It attacks with its flabby fists, hitting with tremendous force. However, its fungus flesh gives easily, with the result that they only cause 2d10 damage (adjust THACO and Damage for actual strength—these creatures can have various strength as per die roll—see table).

A character must also make a save vs., Dragon Breath or be knocked off his or her feet. Slammed either to the ground on an even number rolled to hit, or slammed the character 2d10 feet away on uneven numbers rolled needed to hit—this falling takes an additional 1d6 damage and can cause a character to fall in a pit, pool or over a ledge.

Characters who are knocked off their feet are prone, and take a full round to regain their footing.

1d10	Strength	Adjustment
1	16	+2
2	17	+2
3 to 6	18	+3
7 to 8	19	+3
9	20	+4
10	21	+4

During this time they cannot attack, but may defend normally—or attack from their prone positioning accepting the hinder in attack, saves and damage this gives.

The character must also make a constitution check adjusted negatively for each strength adjustment point the Fungoid has, or break a single bone where the fungoid did hit (Body is 90% targeted, 5% arms, 4% legs, 1% head), with all normal side effects.

When the Fungoid makes a critical hit (rolls a natural 20) the damage will be so immense (40 points) that the victim will be or slammed into the ground; suffering 1d3 broken bones on location hit, and 1d3 broken bones on the corporeal area lying on the ground (choose wisely but randomly DM!!). When the victim was standing, however, it will be slammed a distance of 20 feet backwards (lower this distance by AV), falling prone there, and having the chance to break 2d4 bones anywhere in its body.

Being nearly mindless, a Fungoid never fails morale, and is immune to mind affecting spells such as hold, charm, illusions, control and such. However, the creature is a plant neither, and so can't be affected by Plant Growth/Shrink, or plant Control or similar plant magic spells. Fire based spells cause double damage. Cold based spells cause no damage at all, but will stun the creature for 1d6 rounds instead.

Habitat/Society



The Fungoid is indeed linked to the fungal ring. Actually it is created by this ring. As fungal rings are often used as fairy rings, these locations harbor strong nature magic. Together with the utter evil act of murder (something Fairies truly oppose), and the magic of the location, and the need to avenge a death the natural forces take on this strong will of the deceased and create a Fungoid. This creature will remain in existence, until the culprit is slain, the fairy ring is destroyed or the culprit has truly atoned (cleansed of his deed by clergy and immortals).

Else, the fungoid will regrow within 1 moon after being defeated, until the task is done. The Fairy ring will strangely telepathically summon the culprit in his dreams (strangely summons or even almost nightmares) to come to the average location (without revealing why, or by what, but the character may save vs. spells each night, to fight off this feeling. The culprit will not know that the ring and fungoid are linked normally. When failed however, the culprit will have an urge to cog to the murder/battle site, probably with a feeling of guilt and possibility of left proof of his deed behind that could lead to him.

When the culprit is on holy ground (not Unholy) he will be immune to this calling and guilt sense, but the fairy ring will keep on calling, and the fungoid will keep waiting. The fungoid will never go further from the Fairy ring than 300 yards, unless it can slay the culprit.

In case of more misdoers, the weakest/lowest in HD is called first, and then the next, when equal in HD, the one with the lowest wisdom is called. In the rare case even this is equal; they both are summoned, and must battle the Fungoid.

Senses; Warmth detection-Breath-CO² detection 120', Tremorsense 90', Detect life 60', Detect misdoer 2 miles.
Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; misdoer. Ring; organic ground matter

Fungal Hulk (*Ascomycetus monstrosis*)

Funghi	Fungal Hulk
Type	Lowlife (Funghi)
Climate/Terrain	White Plume Mountain only
Frequency	Extremely rare
Organization	solitary
Activity Cycle	Any,
Diet	Scavenger
AL	NE
NA	1
Size	M; 6'-8'tall
ST	25
IN	5
WI	7
DX	11
CO	11
CH	6
Languages	0
Spellcaster Limits;	0
AC	5
AV	5 (limestone carapace)
HD	6+6*
HP	6d8+6
MV	90/30'
THACO	13
Attacks	2 claws
Damage	1d4+5 each
Special Attacks;	Violet touch
Special Defenses;	half damage magic fire
Immune to;	Charm, Hold, Illusion, normal fire
Extra Vulnerable to;	0
AM	0
Save as;	NM
ML	10
XP	
TT	Incidental
	(1d10 coins 50% goods 50% items)
Body Weight	500 LBS

Centuries ago, the residual energies left over from Keraptis's bid for immortality (in the White Plume Mountain volcano on the middle of the continent of Brun) combined with the volcanic gases and the unusual fungi in the lava tubes. The results were the sentient, free-roaming fungoid known as fungus hulks.

From a distance, a fungus hulk resembles a bulky, hunchbacked humanoid wearing a concealing cloak. Closer inspection, however, reveals a fibrous, spore bearing mass, surmounted by a head-shaped puffball suffused with sticky filaments.

Combat

By absorbing dissolved limestone into its outer surface, the fungus hulk can harden its carapace to resist blows more effectively. Similarly, it consciously

incorporates dagger like pieces of obsidian

into its "fingertips" to use as claws. A putrid fungal byproduct constantly seeps from these junctures, staining the obsidian shards violet. Following any melee in which the fungus hulk scores damage, each victim must make two successful saving throws vs. paralyzation to avoid the deadly effects of this substance. Those who fail one saving throw contract a horrid rotting disease, losing half their remaining hit points over the next 4 rounds. Two failures indicate the rot is more virulent, causing death in 6 rounds unless a *cure disease* spell is applied. Even then, however, the victim still loses a random extremity to the rot.

Habitat/Society

A vegetable or fungoid creature injured by a fungus hulk must make a successful saving throw vs. death magic after the melee or suffer 1d10 additional points of damage. Fungus hulks are immune to normal fire, *sleep*, *charm*, *hold*, and other mind-affecting spells, and they suffer only half damage from magical fire. Fungus hulks constantly move through the lava tubes below White Plume Mountain in search of their "god." From time to time, they agree to serve a powerful leader, but they are fickle in their service and easily agitated to violence.

The Fungus hulk has a limestone carapace which gives it some protection in the form of Armor value.

Special Abilities: Any touch inflicts rotting disease with a successful hit (victim must make two successful saving throws vs. paralyzation or become afflicted, losing half of remaining hit points in 4 rounds with one failure or dying in 6 rounds with two failures; victims who receive a *cure disease* avoid death but lose a random extremity); The fungus hulk is immune to normal fire, *sleep*, *charm*, *hold*, and other mind-affecting spells; and sustains but half damage from magical fire.



Fungal egg mass (*Ovoides impudicus*)

Funghi	Fungal egg mass
Type	Lowlife (Funghi)
Climate/Terrain	Subterranean,
Frequency	Rare
Organization	Field
Activity Cycle	Any,
Diet	Scavenger
AL	NE
NA	1
Size	M; 10' diameter
ST	3
IN	0
WI	3
DX	3
CO	22
CH	6
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	2**
HP	2d10
MV	0
THACO	0
Attacks	0
Damage	0
Special Attacks;	rupture acid
Special Defenses;	0
Immune to;	Charm, Hold, Illusion Weapons and spells
Extra Vulnerable to;	Cure Disease, Fire, Sunlight
AM	0
Save as;	F1
ML	12
XP	16
TT	Incidental
	(1d10 coins 50% goods 50% items)
Body Weight	35 LBS



These gooey clumps are egg like clutches looking like clutches of potatoes or dirty eggs, that spread by sticky Funghi at boots, feet or paws.

Combat

There is a 20% (noncumulative) chance each round that any motion within 10 feet of the egg mass will cause it to rupture, spraying fungal goo on everything within a 30-foot radius. (A character within this range must make a successful saving throw vs. paralyzation to avoid the attack.)

Since both the eggs and the sticky substrate that clots them together are highly acidic, this goo causes damage to anything it touches. It can eat through 1 inch of wood per hour, destroy a metal item (such as a section of plate armor) in 3 rounds, or dissolve living flesh at a rate of 1d4 hit points per round.

Victims can remove the material by scraping (in this fashion it spreads itself), cutting, burning, or freezing it. The egg mass absorbs the remains of any victims it slays as food for the gestating fungoids and reforms into a new polyp within 3 days.

The egg mass is immune to all weapons (even magical ones) and all spells except cure disease; which kills instantly; sunlight kills it after 1 hour of exposure (even when exposed only 1 round or less) ; normal fire inflicts 1d4

points of damage per application. (Magical fire inflict +1 damage per die).

Gas or Blastspore, (*Aniatha rhizoma Terrax*)

Funghi	BlastSpore
Type	Lowlife (Funghi)
Climate/Terrain	Subterranean,
Frequency	Rare
Organization	Solitary, pair or cluster
Activity Cycle	Any,
Diet	Scavenger
AL	NE
NA	1d3 (near Beholders or Myconids more)
Size	M; 4'-6' diameter
IN/WI/CH	1
ST/CO/DX	6
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	1/8*
HP	1
MV	30'(10')
THACO	19
Attacks	1 spray
Damage	Disease; spores
Special Attacks;	Explosion 3d6
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Piercing Weapons
AM	0
Save as;	NM
ML	12
XP	6
TT	Incidental
	(1d10 coins 50% goods 50% items)



One of the deadliest deceivers in nature is the Aniatha, or gas spore, a creature which precisely resembles the dreaded beholder. A bulbous body floats toward you. It has a central, unblinking eye, and a large maw filled with dagger like teeth. Smaller eyes, attached to wriggling stalks, sprout from the top of the orb like body.

At any distance greater than 10 feet, a gas spore is 90% likely to be mistaken for a beholder. Even at close ranges there is a 25% possibility that the creature is seen as a beholder, for a gas spore has a false central eye and rhizome growths atop it that strongly resemble the eye stalks of a beholder. The gas spore is a highly specialized form of fungus originally

created by ancient beholder mages. Since then, these prolific creatures have spread far and wide. The interior of a gas spore is a hollow cavity filled with gas, in which a large cloud of rhizomes is suspended (in whirling motion), nourished, and protected under terrific pressure.

Combat:

Senses

The gas spore seems to be slightly attracted to the warmth of creatures and their exhaled breath (CO²) and slowly drift to the creatures detected.

The false eye of an Aniatha (so-called because of its external resemblance to the central visual organ of a beholder, whose magical powers the Aniatha does not share) is indeed an eye, which is sensitive to all light and enables the creature to orient itself so as to gain the maximum possible available light, identify food, and navigate through its surroundings. A gas spore's eye has 120' infravision and is sensitive to all forms of light and heat energy. Presumably, it can also detect vibratory and pressure-fluctuation disturbances, for a gas spore can detect noise and movement within 60' (although how it does this is unknown). It should be noted that a gas spore's eye cannot be blinded or dazzled by sudden or intense bursts of light, such as those produced by explosions and some creature and spell effects; these are merely absorbed by the gas spore.

Spore cloud / Rhizomes

The reproductive spores are produced on the interior surface of the gas spore and released into the gas storage bladder when fully developed. Here, they whirl at a constant temperature and pressure, until a tentacle of the gas spore touches the flesh of a warm-blooded mammal of gnomish or greater size (for such are the Aniatha's minimum needs for a reproductive host creature). If a gas spore makes contact with exposed flesh, the spore shoots tiny rhizomes into the living matter, thus infesting the mammal, and grows through the victim's system within one round. The rhizome constricts to pinch itself shut at its base (within the spherical body). The creature then withdraws from the mammal. Adventurers report that severing tentacles does not cause the central body to leak or explode.

Rhizome-infested creatures are feeble-minded (like the spell) within two rounds of initial infestation and cannot grasp objects, perform tasks, or even move without aid. This can only be cured by the application of cure disease as noted below.

An affected person could stand, for example, but could not fight, defend himself, climb stairs, walk, or even push open a door unaided. If the character fell, he would lie unmoving until helped up. After 3 + 1d4 Turns, the victim slips into a coma and remains therein until cured or killed by the hatching spores, regardless of external stimuli. (Application of a temporal stasis spell affects both victim and rhizomes normally, effectively freezing their activity.)

After 18 hours of infestation, a victim ravaged by the spreading rhizomes must make a successful constitution check to avoid death. At 20 hours of infestation (and every hour thereafter), a host victim loses 1d4 hp. These losses accumulate until death occurs, whereupon 2d4 spores erupt from the corpse. These effects occur unless curative spells are used to halt the growth of the proto-Aniatha. A cure disease will destroy the rhizomes at this point, but will not cure any internal damage.

By attaching themselves to such hosts, the proto-Aniatha provides themselves with protein substances not found in plant life, substances which are essential to their growth and survival.

Expelled, fledgling spores hatched from a host are of small size (4' diameter), do only 2-16 hp damage if ruptured, and are otherwise identical to a mature spore. They grow to full size at whatever rate available food and light energy permit (usually within the first one to five years of life).

It is thought that the tiny jet of gas exposed to the air when rhizomes are ejected at an intended host does not explode because it is chemically altered by cells within the tentacle, so as not to react with air. There is certainly no truth to the belief that a gas spore must die (that is, explode) to reproduce.

Explosion

If the tough, fibrous epidermis of a gas spore is ruptured (1 point of damage) and its gaseous interior contents are mixed with air, it will explode. The gas spore dies immediately. Accidental contact with branches, rock, flesh, and other obstructions rarely splits an Aniatha's skin. It must be pierced by a thorn, spike of rock, or the cutting edge of a weapon or similar object in order to rupture.

Every creature within a 20-foot radius suffers 6d6 points of damage (3d6 if a saving throw vs. wands is successful). Warm-blooded mammals within this range must also save vs. poison at +3 to avoid being infested with rhizomes.

Any creature in direct contact with an exploding Aniatha (i.e., touching the Aniatha physically or with a held weapon) takes full blast damage with no saving throw, but saves normally versus rhizome infestation due to the force of the blast, which tends to drive most rhizomes past the victim. This saving throw versus rhizomes represents the possibility of being infested at any time while a character is within the spreading,

dissipating spore cloud. Creatures remaining in the vicinity need not roll for a saving throw each round.

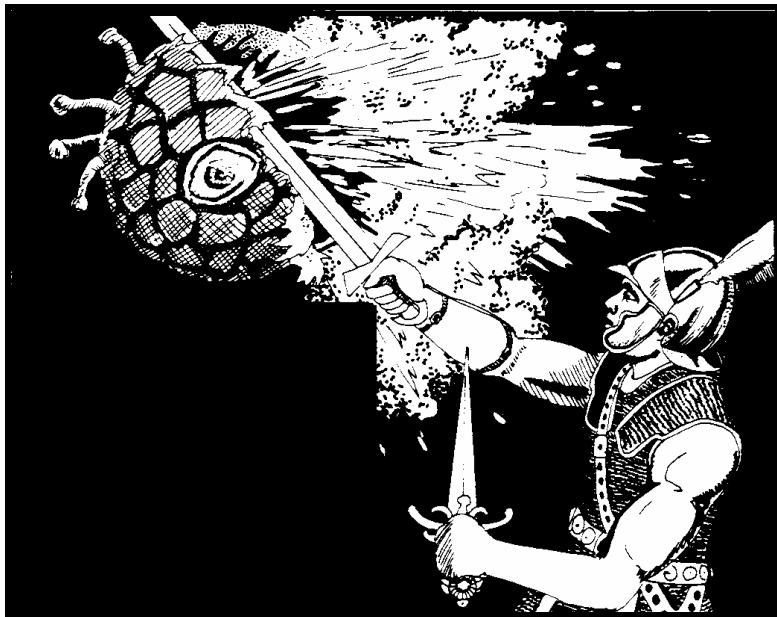
These spores act similar to poison, and anything that delays, neutralizes, or prevents poisoning has a similar effect on these spores. Beholders, beholder kin, and creatures with beholder grafts, any insectoid, or fungus (including friendly fungus, Myconids, etc.) are immune to gas spore infestation, and gas spores know intrinsically to ignore such creatures.

Unless the rhizomes are destroyed by magical means, an infested host creature dies, sprouting 2d4 gas spores from its body. In the last few hours before their emergence, the growing spores eat away and absorb surrounding bodily fluids and tissue material, leaving only the empty husk of the host.

The victim must have a *cure disease* spell cast on him within 24 hours or die, as his constitution lowers by 1 each hour until he dies, sprouting 2d4 gas spores, over the course of 6 rounds. These gas spores grow rapidly, consuming as much as they can from their former host.

A *cure disease* spell cast upon any rhizome-infested creature within 24 hours automatically destroys all the rhizomes. Note that from 20 hours of infestation until death (when the rhizomes hatch), a host body is being eaten away from within (see below).

The Aniatha will pursue such a prospective host until the creature is contacted or until pursuit is ended by the disappearance of the creature, by a barrier, or by the availability of other food. (Being unintelligent, an Aniatha will break off pursuit immediately to ingest plant material.) Even then, a gas spore continues to drift lazily in the direction it last saw its target.



Levitation

A gas spore's levitation is a natural, spell-like ability, and is not, as is popularly believed, linked to buoyant internal gases. Instead, this ability is the result of an independent power which is not fully understood at present. In this way, the gas spore's levitation is akin to that of the beholder, with Tiusium gas, but often believed magical in nature. Such levitation is an ability held only by the living fungus and not by dead or severed portions thereof. It enables the Aniatha to move 30'/10' per round in any direction (horizontal, vertical, lateral, and at any vector or angle), and is a strong force, capable of resisting normal breezes (although a gust of wind can often hold one at bay), and is thus unaffected by dispel magic or reverse gravity. A push or repulsion spell is effective in fending off a spore in most situations.

Habitat/Society



A Myconids with a Blastspore guard above the fungal farm. (See Myconids)

Gas spores often group together where food and light are plentiful, but they have no apparent intercommunication, and never attack or feed on each other.

An Aniatha is a large, mobile, fungus of unusual sophistication. It derives energy from visible light, particularly sunlight, and feeds on other plants to gain chlorophyll (necessary for this process) and cellulose (which it uses for structural growth and repair). In this, it is no different from the luminescent crawling night moss and other ambulatory fungus growths found in the forests and thickets, and it is just as unintelligent.

But an Aniatha has the unusual natural ability of levitation and floats slowly about, turning so as to absorb the maximum amount of light in the vicinity. Sunlight, if above ground, or torchlight or phosphorescence if in subterranean regions. Areas of continual light radiance often serve as underground lairs for gas spores. The gas spore also has 10 tentacle-like arms which resemble a beholder's eyestalks. These arms, sometimes called rhizome growths, are actually the feeding organs of the gas spore. With them, an Aniatha sucks molds and lichens from rock walls, leaves from

tree-tops and aerial plants, and duckweed or pond scum from the surface of pools of standing water. The arms also help the Aniatha 'walk' delicately along rock walls, tree trunks, and the like, keeping the central body of the gas spore from injury against such obstructions.

Beholder or not

A blast spore looks almost exactly like a beholder (see Beholder). However, it is a type of floating fungus. When seen in dim light, a blast spore is usually mistaken for a beholder; a character must roll 10% or less on 1d100 to tell the difference.

When characters come within 10', their chance for detection improves to 25%.

This explosion does not shower victims with spores the way the normal attack does. When approached, this creature might spray a shower of spores in a 20' x 20' x 20' volume before it. Each victim must make a saving throw vs. poison; if he fails, the spores hit him, penetrate, and grow into 1d6 more blast spores, causing death in 24 hours unless a cure disease spell is applied.

Myconids and Beholders use these Funghi as a perimeter of defense. The Myconids let these balls float above their fungal farms, while the beholders place them strategically in entry ways towards their lairs.

The variant used by Myconids tends to resemble a beholder less, yet still they are the same species.

Ecology

Any Aniatha that lacks sufficient food and energy to remain fully active will hibernate, floating motionless or drifting aimlessly in air currents with its bodily processes halted, eye closed, and tentacles curled in upon itself. Such suspended hibernation can last for centuries, until nearby light, heat, noise, or movement revives the gas spore. Truly, it is a curiosity of our world, if not a sentient creature proper in the sense that others in this bestiary are.

A typical gas spore yields 1d4 doses of usable gas spore powder with an alchemy skill check; any failure results in the gas spore's explosion and the destruction of its supply of spores (and possible infestation of the harvester). Gas spore powder is a dangerous poison that costs 500 gp per dose. Anyone who dies by this poison quickly deteriorates into 1d4 Small gas spores as detailed above under the creature's infestation attack.

Senses; Warmth detection-Breath-CO² detection 30' in all directions

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any organic matter (especially airborne matter—dust particles).

Gooberry (*Altestis elastinium*)

Funghi	Gooberry									
Type	Lowlife (Funghi)									
Climate/Terrain	Any Temperate to Tropical Underground									
Frequency	Very Rare									
Organization	Pack									
Activity Cycle	Any									
Diet	Semi-Carnivore									
AL	N									
NA	3d4									
Size; length	3'	5'	7'	9'	11'	13'	15'	17'	20'	
ST	6	8	10	12	14	16	18	20	22	
IN/WI	0									
DX	6	7	8	9	10	11	12	13	14	
CO	15									
CH	6									
Languages	0									
Spellcaster Limits;	0									
AC	4									
AV	4									
HD	1*	2*	3*	4*	5*	6*	7*	8*	9*	
HP	1d8/HD									
MV	nil									
THACO	19	18	17	16	15	14	13	12	11	
Attacks	1 stem									
Damage	Entrap + Gleu									
Special Attacks;	Paralyzing Venom									
Special Defenses;	0									
Immune to;	Charm, Hold, Illusion, Electricity									
Extra Vulnerable to;	0									
AM	0									
Save as;	NM	F1	F2		F3		F4			
ML	12									
XP	13	25	50	125	300	500	850	1200	1600	
IT	0				HD x 10% of B					
Body Weight; LBS	10	15	25	35	50	65	90	145	200	



This 3' to 20' tall fungus is yellow stalked red –orange topped fungus grows upside down on cavern ceilings (strengthening the ceiling from collapse (collapsing chance half normal) with its mycelium (roots)). The plant is semi-carnivorous and reasonably active.

Combat

When all is quiet, (there is no active sound within 60' or active walking) the stalks stretches to triple its length and swoops down in circular patterns over the ground to stick on loose debris, dirt, vegetable matter, compost, bugs and small mammals (rats, mice). When its sticky surface hits anything alive (this it can touch), its sticky surface is gleuing its prey on touch and paralyzing it (no save). It then zips rapidly up to the ceiling, enwrapping its prey. This fungus does stick to any prey, but anything larger than triple its own weight can't be lifted up. Real big Gooberies can entrap a Goblin or Halfling. It exudes a mild paralyzing venom, that acts like a Sleep spell on its prey, enabling it to enwrap it and slowly devour it. Heavier prey will be dropped or tripped below, where it will awake normally after 2d6 Turns. It may be wounded due to being tripped, but this damage will never be more than 1d3 damage, unless the person was carrying volatile or otherwise dangerous stuff.

Ecology

When the stalk is severed the prey can be taken. These Funghi are edible (producing vitamin C) and providing animal matter for food. Carapaces and bones are devoured also, but metals and other inorganic matter is dropped on the floor below. This gives its strange treasure. Roll for treasure normally if the fungus is greater than 5HD, but the amount is lowered to the fungus' HD x 10%. (round Down to whole digits) thus a 6HD Gooberry has a normal chance of Treasure B, but the amounts are only 20% of what needs to be normally rolled. The fungus reacts on the CO2 the prey exhales, and thus can act in complete darkness even against invisible prey.

Senses; Warmth detection-Breath-CO² detection 30'

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any creature as large or heavy as to double its own weight.

Gray Fungus (*Ascomycetus cerebruelis*)

Funghi	Gray Fungus
Type	Lowlife (Funghi)
Climate/Terrain	Subterranean,
Frequency	Rare
Organization	Solitary, pair or cluster or mixed patch
Activity Cycle	Any,
Diet	Scavenger
AL	N
NA	1, 2 or 3d4
Size	M; 5'tall 3'diameter
ST	14
IN	15
WI	13
DX	12
CO	16
CH	15
Languages	0
Spellcaster Limits;	0
AC	9
AV	2
HD	4+4**
HP	4d8+4
MV	30'(10')
THACO	15
Attacks	4 tentacles 10'
Damage	1d4+2
Special Attacks;	poison Psychic Shriek
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Piercing Weapons
AM	0
Save as;	NM
ML	12
XP	6
TT	0
Body Weight	100LBS



The odd-looking, gray mushroom is as tall as a human and has an oval cap that vaguely resembles a brain. Four tendril-like tentacles ring its upper body, and a mass of small, root like feelers at its base serves as a means of locomotion.

A gray fungus looks like a 5-foot-tall mushroom with a 3-foot-wide cap and a stem about a foot and half thick. It weighs about 100 pounds and can move via a mass of tiny tentacles at its base. The plant is a relative of the violet fungus.

Combat

Gray fungi often work with shriekers and violet fungi to attract and kill prey. When the shriekers' hellish racket attracts a curious creature, the gray fungus blasts the target with its psychic shriek while the violet fungi move in and try to kill it. A gray fungus can emit a 60-foot burst of psychic energy centered on itself. Though this "shriek" is silent, any

creature with an Intelligence score can "hear" it mentally. Any creature within the burst must succeed on a saving throw vs. spells or be stunned for 1d2 rounds. Once the gray fungus uses this power, it cannot do so again for 1d4 rounds' thereafter, all the fungi enjoy the fruits of the hunt.

A live gray fungus exudes a toxic slime that covers its whole body. The poison affects any creature that is struck by a tentacle or that hits the gray fungus with a natural weapon or an unarmed strike. If scraped off the fungus's body, the slime remains potent for only 1d4 rounds.

When in melee combat, a gray fungus attacks with these poisonous tentacles. This poison is a contact poison and can be expelled into open wounds. A saving throw vs. poison is needed or suffer directly 1d4 points of damage on both strength and constitution the next two rounds. This weakening damage will restore by time at a rate of 1 point per ability per hour rest. It will not restore if no rest is taken.

Its tough, woody hide diverts most blows, making it particularly difficult to destroy.

Habitat/Society

Although it has no vocal apparatus, a gray fungus understands communication. Via its telepathy ability, it can mentally telepathically communicate with any creature that has an Intelligence score of 4. The creature can respond to the gray fungus if it wishes -- no common language is needed.

Ecology

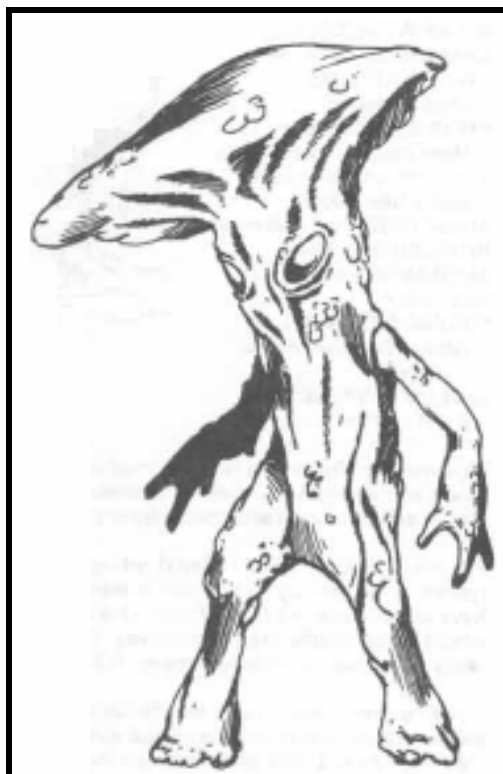
This fungus either in number ranging from 1 to 12, sometimes they live in a mixed patch of 2d2 gray fungi, 2d2 violet fungi and 1d4+1 shriekers)

The gray fungus is a subterranean predator that prefers to hunt living prey, though it eats carrion when no other food is available. Though slow moving, it is quite stealthy and can temporarily disable its prey with a mental shriek.

Three times per day, a gray fungus can use control Funghi like the spell control Plants but solely on Funghi (at caster level 15th strength).

Myconid (*Myconidus hominoides*)

Funghi	Myconid					
Type	Lowlife (Funghi)					
Climate/Terrain	Subterranean,					
Frequency	Rare					
Organization	Communal					
Activity Cycle	Day					
Diet	Herbivore					
AL	LN					
NA	1d12 (20 to 200 in lair)					
Size	T2' tall	S; 4'Tall	M; 6'tall	M; 8'Tall	L; 10'tall	L; 12'tall
ST	8	9	10	11	12	13
IN	8-10					
WI	9					
DX	8					
CO	9					
CH	6					
Languages	0					
Spellcaster Limits;	0					
AC	10					
AV	0					
HD	1**	2**	3***	4****	5*****	6*****
HP	1d8	2d8	3d8	4d8	5d8	6d8
MV	90'/30'					
THAC0	19	18	17	16	15	14
Attacks	1 strike					
Damage	1d4	2d4	3d4	4d4	5d4	6d4
Special Attacks;	Spore clouds Distress Reproducer Rapport Pacifier Hallucinator Animator					
Special Defenses;	Poisonius skin					
Immune to;	Charm, Hold, Illusion					
Extra Vulnerable to;	0					
AM	0					
Save as ;	F1		F2		F3	
ML	7				8	
XP	16	35	65	325	925	1850
TT	Incidental					
Body Weight	12 LBS	24 LBS	48 LBS	96 LBS	192 LBS	384 LBS



The Myconids, or fungus men, resemble walking toadstools in humanoid form. Their flesh is bloated and spongy and varies in color from purple to gray. Their skin, except on their hands, oozes a substance poisonous to animal flesh. They are cautious creatures that deplore violence; Myconids have no desire to conquer anybody and would prefer to be left alone. Each of their pudgy hands has 2 stubby fingers and a thumb on either side. The Myconids live deep underground under conditions suitable to fungi. They never venture out onto the surface, and they have a deathly fear of direct sunlight. (The exact effects of sunlight on a Myconid are unknown, but they must be detrimental or the fungus men wouldn't fear them so.)

Combat

Personal contact with a Myconid in most places will result in 1d4 points of damage to the creature doing the touching. Fungus men fight by clubbing with their clasped hands, causing 1d4 points of damage per Hit Die. Thus a 1-Hit Die Myconid inflicts 1d4 points of damage, a 2-Hit Die Myconid causes 2d4 points of damage, etc., up to the 6-Hit Die king that inflicts 6d4 points of damage on a hit.

Myconids also have the ability to spew forth clouds of special spores. The number and kind of spores increase as they grow. As each Myconid advances to another size level, it gains the ability to spray another type of spores, and the number of times per day that each spore type can be emitted also increases. A Myconid can emit each of its spore types a number of times per day equal to its Hit Dice. For example, a 3-HD Myconid (6 feet tall) can spray three types of spores, and it may use each type three times per day. These spore types include the following:

Distress:

This spore type is used to alert other Myconids to danger or a need for aid. The cloud expands at a rate of 40 feet per round, expanding to its maximum of 120 feet in three rounds. This ability is gained at the 1-Hit Die level.





Reproducer:

These spores are only emitted at the proper time for growing new Myconids so the population can be rigidly controlled. They are also automatically ejected by a dying Myconid. This ability is gained at the 2-Hit Dice level.

Rapport:

These spores are primarily used in the melding process. However, they can be used by the Myconids to communicate with other species, since the fungus men do not talk. A small cloud of spores is aimed at one person; if the person fails a saving throw vs. poison (it can choose to fail), it can go into telepathic rapport, speaking mind-to-mind with the Myconid as if it were normal speech. The range of this effect is 40 feet. The duration is a number of turns equal to the Hit Dice of the Myconid. This ability is gained at the 3-Hit Dice level.

Pacifier:

This type of spore cloud may be spewed at a single creature. If the creature fails its saving throw vs. poison, it becomes totally passive, unable to do anything. The affected creature only observes; it is unable to perform any action even if attacked. The range of this effect is 40 feet. The duration of this effect is a number of rounds equal to the Hit Dice of the Myconid. This ability is gained at the 4-Hit Dice level.

Hallucinator:

This type of spore is usually used in the melding ritual, but a Myconid can project them at an attacker. The spore cloud may be shot at one creature, and if that creature fails its saving throw vs. poison, it suffers violent hallucinations for a number of turns equal to the Hit Dice of the Myconid. Hallucinating creatures react as follows (roll 1d20):

1d20	Reaction
1-10	Cower and Whimper
11-15	Stare into nothingness
16-18	Flee shrieking in a random direction
19-20	Try to kill the closest direct visible creature

The range of this effect is 40 feet. This ability is gained at the 5-Hit Dice level.

Animator:

This ability is gained at the 6-HD level, the level only the king may achieve. The king uses these spores to infect a dead animal or creature. A purple fungus quickly covers the corpse, taking over the dead body systems and putting it to work, animating the corpse to resemble a zombie (in all statistics). It is not undead and cannot be turned by priests. It always strikes last in a round. The body continues to rot and the fungus gradually replaces the missing parts, becoming specialized to take over their functions. Eventually, however, the decay proceeds too far, and the body stops functioning, able to rest at last. Animation takes place 1d4 days after infection, and the corpse is animated for 1d4+1 weeks before it decays. Animated creatures will follow simple orders given by the animator (with rapport spores) to the best of their ability. Orders take priority over self-preservation.

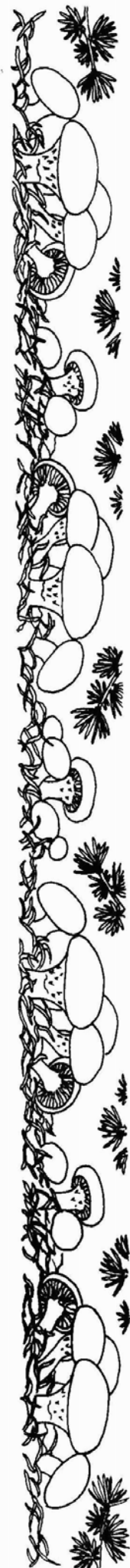
A Myconid has a deathly fear of sunlight and will not willingly travel to the surface world. The exact effects of sunlight on a Myconid are unknown, but they must be highly detrimental for the fungus men to fear sunlight as they do.

Habitat/Society:



Myconid society is based on "circles," extremely tight social groups that are linked by group work and melding sessions. Myconid circles usually consist of 20 members: four of each size from 1-5 Hit Dice (i.e., four 1-HD, four 2-HD, etc.). Each community consists of 1d10 circles. Each circle's day is rigidly structured: eight hours of rest, followed by eight hours of farming the fungus crops, followed by eight hours of melding. For the Myconids, melding is entertainment, worship, and social interaction combined. The fungus men gather in a tight circle and the elder Myconid release rapport and hallucinatory spores. The entire group then merges into a collective telepathic hallucination for eight hours. Myconids consider this melding to be the reason for their existence. Only distress spores will bring a circle out of its meld before the eight hours have elapsed. The Myconid king is always the largest member of the colony and is the only member at the 6-Hit Dice level. It is also the only Myconid that is not the member of a circle. The other Myconids regard separation from the circles with horror and pity the lonely king. The leadership role is thought of as an unpleasant duty, almost a condemnation. However, when the old king dies, the strongest 5-Hit Dice Myconid always assumes the role of the new king. The king must remain outside of circles to retain objectivity and to pay close attention to the duties of leadership. The king animates guardians for the colony so the Myconids need not commit violence. It coordinates the work schedule and pays attention to affairs outside the colony that could affect the fungus men.

There are no recorded instances of disharmony, or any sort of violence or disagreement between Myconids. If forced into combat, they avoid killing if at all possible; violence adversely affects their melding. Accord has never been reached between fungoid and humanoid. Each views the other as a disgusting threat; humanoids see Myconids as ugly monsters. Myconids view humanoids as a violent, insane species out to conquer anything in their path, destroy anything they can't conquer, and then go back down the path to make sure there isn't anything they forgot to destroy or conquer. Myconids find it difficult to believe that humanoids are not going to immediately use violence against them, and so they are very reluctant to deal with them.





A Myconid city, in a twisted Biggiz, with bioluminescent lighting Funghi intern, guarded by blastspores outside amongst the fungal farms.

Given population pressures in the underworld in which the Myconids live, further conflicts seem inevitable. If the Myconids are approached in peace, it is possible that they will communicate, though they will be suspicious.

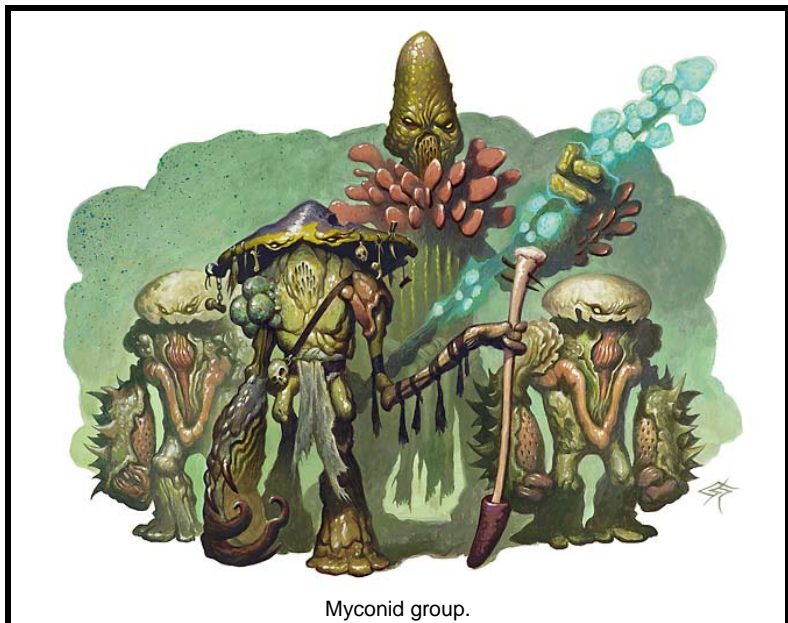
Myconids live in Underground regions, which are large cavernous underground areas that range in size from a large cavern complex to an entire secret continent beneath the ground. Myconids try to find isolated spots away from civilized areas.

These communities will usually be near water, for they like dampness. Work details sometimes patrol the subterranean area, looking for signs of battles and unburied dead, which they bring to the king to animate; these are the only Myconids that will be found outside of their lair.

A Myconid community is arranged around mounds of moss-covered stones, on which the circle members sit when they meld, and on which they sleep. There will also be a large garden area; the Myconids feed on water and small fungi, and the king uses the garden ingredients to make his potions. Dead Myconid kings are buried with honor beneath the mounds, while dead Myconids are buried near the gardens. Sometimes, however, they erect not a mound, but a city like structure in a biggiz that is partially hollowed out.

Myconid society is based on "circles," extremely tight social groups linked by group work and melding sessions. Each circle's day is rigidly structured: 8 hours of rest, followed by 8 hours farming the fungus crops or doing other necessary work, followed by 8 hours of melding.

For the Myconids, melding is entertainment, worship, and social interaction combined. The fungoids gather in a tight circle and the elder members release rapport and hallucinator spores. The entire group then merges into a collective telepathic hallucination for 8 hours. Myconids consider this melding to be the reason for existence. Only distress spores will bring a circle out of meld early.

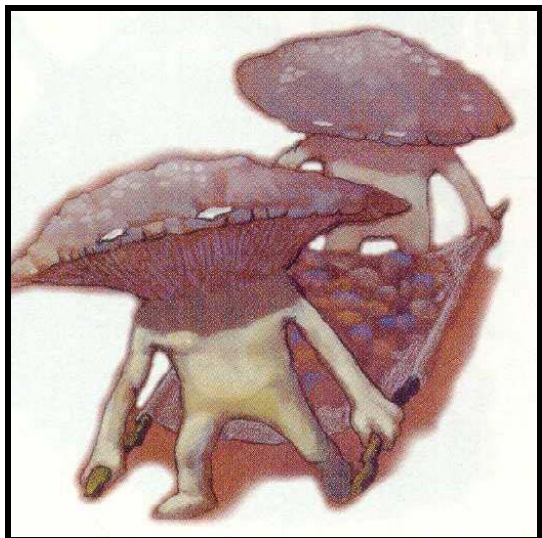


Myconid group.

Ecology:



A guard with a Blastspore protecting Average workers



Average Workers

Myconids are an unusual species of fungi. They grow fungi, which later decay and the Myconids feed from these soil nutrients. A Myconid has a life span of 24 years. It requires four years to grow to each Hit Die, thus a 1-Hit Die Myconid is four years old, a 2-Hit Die Myconid is eight years old, etc., to a maximum of 5 Hit Dice at 20 years of age. It requires a special regimen for a Myconid to reach 6 Hit Dice (king). In general, the Myconids are a peaceful race, desiring only to work and meld in peace. In combat, they will avoid killing, if they can, as violence adversely affects their meld hallucinations. However, accord has never been reached between fungoid and humanoid; each views the other as a disgusting threat, and population pressures in the limited underworld inevitably cause conflicts. Myconids always view outsiders with distrust. They assume that all strangers are destructive and violent, hiding from them and fighting only as a last resort.

Myconids are immune to almost all attack forms of other Funghi (except the control caused by a Dusanu its Rot Fiend fungus). They make extensive use of Blastspores as warding (guarding) their fungal farms.

Junior workers (1 HD) are adolescent Myconids who are 4 to 8 years old. They assist the elders with their daily chores and serve as a first line of defense. They are ineffective fighters. Preferring to hide or retreat rather than fight, and they release their distress spores at the first sign of danger.





Elder Workers

King (6 HD) are 24 years or older. They rule over their tribes and are advised by the oldest circle leaders. Kings use the same tactics as circle leaders, except they also have a few zombies to order into combat. Kings tend to advance on the enemy behind a rank of zombies and/or circle leaders. The king is always the only 6 HD Myconid in the tribe. The king organizes the circles, watches over outside influences, animates guardians for the tribe and brews potions. When the king dies, the oldest surviving circle leader in the tribe becomes the new king. When even this is impossible, oldest Myconid of the tribe grows in HD one step higher, and with the growing of the tribe it will finally become the new king.

The king also practices fungal alchemy, brewing special magical potions that may be useful in times of trouble. In addition to standard magical potions, a Myconid king can brew the following:

Potion of Fungus Growth: This is used in times of population shortage, when Myconid circles need their young members to grow quickly. This potion increases a myconid's Hit Dice by 1. It can only be used on a Myconid once in its lifetime; repeated doses have no effect.

Potion of Fungus Healing: This potion only works on fungi. It heals 1d6+1 lost hit points.

Potion of Decay: This poison affects a humanoid creature as if it were a dead creature infected with purple fungi spores. The victim must roll a successful saving throw vs. poison or die, replaced within 1d4+1 days by a fungal intelligence friendly to the Myconids, which lasts for 1d4+1 weeks before permanently decaying. A *cure disease* spell will prevent the victim's death if cast within three minutes of the infection. The combination of a *cure disease* spell and a *raise dead* spell will bring back victims of the fungus disease after 48 hours. This potion is rarely used by the fungus men.

Powders of Hallucination: This is used when hallucinatory spores are in short supply due to the death of 4 and 5 Hit Die members of the circles. It is also used as a defensive measure when Myconids are certain they are going to be attacked; a powder is bundled and placed on a spider-silk film inside the entrance to their circle. Creatures of size M will break the powder free, affecting all creatures in a 20-foot radius as hallucinatory spores.

Potion of Anointment: This is the special regimen that enables a 5-Hit Die fungus to grow to 6 Hit Dice and become king. Growth is immediate and painful. It affects a Myconid only once. It is poisonous to humans (successful saving throw vs. poison or die). There is always one *potion of anointment* in the community. If other potions are indicated, consult the table.

Potion of Spore Repellent. This mixture renders the imbiber immune to spore infection- including indirect infection from phycomids, fungus hulks, mold worms, and even Mossmutter's spore cough- for one month. It does not grant immunity to direct hit point damage from spore contact. The bottle contains only enough elixir for one creature.

Alchemists have found a number of uses for Myconid spores, typically in poisons and potions of delusion. Other value to humanoid creatures. Senses; Warmth detection-Breath-CO² detection 30' Main Predator; Insects, Bugs, Beetles, sometimes humanoids, Main Prey; Funghi.

1d100	Special potion
01-10	Another Potion of Anointment
11-20	Potion of Funghi Growth
21-30	Potion of Fungus Healing
31-40	Potion of Hallucination
41-45	Potion of Decay
46-50	Potion of Spore Repellent
51-00	random standard Potion

Average workers (2 HD) are 8 to 12 years old and form the backbone of the community. Average workers are fairly skilled fighters. If alerted to danger, they usually try to hide and then attack from ambush or wait until more capable Myconids arrive on the scene. Once help arrives, average workers use the aid another action to assist their superiors. They have distress and reproduction spores.

Elder workers (3 HD) are 12 to 16 years old and serve as supervisors and shock troops. They often attempt to avoid fighting by spraying intruders with spores rather than hiding as junior workers do. If forced to fight, they try to eliminate the most formidable looking foes first. If more Myconids join the battle, elder workers use tactics similar to the average workers.

Guards (4 HD) are 16 to 20 years old and are charged with the defense of the community. They are fairly aggressive in combat, at least by Myconid standards, although their primary means of attack is their pacification spores.

Circle Leaders (5 HD) are 20 to 24 years old, and as their name suggests, they lead and administer their circles. They join in combat only to keep their underlings from being slaughtered. They use their hallucination spores at the first opportunity.



than their potions, Myconids produce little of

Phycomid (*Phycomid terastres*)

Funghi	Phycomid
Type	Lowlife (Funghi)
Climate/Terrain	Subterranean,
Frequency	Rare
Organization	Solitary or patch
Activity Cycle	Any,
Diet	Scavenger
AL	NE
NA	1d4(1d4)
Size	T; 2' diameter
ST	10
IN	0
WI	11
DX	17
CO	20
CH	6
Languages	0
Spellcaster Limits;	0
AC	5
AV	1
HD	4* and 5*
HP	4d10 and 5d10
MV	30'(10')
T HACO	16 and 17
Attacks	2 globs
Damage	1d4+2 each
Special Attacks;	Infection
Special Defenses;	Fire saves +4 =dmx 1/2 or 0
Immune to;	Charm, Hold, Illusion, Acid
Extra Vulnerable to;	0
AM	0
Save as;	F3
ML	12
XP	300 and 400
TT	Incidental
	(1d10 coins 50% goods 50% items)
Body Weight	40LBS and 50LBS



The algae-like phycomids resemble fibrous blobs of decomposing, milky-colored matter with capped fungi growing out of them. Extruding from this mess are several thin stalks that almost look like hoses. Tangled around the mess it grows can be several animal or even humanoid bones. They exude a highly alkaline substance (like lye) when attacking.

Combat:

These aggressive fungoid monsters have sensory organs for heat, sound, and vibrations located in several clusters, working to a distance of 30'. When phycomids attack, they extrude a tube and discharge the highly alkaline fluid in small globules that have a range of 1d6+6 feet. The acid continues to burn with 1d4 damage each round for 1d4 rounds or until flushed with at least a quart of water.

In addition to alkaline damage, the spore containing globes that these creatures discharge might also cause victims to serve as hosts for new Phycomid growth. If a victim fails a saving throw vs. poison, the individual begins to sprout mushroom-like growths in the infected area. This occurs in 1d4+4 rounds and inflicts 1d4+4 points of damage. The victim is allowed a saving throw vs. poison each round with a cumulative penalty of -1 for each round already passed.

Once the victim makes a saving throw against the infestation, the spores grow dormant and no longer threaten him. If not; the victim will fall unconscious when reaching 0 hp and then the growths will spread throughout the host body, killing it in 1d4+4 rounds, and turning it into a new Phycomid.

A *cure disease* spell will stop the spread through the host, but will not restore any damage done. This infestation cannot affect creatures immune to disease or acid.



Phycomids are constantly on the move, slowly slithering over cave floors in search of new prey. Often their mass is tangled hopelessly around the bones of their previous victims. They prefer to dwell in moist, wet environments, but won't hesitate to strike out into drier surrounding caverns.

Phycomids are immune to all forms of gaze or mental attacks, including charms, holds, etc. Fire-based attacks are saved against at +4, and damage inflicted is either half normal or none.

Ecology

These fungal creatures are one of the great cleaners of dangerous life in the underground regions. However, they themselves, hold a great danger too. This is the reason that Shadow Elves, Dwarves, Gnomes will try to destroy these dreadful things as soon as found. If not held at bay by this way of limiting their number they would become common in a year or ten, greatly limiting the number of underground races, probably destroying them even. Directly after this, the fungus would become near to extinct as it can't find any food anymore. This is nature's balance. And even now, their number is depressed by the lack of food they find. There are bug and beetles, immune to the attack forms of Funghi who feast upon these things, thus keeping their number low.

Senses; Warmth detection-Breath-CO² detection 30'

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any organic matter.

Sashalus (*Ascomycetus sahaloidea*)

Funghi	Sashalus				
Type	Lowlife (Funghi)				
Climate/Terrain	Subterranean, Aengmor, Broken Lands				
Frequency	Common				
Organization	Symbiosis				
Activity Cycle	Any				
Diet	Scavenger				
AL	N				
NA	2d4				
Size	S; 3'-4' tall				
ST	12				
IN/WI	6				
DX	4				
CO	11				
CH	9				
Languages	0				
Spellcaster Limits;	0				
AC	8				
AV	0				
HD	1+1	2+2	3+3	4+4	
HP	1d8+1	2d8+2	3d8+3	4d8+4	
MV	21'7"				
THACO	19	18	17	16	
Attacks	1 to 4 spines				
Damage	1d4+1				
Special Attacks;	Poison				
Special Defenses;	none				
Immune to;	Charm, Hold, Illusion				
Extra Vulnerable to;	0				
AM	0				
Save as;	NM	F1	F2	F3	
ML	9				
XP	50				
TT	0				
Body Weight	35 LBS	125 LBS	200 LBS	250 LBS	



The Sashalus is a sentient, ambulatory fungus that dwells in marshes, subterranean caverns, and woodlands. It feeds on creatures of all sorts, attacking only those that it judges it can overcome (i.e., small, disabled, or helpless creatures, including unconscious or sleeping prey). A Sashalus has a curious appearance. Its white mushroom or puffball 'head' (which has white or brown mottling upon it) is pocked with many oval depressions, and rises on a stalk from grassy roots, which on closer examination prove to be many tan to grey rubbery-skinned tendrils projecting from a spine-ringed base. The Sashalus attacks faster-moving or formidable prey by shooting these spines up to 20 yards with great force.

A Sashalus may have from 1d10+7 of these spines and can regenerate up to two every 24 hours. A Sashalus can fire 1 to 4 of these spines per round (at different targets if necessary), shooting as many at a given target as it feels necessary for self-defense or to bring about a successful kill. The Sashalus' spines contain (and exude into any victim they pierce) a liquid that reacts with air to become useless within 1 to 2 days after the spine leaves the body of the Sashalus. This liquid affects creatures as per table.

For creatures with more than 4 HD or with a constitution of over 15, add +10 to the die roll per adjustment point of constitution or per HD over 4 (whichever result is higher apply).

Slow poison and neutralize poison spells have normal effect on Sashalus spine-fluid. This substance has not yet been synthesized by alchemists. The spines themselves pierce for 1d4+1 hp damage, conveying more damage due to the effects of the liquid they carry.

The spines are 5-9" long thorns produced in an interior organ at the base of a Sashalus' stalk. A Sashalus can break down fired spines with its digestive juices and reabsorb their substance for later use. In like manner, it absorbs the organic nutrients of all prey, leaving only bones and metals.

A Sashalus approaches disabled prey and opens sucker-like mouths on the undersides of its tendrils. These tendrils exude a highly corrosive acid (2d4 hp damage to all organic matter save Sashalus flesh, per round) that dissolves flesh and organ tissues (neutralizing natural or carried poisons) into a thick fluid.

The Sashalus absorbs this fluid through its skin; this feeding takes roughly two turns for man-sized prey. A Sashalus moves away from bones; it also hides, moves, or arranges treasure and remains to lure further prey, if it deems such action will entice more meals.

A Sashalus detects prey with infravision (60' range) and with vibratory sensors in its tendrils. It has 10-30 "eyes" studded all about its gas-bladder head, and a ring of 8-19 "eyes" about its base (each located between two of its rings of bristling spines). The Sashalus fires its spines via pressurized gas, bleeding jets from the large bladder where it produces gases. Although slow, a Sashalus is quite nimble and can climb low walls, trees, and the like, right itself if overturned, squeeze itself through narrow cracks, and so on. It can close its eyes at will, and can curl or contort its body to blend in with stumps, tangled vegetation, shriekers, and other similar vegetation. The Sashalus is quite crafty in ways of hunting and survival. Sashalus are solitary creatures who wander widely in search of food, having no definite lair, though they do have favored ambush spots. When encountering another Sashalus, they mate briefly; 8-11 months thereafter, each gives birth to 1-2 tiny young who are born with full powers. These young are typically 1+1 HD, have only 4-9 spines, and a total of 2-20 "eyes". They grow to maturity in about a year, leaving their parent immediately after birth. Sashalus usually live for up to 30 years. They communicate with other Sashalus only by a limited touch-telepathy (exchanging feelings, directions, and mental images, such as the whereabouts of prey, dangerous enemies, etc.).

Senses; Warmth detection-Breath-CO₂ detection 30', Infravision 60', Tremorsense 15'

Main Predator; Purple Worm, Shambling Mound, Insects, Bugs, Beetles, Main Prey; any organic matter.

Liquid 1d100	Effect	Duration
01-22	KO in 2 segments	1d6 T
22-56	Confused	1d3 T
57-69	Convulsions/Nausea Dx-3, ST -2, no spellcasting	1d2 T
70-84	Chills, Dizziness, Nausea Dx-1, hp-1d2	1d6+3 r
85-00	no effects	na
4HD+ or Con 15+	+10/con. Adj.	

Shrieker (*Ascomycetes volatile*)

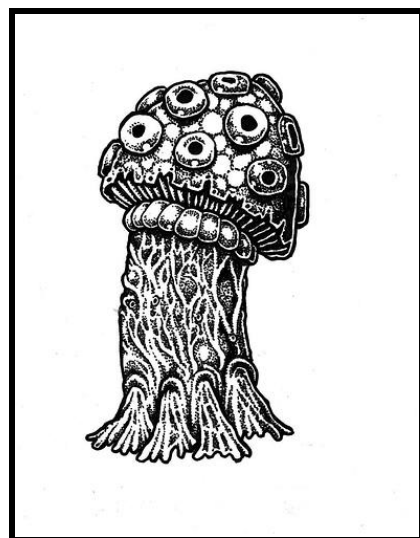
Funghi	Shrieker
Type	Lowlife (Funghi)
Climate/Terrain	Subterranean, Aengmor, Broken Lands
Frequency	Common
Organization	Symbiosis
Activity Cycle	Any,
Diet	Scavenger
AL	N
NA	2d4
Size	
ST	13
IN/WI	0
DX	4
CO	12
CH	13
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	3
HP	3d8
MV	12'(4')
THACO	17
Attacks	Sound
Damage	deafness
Special Attacks;	0
Special Defenses;	Noise
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	0
AM	0
Save as;	F2
ML	9
XP	50
TT	0
Body Weight	125 LBS

Shriekers are normally quiet, mindless fungi that are ambulatory. They are dangerous to dungeon explorers because of the hellish racket they make. They can be green in different hues or purplish with pink hues. There are very rare versions with reddish tints.



Combat:

Light within 30 feet or movement within 10 feet causes a Shrieker to emit a piercing melodic shriek that lasts for 1d3 rounds. This noise has a 50% chance of attracting wandering monsters each round thereafter. Hearing the scream will cause deafness (actually a continuous ringing inside your head) for 5 – con adjustment hours



Habitat/Society:



They live in dark places beneath the ground, often in the company of violet fungi. These two different mushrooms seem to have created some sort of symbioses or at least mutual existence. When the shriekers attract curious dungeon dwellers by their shrieking, the violet fungi are able to kill them with their branches, leaving plenty of organic matter for these saprophytic life forms to feed on. This fungus has a life expectancy of about a year, and will die when the average temperature falls below freezing. The fungus multiplies itself by spores, without needing another fungus to fertilize

Ecology:

Shrieker Fungus might be edible, but it isn't worth the effort it takes to eat. Purple worms and shambling mounds greatly prize shriekers as food, and don't seem to mind the noise while eating. Shrieker spores are an important ingredient in potions of plant control.

Senses; Warmth detection-Breath-CO² detection 30', light sense 30', Tremorsense 15'

Main Predator; Purple Worm, Shambling Mound, Insects, Bugs, Beetles, Main Prey; any organic matter.



Siren Flower (*Parcelphia tormenta*)

Funghua	Sirenflower
Type	Lowlife (Funghi)
Climate/Terrain	Any near water non arctic
Frequency	Rare
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1d2(1d6)
Size	M; 10'-15' diameter
IN/WI/CH	0
ST/CO/DX	19
Languages	0
Spellcaster Limits;	0
AC	9
AV	open AV 1
HD	5
HP	5d8
MV	0
THACO	16
Attacks	0
Damage	0
Special Attacks;	entrapment+crushing 1d4/r digestive enzym 1d10/T closed AV6
Special Defenses;	Charm, Hold, Illusion
Immune to;	Cutting weapons (no AV)
Extra Vulnerable to;	0
AM	0
Save as;	F5
ML	12
XP	175
TT	V
Body Weight	25 LBS/ foot diameter



The siren flower is a large carnivorous fungus that has developed the disguise of looking like a normal plant. It captures its prey by luring them towards its centre, using absolute attractive scents and even lights (some apparently even use empathic emotion of sending a feeling of safety or food there.). The scents are further similar to those near the plant, particularly fragrant flowers or rotting meats. The light is a pale glow, no brighter than a small candle at best, shedding its faint bleuish or orange light a 1d4 feet away.

Once a creature (mostly animals) reaches the centre of the plant, a web of branching arms closes rapidly (1 initiative segment) in, trapping the creature inside and slowly crushing it. These automatically causing 1d4 damage each round, and breaking 1 bone each 3rd round and each cumulative 10% of the original hit points. A victim trapped for a 1 to 2 rounds will suffer only 1d4 crushing damage each round, but in the 3rd round a random bone is snapped due the pressure, and another snaps at the 6th, 9th and so on. Another bone also snaps at the moment the character has suffered 10% of its total hit points (on moment of entry), 2 at 20% 3 at 30% and so on. The victim is literally crushed to death.

The victim can't cast spells (since he/she can't move, make somatic components or use material components, and even verbal components are impossible to utter due the pain after the third round. (To mentally activate magical items or abilities, there has to be made an intelligence check each round penalized by all received damage so far). Fighting is still possible the first three rounds but at a -4 penalty each round cumulative, and only small weapons can be used.

This crushing damage will continue until all the branches are chopped away. From the outside, however, it has the strength of flexible steel and therefore has an AV of 6, instead of the AV 1 inside. In addition, the branches ooze an enzyme that slowly dissolves flesh. This enzyme is very slow-acting and does only 1d10 points of damage each Turn (not round—each Turn is 10 minutes= 60 rounds).



Funghi	Sirenflower
	Virus Funghi
Type	Lowlife (Funghi)
Climate/Terrain	Any near water non arctic
Frequency	Rare
Organization	Solitary
Activity Cycle	Any
Diet	non
AL	N
NA	1d3
Size	S; 1'to 2'long
IN/WI/CH	1
ST/CO/DX	12
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	1
HP	1d8
MV	30'(10')
THACO	19
Attacks	1 sting/bite
Damage	1d4
Special Attacks;	Disease
	Weakness
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting weapons (no AV)
AM	10%
Save as;	NM
ML	12
XP	13
TT	0
Body Weight	2 LBS



When the Sirenflower reaches 0 hit points, it is not dead, but all the branches have been chopped away. The only way to kill a Sirenflower totally is to dig it

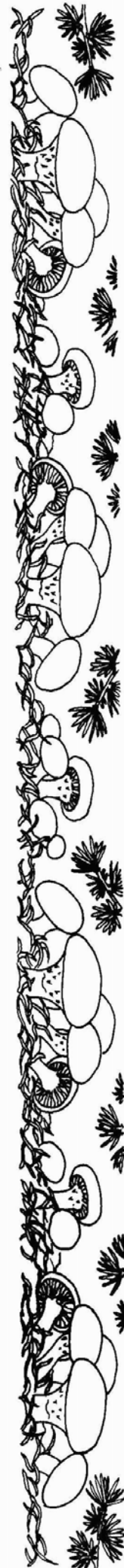
up and burn or destroy the root. Otherwise the fungus grows back at the same rate as a normal plant.

Once every 10 months (often after a freshly kill, it start to evolve 1d3 stalks that can move away from the parent at 30'(10') and searches a new location to live. When rooted it develops itself into a normal Sirenflower in 2 weeks. The small tanglers will become the primal leaves. Until that time, it is dangerous to and is known as a Virus fungus. This active fungus does damage equal to a sting or bite and so injects a paralyzing enzyme and then plants itself in the paralyzed victim, and the underlying ground, to become a Siren flower. It will not attack a victim if it is walking on rocky underground, where it can't root. The Sirenflower reproduces only by parthenogenesis (without male/female parents).

It is rumored that the siren flower was actually created by Zzugtmoy as part of her deeds to become Immortal. As such it seems to have been created from a plant, an insect and a fungus. Many traits owned by these different creatures can be found within the siren flower. The siren flower did NOT exist prior to 985 AC and is doubted between 985 to 1000AC. The sories leading to this organism, are especially uncl;ear about the date it came to existence. And as the path to immortality is extremely secretive and hidden amongst the shadow elves (most don't even know it, and those that do refuse to talk about it, feigning to know nothing), so even that source can't be made certain.

Senses; Warmth detection-Breath-CO² detection 30', Tremorsense 60'

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any warm-blooded creature.



Slaver Fungus (*Laccaria dominus*)

Funghi	Slaver Fungus
Type	Lowlife (Funghi)
Climate/Terrain	Any forest
Frequency	very rare
Organization	Solitary
Activity Cycle	Any,
Diet	Scavenger
AL	NE
NA	1
Size	S; 12" to 18"
ST	26
IN	3
WI	10
DX	7
CO	26
CH	3
Languages	0
Spellcaster Limits;	0
AC	5
AV	1
HD	10
HP	10d12
MV	0
THACO	10
Attacks	30' distance 2d8
Damage	1d4+1
Special Attacks;	Fungus Minions Tendrils regeneration
Special Defenses;	Psionics
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	CL3
ML	12
XP	400
TT	Incidental
	(1d10 coins 50% goods 50% items)
Body Weight	75 cn



The main body of a slaver fungus looks like an enormous purplish-white mushroom with a very broad cap. The outer layer of the fungus is extremely tough, like the bark of a tree. Immediately beneath the cap are four large nodules that form the base of long, thin, tough tendrils. These tendrils extend into the underbrush, where they seek out and grapple prey.

The most insidious aspect of the slaver fungus is its ability to infect living creatures and transform them into walking plants that protect the main body. A fully-grown fungus constantly releases spores that blanket the area around it. These spores infect any creature that breathes them in, creating fungus minions: zombies animated not by negative energy, but the fungus that pervades their bodies.

Externally, fungus minions look as they did in life, but a dense, sickly, purplish-green fungus covers their skin and fills their eye sockets. They wear the tattered remains of any armor and clothing on their person at the time of death; it, too, is densely covered with fungus (and offers no additional protection). Internally, the fungus quickly moves through the victim's body, consuming tissue at a rapid rate until only an animated shell remains. Animals of the forest are the commonly infected,

shambling around alongside humanoid fungus minions.

Combat

A slaver fungus relies heavily on its minions (see below) to protect it from harm. It also uses its tendrils to drag victims within 30 feet of its main body, where they may become infected by the spores. If victims do not attack the main body of the fungus, it releases them and lets the infection slowly finish the kill.

If a slaver fungus hits an opponent that is at least medium size with three of its four tendril attacks, it attempts to entangle (SV Dr -2 +Dx adjustment to negate). If it gets a hold, it can transfer drag the opponent to within 15 feet of its main body on its next round.

Transforming Fungus

A slaver fungus can release a cloud of spores that, if inhaled, turns living creatures into animated fungus. Any creature within 30 feet of a slaver fungus must make a saving vs. poison each round or become infected with the fungus. Incubation takes 1 day; damage 1 Constitution damage each Turn. A remove disease or a successful Healing skill stops the infection. Victims whose Constitution reach 0 due to fungus damage die from their bodies becoming completely permeated with the fungus. Victims essentially become zombies. However, the victims' type becomes "plant," not "undead," and they are not affected by any spells or effects that influence undead. Victims gain the resistance to Charm, Hold and Illusion and fire and plant magic vulnerability.

Should the transformation that creates a fungus zombie reach completion within five miles of the original slaver fungus, the zombie unerringly returns to the main body, stopping only to defend itself if attacked. Fungus zombies who return to the slaver fungus that spawned them become fungus minions who instinctively protect it. At any given time, ten to twelve Medium-size fungus minions guard a slaver fungus and never stray farther than 50 yards from the main body.

If the transformation occurs beyond 5 miles, the fungus zombie attacks the closest living creature, then the next, continuing until it animated body is destroyed.

Upon destruction, the zombie breaks into a cloud of spores. Unless destroyed by burning or disintegrate, the zombie may become a new slaver fungus. It takes five years for the slaver fungus to reach maturity; it is completely harmless until that point.

Fire Vulnerability

Slaver fungi take double damage from fire attacks unless the attack allows a save, in which case they take double damage on a failure and no damage on a success.

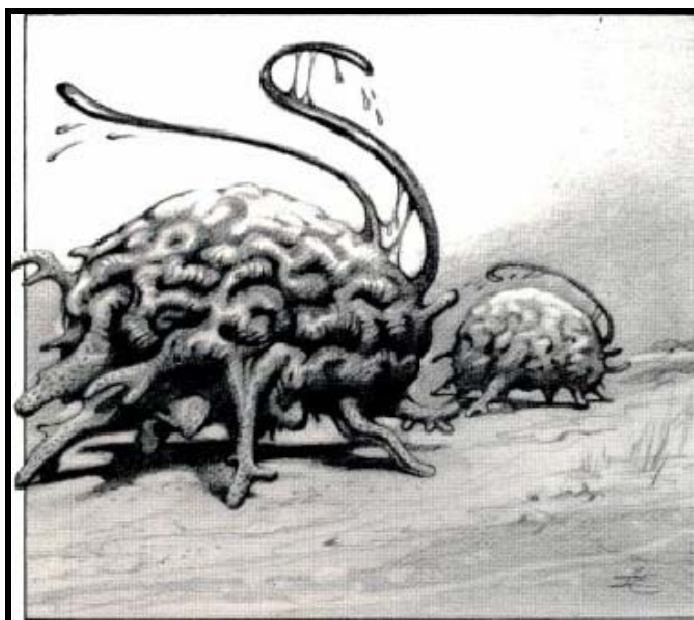
A slaver fungus is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature also has vision to a range of 30 feet, but can't see in the dark.

Tendrils Regeneration:

Foes can attack the tendrils of a slaver fungus, but only when those appendages are actually holding an opponent. A tendril has an AC of 2 (touch 10') and can withstand 18 points of damage. The loss of a tentacle does not harm the creature (that is, the damage does not apply against its hit point total), and the limb regrows within 1d6 days.

Ustilagor (*Ustilagor cerebroleamycetes*)

Funghi	Phycomid
Type	Lowlife (Funghi)
Climate/Terrain	Subterranean,
Frequency	Rare
Organization	Solitary
Activity Cycle	Any,
Diet	Scavenger
AL	NE
NA	1d3
Size	S; 12"to 18"
ST	7
IN	0
WI	12
DX	25
CO	15
CH	14
Languages	0
Spellcaster Limits;	0
AC	5
AV	1
HD	3+3*
HP	3d8+3
MV	90'/30'
THACO	16
Attacks	1 Tendril
Damage	1d4+1
Special Attacks;	Poison
	Psionics
Special Defenses;	Psionics
Im mune to;	Cham, Hold, Illusion
Extra Vulnerable to;	0
AM	0
Save as;	CL3
ML	12
XP	400
TT	Incidental
	(1d10 coins 50% goods 50% items)
Body Weight	75 cn



Ustilagor fungi appear to be brain-like growths about the same size and shape as a human brain with a mossy, grey fungal growth and with spindle coral-like appendages.

Although soft and not fast in normal movement terms, they can scuttle and dart, and this accounts for their relatively high armor class.

Their attack form consists of flicking out ribbon-like tendrils about 1' long, dripping caustic fluid, which are located on the front of this brain-like thing.

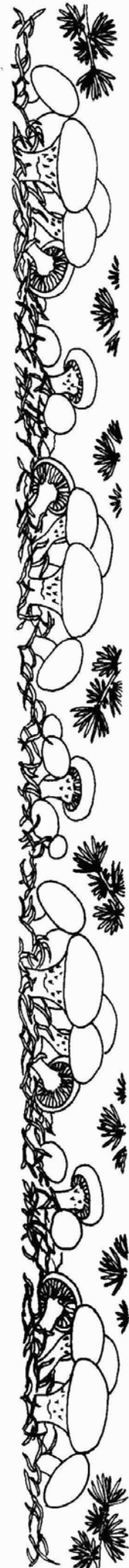
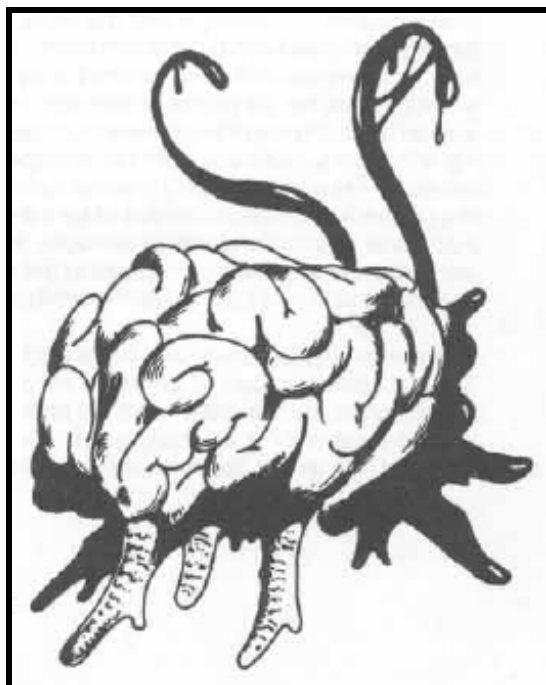
Combat

An Ustilagor attacks by flicking out its flexible tendril, which secretes a deadly alkaline substance. It prefers to use its psionic powers as a form of defense to cause opponents to flee from battle. A hit inflicts 1d4+1 damage due to alkaline fluids and causes the victim to save versus poison to see if the substance did stick to the victim and causes it to suffer additional like damage (1d4+1hp) next round as the caustic substance affects its body.

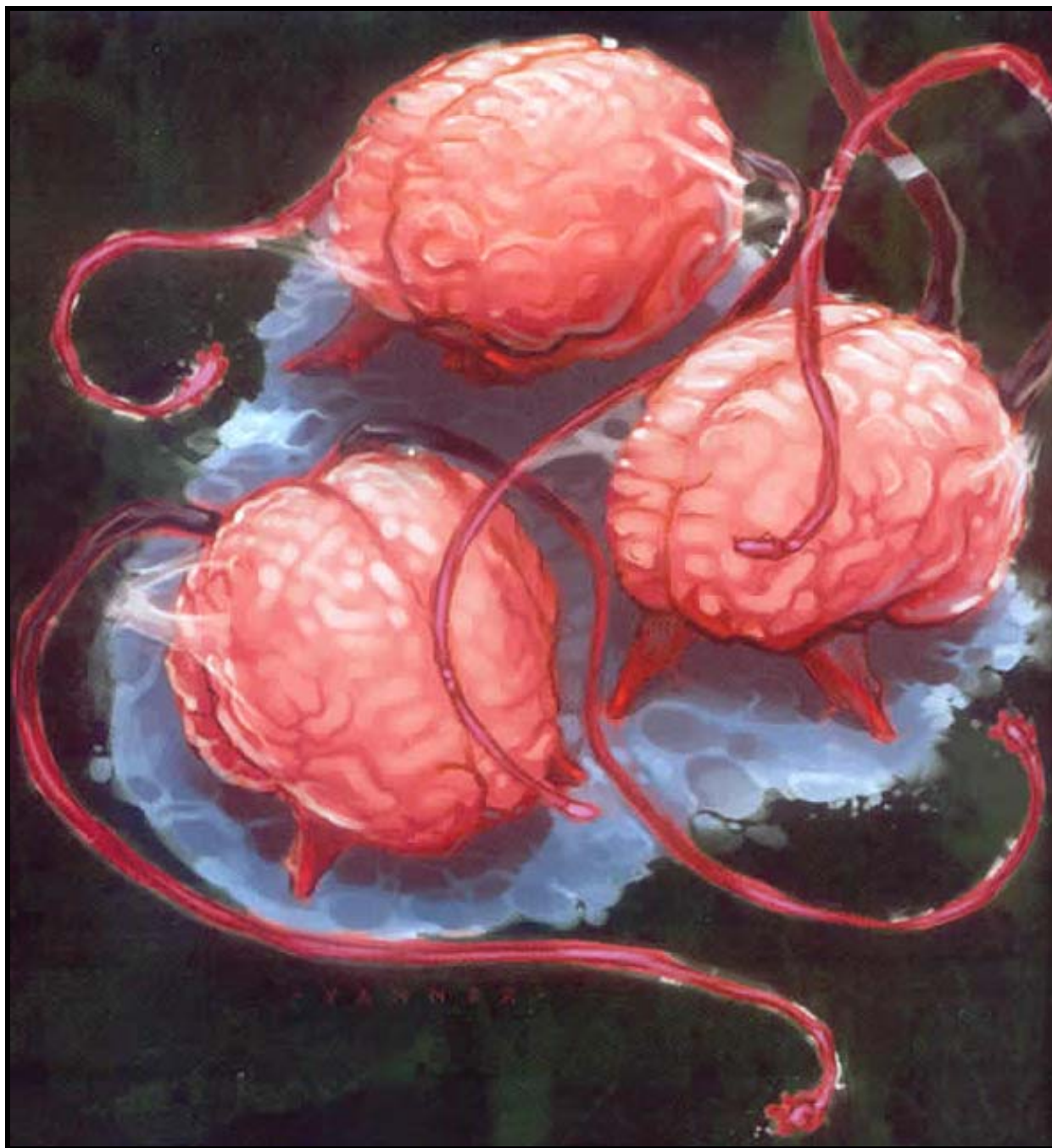
Ustilagors have no intelligence or mind as defined by human standards, so mental attacks do not affect them. These monsters do, however, have some form of brain, for they have psionic powers.

Ustilagors can employ telepathic dithering, accordingly. Ustilagors also projection to project emotions to a distance of 30 feet at a single individual during a round. They attack individuals only by disturbing emotional basis (as related to the strongest basic or uncertainty. These projected emotions can be either one of the following; hate (of associate), distrust (of associate), fear (of fungi), loathing (of area), causing attack, bickering, desertion, in a group. The target must save vs. spells negatively adjusted by the wisdom adjustment of the Ustilagor and positively adjusted by its own wisdom adjusted. The emotion will also cause the victim to stay at least 30 feet away from the Ustilagor (or any fungus) alive or dead. If they can't do this they will be overcome by revulsion (Dx -4) until the effect wears off (3 minutes-30 rounds) or the subject is no longer within 30 feet.

Only a psionic blast will affect these Funghi in one round.



Habitat/society



Ustilagors hoard gems of all sorts, sensing their innate minute vibrational rhythms, resembling—to them at least—a form of energy, and will attack any creature carrying gems or jewelry containing gems.

These creatures can jump 4 feet forward, and 3 feet up.

These creatures are immune of any debilitating effects of cerebral parasites, and to other fungal attack forms like disease, spore attacks.

Ecology

Ustilagor, like Grey oozes are not indiginuos to Mystara. They come from the planet of the Mind flayers, which have created and farmed Ustilagors, viewing their soft, moist bodies as culinary delights. Ustilagors are a common delicacy among Illithids, and visitors to thrall markets often pay high prices for raw, pickled, or fungus seasoned specimens. 1 ustliagor constitutes for a meal for 1 person, yet the taste is non existent,. Illithids, trace the chemicals responsible for the mental capabilities of the fungus, and it is due this they find it a delicacy. Ustilagors are unheard of on Mystara before 901 AC.

Senses; Warmth detection-Breath-CO² detection 30', Tremorsense 30', ESP 60, gem detection 30'.

Main Predator; Mind flayers, Insects, Bugs, Beetles.

Main Prey; any organic matter (especially airborne matter—dust particles).

Vermeil fungus (*Rhizomus globuli Cinnabrylus*)

Plant	Vermeil Fungus
Type	Lowlife (Funghus)
Climate/Terrain	Any (Savage Coast only)
Frequency	Rare
Organization	Multicellular
Activity Cycle	Day
Diet	Scavenger
AL	N
NA	2d4
Size	M; 4'to 7'tall
ST	13
IN	2
WI	11
DX	8
CO	16
CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	2
HD	2*
HP	2d8
MV	12'(4')
THACO	17
Attacks	0
Damage	0
Special Attacks;	Detonating Cloud
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F1
ML	12
XP	25
TT	0
Body Weight	45 cn/mushroom



Vermeil fungi are relatives of the gas spores. They resemble gas spores slightly (and perhaps they have the same ancestor, before Beholders adapted the Gas spore and this fungus adapted by its surroundings), and appear as large round crimson puff balls on the ground. When attacked or disturbed, these large, crimson mushrooms release a thick red cloud that resembles Cinnabar, Vermeil.

This cloud can increase the depletion rate of cinnabryl. Fortunately for most people, this affects only cinnabryl worn by Inheritors, due to the odd interaction between the magical substances and the Inheritors' bodies, which have been imbued with the magic of multiple Legacies. A mushroom cloud within two feet of an Inheritor causes the instant depletion of a week's worth of cinnabryl.

If the character is not carrying at least a week's worth of cinnabryl, the amount carried is instantly depleted, and any time left over is applied to the Time of Loss and Change (as detailed previously under "Manifestation of Effects") as if the character had stopped wearing cinnabryl. Thus, an Inheritor caught by a mushroom cloud while wearing less than an ounce of cinnabryl will experience perhaps several days' worth of the Time of Loss and Change, all in a few seconds. Because of this, and the pronounced effects of cinnabryl deprivation, Inheritors try not to allow themselves to be caught wearing less than an ounce of the metal.

All vulnerable creatures within a 30-foot radius are affected. Vermeil fungus feeds on deposits of steel seed or the decaying bodies of Legacy-using creatures. It is often found along with Vermilia. The fungus does not have any Legacies. Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any organic matter.



Violet Fungus (*Ascomycetes purpurea*)

Funghi	Violet Fungus				
Type	Lowlife (Funghi)				
Climate/Terrain	Subterranean, Aengmor, Broken Lands				
Frequency	Rare				
Organization	Symbiosis				
Activity Cycle	Any,				
Diet	Scavenger				
AL	N				
NA	1d4(1d4)				
Size	M; 4'	M; 5'	M; 6'	M; 6'	M; 7'
ST	16				
IN/WI	0				
DX	9				
CO	6	9	12	15	18
CH	14				
Languages	0				
Spellcaster Limits;	0				
AC	7				
AV	0				
HD	3				
HP	3d4	3d6	3d8	3d10	3d12
MV	12(4')				
THACO	17				
Attacks	1d4 branches				
	1'	2'	3'	4'	5'
Damage	special				
Special Attacks;	Rotting effect				
Special Defenses;	0				
Immune to;	Charm, Hold, Illusion				
Extra Vulnerable to;	0				
AM	0				
Save as;	F2				
ML	7				
XP	50				
TT	0				
Body Weight; LBS	75	95	115	135	155

Violet fungus growths resemble shriekers, and are usually (75%) encountered with them. The latter are immune to the touch of violet fungi, and the two types of creatures complement



Main Predator; Purple Worm, Shambling Mound, Insects, Bugs, Beetles, Funghi, Main Prey; any organic matter.

each other's existence.

Violet fungi range from four to seven feet tall, the smallest having one-foot-long branches, the five-foot-tall fungi having two-foot-long branches, and so on. Any sized growth can have up to four branches. When these are cut or damaged, they will regrow in 1 week.

Habitat/Society

This fungus has a life expectancy of about a year, and will die when the average temperature falls below freezing. They live in dark places beneath the ground, often in the company of Shriekers. These two different mushrooms seem to have created some sort of symbiosis or at least mutual existence. When the shriekers attract curious dungeon dwellers by their shrieking, the violet fungi are able to kill them with their branches, leaving plenty of organic matter for these saprophytic life forms to feed on. The fungus multiplies itself by spores, without needing another fungus to fertilize.

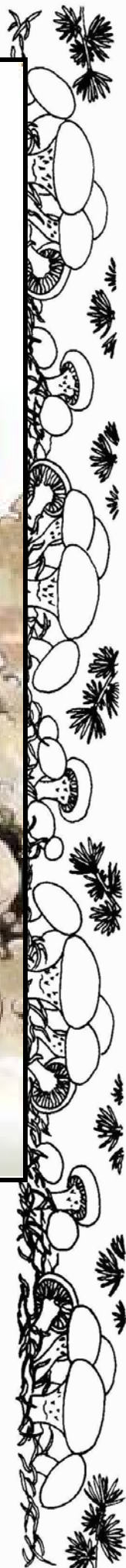
Combat:

Violet fungi favor rotted animal matter to grow upon. Each fungus has one to four branches with which it flails out if any animal comes within range (see following). The excretion from these branches rots flesh in one round unless a successful saving throw vs. poison is rolled or a *cure disease* spell is used.

This rotting spreads no more than 1 foot on the skin surface and no deeper than an inch or two.

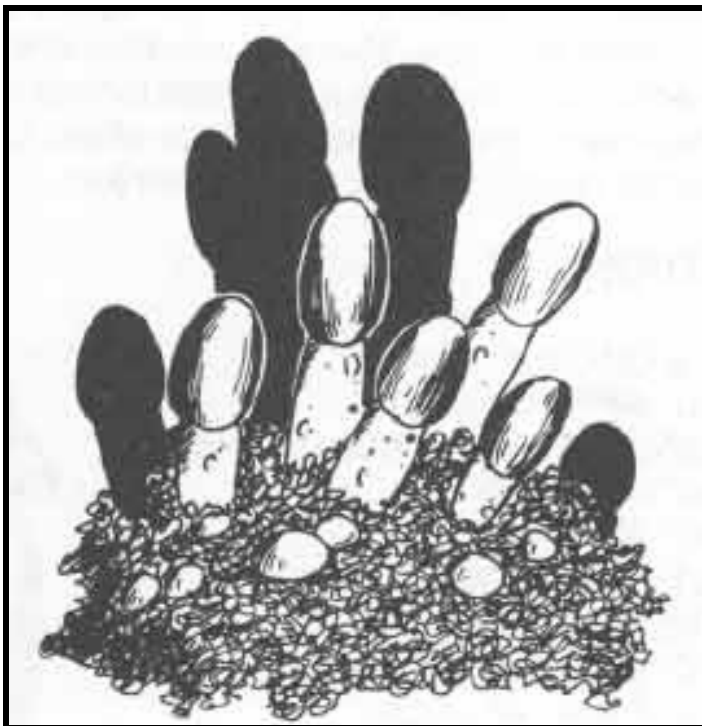
The branch length of these fungi depends upon the fungi's size.

Senses; Warmth detection-Breath-CO² detection 30'



Zygom (*Zygom animates-corporeum*)

Funghi	Zygom
Type	Lowlife (Funghi)
Climate/Terrain	Subterranean,
Frequency	Rare
Organization	Solitary
Activity Cycle	Any,
Diet	Scavenger
AL	NE
NA	1d3
Size	T; 2"to 4" per growth
ST	6 or as Host-1
IN	1 or as Host -5
WI	1 or as Host -5
DX	6 or as Host-3
CO	8 or as Host +1
CH	6 or as Host -3
Languages	0 Host 0
Spellcaster Limits;	0 Host 0
AC	8 or by Host
AV	0 or as Host
HD	3 or by Host
HP	3d8 or by host
MV	12(4) or by host
THACO	17 or by host
Attacks	spore attack or by host
Damage	spore attack or by host
Special Attacks;	Milky Glue
Special Defenses;	special
Im mune to;	Charm, Hold, Illusion
Extra Vulnerable to;	PiercingnWeapons
AM	+4 to magic saves (50% damage)
Save as;	F3 os as Host -4
ML	12
XP	50+Host
TT	Incidental or by host
	(1d10 coins 50% goods 50% items)
Body Weight	3-5cn + Host



Zygomers are small individual fungoid growths which consist of a short, thin stem with an ovoid cap. One or 2 dozen such growths are joined by a rhizome structure to form a singular communal creature, a Zygom.

Although able to exist in earth—feeding on any organic matter, Zygomers prefer to infest living creatures and nourish themselves on the host's blood and tissue.

Combat

The Zygom does not attack, per se. Whenever a colony or Zygomers comes in rough contact with any creature, there is a 1 in 6 chance that the pale blue "milk of a broken cap sticks fast to the creature. This milk is extremely sticky, and has the power to glue materials together for 1d4 +1 days before the substance dries and crumbles. Zygom glue can be otherwise embarrassing, for it can stick weapons to targets, creatures to creatures, etc. If glued to flesh, a colony of Zygom spores will infect the creature and begin growth by the time the glue powders, allowing the Zygomers to infest and control the host.

This infestation controls the host creature by brain and nerve connections. Infestation is typically on the head, neck, and back (spinal) areas. Importantly, this type of infestation controls the host creature by brain and nerve connections. Only a cure disease will remove infestation.

It leads to death in 1 to 10 weeks, depending on the size and constitution of the host creature. S Size or smaller Base 1 week, M size + 1 week, Large size + 2 weeks, H size +3 weeks, Gargantuan +5 weeks, Add +1 week for each constitution bonus. For example, a tiny creature, like a giant worker ant, might last no more than a week or two, while a stout-hearted Halfling warrior might be capable of holding out maybe six, or even seven weeks. With luck, this might allow for enough time to reach help, if the Zygomers allow it, of course.

The Zygom remains thereafter until the whole of the dead body is consumed and then moves on.

As host creatures are controlled, they move, attack, and defend according to the dictates of the possessing Zygomers. During this period the Zygom and the still living body share their statistics. Each statistic will be as either the host or as the Zygom, whichever is best. That means that an infected Lvl 6 fighter ST 12, IN/WI 7, DX 8, CO 13, CH 12, AC 6, AV 4, HD 6, HP 36, MV 90'/30', THACO 17, Att 1 sword 1d8 SV F6 will become as following ST12 as host-1=11, IN/W as host-5=2, DX 8-3=5 => Host 5 thus As Zygom 6, CO as host 13+1=14, CH as host 12-3=9, AC 6 as Host, AV 4 as host, HD 6 as Host, Hp as host 36+6x1(due increased CO)=42, MV 90'/30' as host, THACO 17 as Host, Att 1 sword 1d8 SV F6 -4

As Zygomers have fungoid intelligence that is totally alien to humans, no magic affecting the mind-beguiling, charming, dominating, hypnotizing, or hold spells, etc., affects them.

Habitat/Society

Since these strange creatures are a strange, new form of life with an unknown form of intelligence or social structure, it has been surmised that Zygomers are alien monstrosities that have somehow arrived here on Mystara. Since they are certainly harmful and dangerous, one might assume that they have been deliberately sent here, but few believe this to be the case. It is believed that a true invasion, or even a subtle assault, would require more than one drop zone for the invaders, to account for the possibility of landing in molten lava, deep oceans, or the freezing arctic. Undoubtedly, the creatures came here accidentally. Scholars are divided as to whether this is a generally good or bad thing.

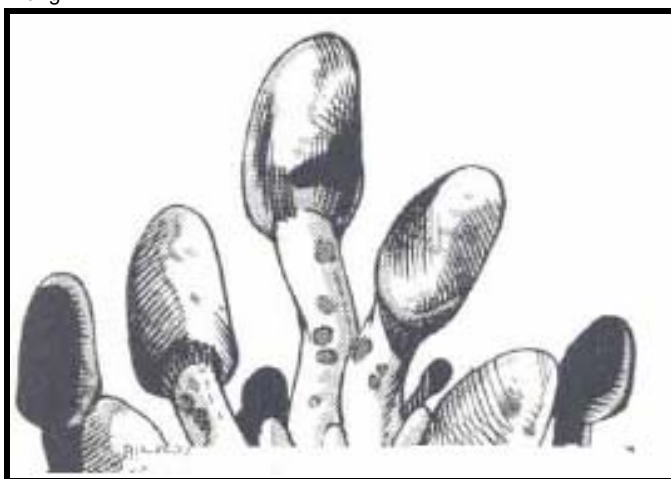


When the victim is dead, it will slowly be consumed. The Zygom remains until the whole of the dead body is consumed (this takes 1 Hr per 10 cn /1 LBS of the victim AND its consumable matter—clothing, food, leather armor, rope, etc) and only then it moves on. In this stage the Zygom has NO more control over the dead body, other than making fearsome twitches of movement.

As host creatures are controlled, they move, attack, and defend according to the dictates of the possessing Zygoms. Infestation is typically on head, neck, and back (spinal) areas. Typical host creatures are: ants (giant), rats (giant), osquips, and occasionally (mostly) small humanoids.

Ecology

Although able to exist in the ground, Zygoms prefer to eat living flesh and nourish themselves on the host's blood and tissue. Typical host creatures are giant ants, giant rats, large badgers, young bears, and occasionally small humanoids (dwarves, Halflings, gnomes, and the like). Theoretically, it is possible for a large creature (man-sized or even greater) to become a host, but it might not be possible unless the foolish traveler chose to lie down on top of one of these rare alien fungi.

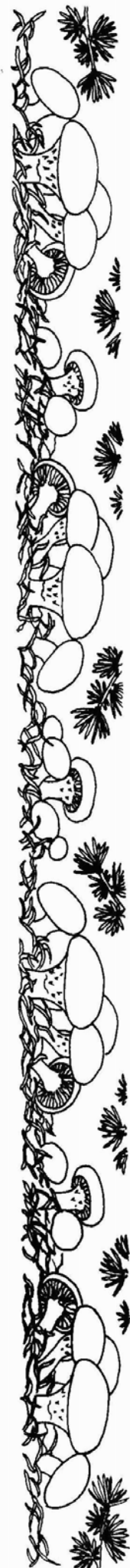


As Zygoms have fungoid intelligence which is totally alien to humans,

no magic affecting the mind-beguiling, charming, dominating, holding, hypnotizing, etc., will affect them.

Senses; Warmth detection-Breath-CO² detection 30', Tremorsense 30' and by host.

Main Predator; Slimes, Oozes, Puddings, Main Prey; any organic matter Insects, Bugs, Beetles, Mammals.



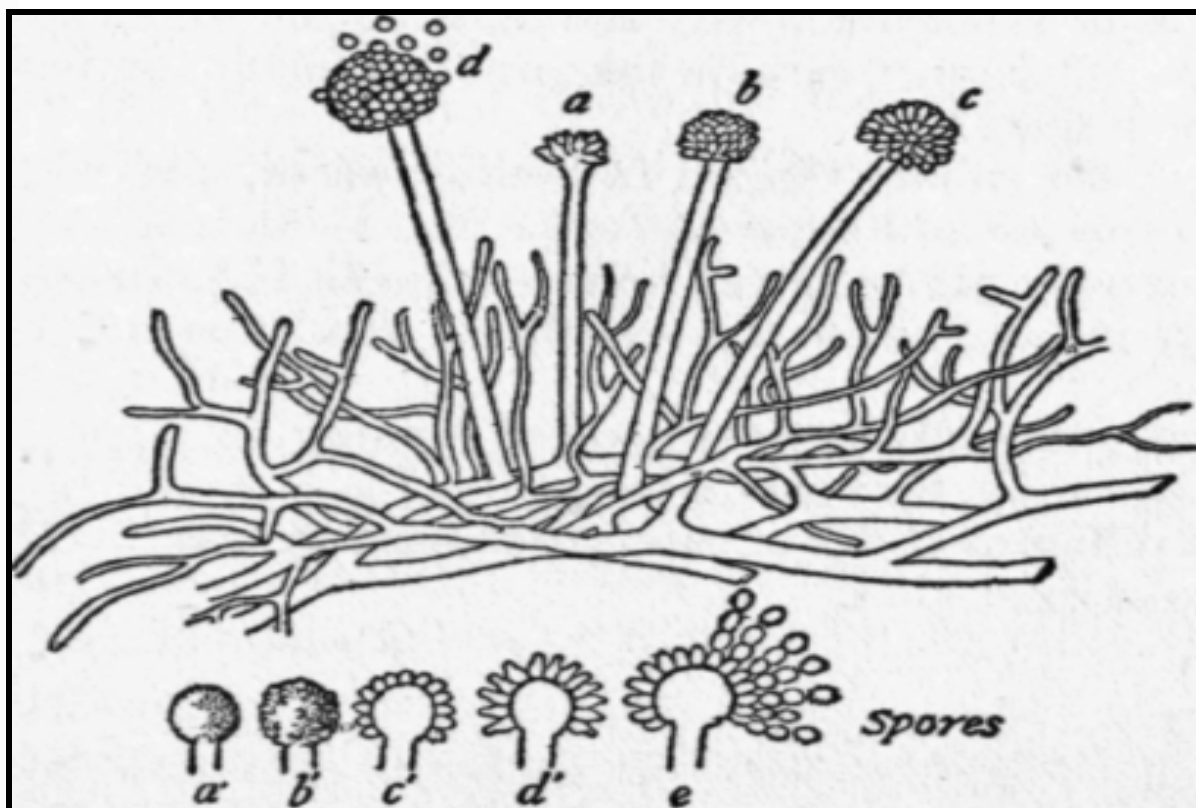
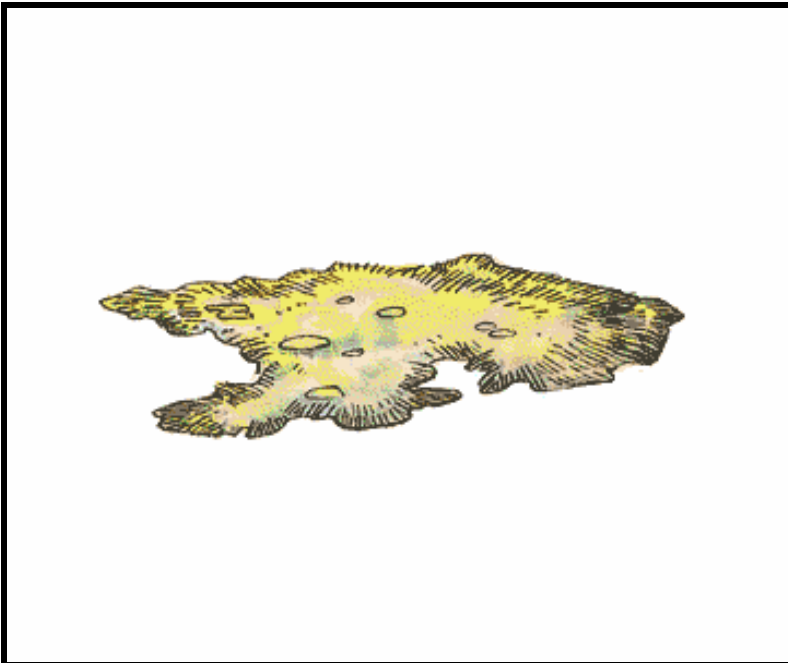
Molds

Molds are a variety of spore-producing fungi that form in decaying food or in warm, moist places. These fungi usually have a woolly or furry texture. Mold, multicellular organism of the division Fungi, typified by plant bodies composed of a network of cottony filaments. The colors of molds are due to spores borne on the filaments. Most molds are saprophytes. Some species (e.g., penicillium) are used in making cheese and antibiotics. While most molds are harmless, there are at least three varieties of monstrous molds that pose a deadly threat to adventurers: brown, russet, and yellow mold, other are more dangerous anywhere else.

Early symptoms that would be easy to chalk up to other things include: severe nausea/loss of appetite, weakness and dizziness, drops in blood pressure/ loss of consciousness, blurred vision, hallucinations, headaches, rashes, severe anxiety and depression. Please be aware that it is easy to have an anaphylactic response even if you have never had an allergic reaction to mold. It would be easy to mistake this reaction for a panic attack; the difference being anaphylaxis is caused by something in the environment and can be fatal.

The picture reveals a close up of an average mold.

These deadly molds are spore-producing fungi that grow in decaying organic materials. Like all molds, these have a fuzzy, harmless appearance. However, they can be deadly if disturbed, and they are hard to get rid of. A typical patch of mold covers from 30 to 60 square feet. Patches can be found on walls, ceilings, and floors, and are eaten by a variety of underground dwellers. Molds wither in sunlight or dry conditions, and magics such as sunburst or sunray will kill a patch ultimately (up to 24 hours, but almost directly inactive).



Brown Mold (*Sporangina adverte-estus*)

Funghi; Molds	Brown	Russet
Type	Low life (Funghi)	
Climate/Terrain	Subterranean, Ruins, Forest	
Frequency	Very Rare	
Organization	Patch	
Activity Cycle	Any	
Diet	Heat	Moisture
AL	N	
NA	1	
Size	S to L; Inches to yards Can cover whole room	
IN/WI/CH	0	
ST/CO/DX	3	
Languages	0	
Spellcaster Limits;	0	
AC	9	
AV	0	
HD	na	
HP	12+1d8/10'sq ft	
MV	0	
THACO	0	
Attacks	0	
Damage	0	
Special Attacks;	Freezing	Spores
Special Defenses;	Anbsorb Heat	
Immune to;	Direct Sunlight UV Light	Weapons, Cold, Fire Cure Disease Continual Light
Extra Vulnerable to;	0	
AM	0	
Save as;	NM	
ML	na	
XP	15/10'sq ft	35/10'sq ft
TT	0	
Body Weight	3-5cn/10'sq ft	



Brown mold is found in damp subterranean areas, such as caverns and caves. It is light to golden brown in color. Brown mold feeds by absorbing heat, even body heat; where brown mold grows, the temperature is below average. Direct sunlight or ultraviolet light kills it.

If a warm-blooded creature comes within 5 feet of a brown mold, the mold drains heat equal to 1d6 points of Con from its victim, per round. The drain lasts for 1 hour. This loss can be restored by applying magical heat; normal flame will restore the bodily warmth by 1 point / Turn (of course out of range of any mold). A ring of warmth provides complete protection against this attack. A protection from Cold or warmth will have no effect.

Brown mold grows instantly from heat. If a torch is used in its vicinity, it doubles in size; if flaming oil is used, it quadruples, and fireball-type spells cause it to grow eight-fold (in the next round). Brown mold is not fed by cold light sources (e.g., light, faerie fire). The only magic that affects it are disintegrate (which destroys it), plant-affecting magic and cold spells. Ice storms or walls of ice cause it to go dormant for 5d6 turns. A cold wand, white dragon breath, or a cone of cold kills it. Brown mold does not affect cold-using creatures such as white dragons, winter wolves, ice toads, etc. The brown mold's passive attack causes thus cold damage. Eating a brown mold corpse is harmless and has a 3% chance to grant you poison resistance lasting 3 days to any poison up to FF. Repeatedly attacking a brown mold can cause it to multiply due to your body heat.

Senses; Warmth detection 30'

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any organic matter and warmth.



Russet Mold (*Tubifera rubea*)

Found only in damp areas underground, Russet mold is golden-brown to rust red in color. It has a lumpy texture similar to cold porridge; it is covered by short, hair-like growths that stand upright and wave as if they were in a cold breeze. It resembles rust at distances beyond 30 feet (70% chance to recognize it is not rust). It is immune to weapons and most spells; it is affected only by alcohol, acid, and compounds harmful to plants (such as salt), which kill it; a cure disease or a continual light spell also destroys it.

Russet mold continuously emits a cloud of spores in a three-foot radius. All creatures in this cloud suffer 5d4 points of damage (per round in the cloud) and must roll a successful saving throw vs. poison or become infected with spore sickness. Victims of spore sickness are paralyzed within 1d3 minutes and die within 10 minutes unless a cure disease spell is cast on them.

Anyone who dies from spore sickness undergoes a transformation and begins to sprout russet mold growths; when completely covered in mold (1d4+20 hours); he will be digested fully in 2 weeks. A hold plant spell will halt the growth of the mold for the duration of the spell, while a cure disease spell destroys it within an hour after death; after that, a wish is necessary to destroy it. Senses; nil.

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any organic matter.



Yellow Mold (*Stachybothris aureum*)

Funghi; Molds	Yellow	Green
Type	Low life (Funghi)	
Climate/Terrain	Subterranean, Ruins, Forest	
Frequency	Uncommon	
Organization	Patch	
Activity Cycle	Any	
Diet	Mental Energy	Organic material
AL	N	
NA	1	
Size	S to L; Inches to yards Can cover whole room	
IN/WI/CH	0	
ST/CO/DX	3	
Languages	0	
Spellcaster Limits;	0	
AC	9	
AV	0	
HD	na	
HP	12+1d8/10'sq ft	
MV	0	
THACO	0	
Attacks	0	
Damage	0	
Special Attacks;	Poison Spores	
Special Defenses;	0	Poisonous air
Immune to;	Charm, Hold, Illusion	
	All but...	Water, Cold, Weapons
Extra Vulnerable to;	Fire, Heat UV Light	
AM	20%	0
Save as;	NM	
ML	na	
XP	65/10'sq ft	
TT	0	
Body Weight	3-5cn/10'sq ft	



This mold is pale yellow to golden orange in color. If touched roughly, it may (50% chance) emit a cloud of spores in a 10-foot radius. Any creature caught in this cloud must roll a successful saving throw vs. poison or die. A cure disease spell and a resurrection spell within 24 hours are necessary to restore life. Fire of any sort destroys yellow mold. A continual light spell renders it dormant for 2d6 turns. Its corpse is poisonous *and* hallucinogenic if eaten. It is resistant to poison. Yellow mold colonies of over 300 square feet are sometimes sentient (1 in 6 chance). These molds sense creatures within 60 feet, (By ESP) and may project their spores that distance. Twice per day, they may use a suggestion on someone within that radius; in addition to a saving throw, the victim must successfully roll an Intelligence check or lose 1 point of Intelligence permanently (it is devoured by the mold). These sentient Molds may wipe the mind of a victim completely clean at the rate of 1 point each round, they are immune to any mind effects including draining of Intelligence. A creature able to communicate with plants either magical or natural will not be attacked, as it is seen as a plant (a strange one, but still). Senses; none, or if 300'+ ESP. Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any organic matter.

Green Mold (*Trichoderma species*)

The green mold's passive attack causes 1d3 acid damage/ round. The corpse of a green mold is acidic when eaten (1d8dm/r). Resistant to acid and petrification. Exposure to these mycotoxins can result through inhalation, ingestion, and skin exposure. A saving throw vs. poison is needed each and every round a person inhales the local air and afterwards if he/she wears clothing or other objects that have been in that same area for at least 10 rounds. A Cure Disease spell will kill the spores. Symptoms of exposure include; Dermatitis, cough, nose bleeds, cold and flu like symptoms, headache, general malaise, and fever. Senses; none Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any organic matter.



Black mold (*Stachybothris chartarum species*)

Funghi; Molds	Black	Disgusting
Type	Low life (Funghi)	
Climate/Terrain	Subterranean, Ruins, Forest	
Frequency	Common	Uncommon
Organization	Patch	
Activity Cycle	Any	
Diet	Organic material	
AL	N	
NA	1	
Size	S to L; Inches to yards Can cover whole room	
IN/WI/CH	0	
ST/CO/DX	3	
Languages	0	
Spellcaster Limits;	0	
AC	9	
AV	0	
HD	na	
HP	12+1d8/10'sq ft	
MV	0	
THACO	0	
Attacks	0	
Damage	0	
Special Attacks;	Poison Spores	
Special Defenses;	Poisonous air	
Immune to;	Charm, Hold, Illusion	
	Water, Cold, Weapons	
Extra Vulnerable to;	Fire, Heat	
	UV Light	
AM	0	
Save as;	NM	
ML	na	
XP	65/10'sq ft	
TT	0	
Body Weight	3-5cn/10'sq ft	



This group of molds can thrive on water damaged cellulose-rich material in buildings such as sheet rock, paper, ceiling tiles, insulation backing, wallpaper, etc. In the majority of cases where *Stachybothris* is found indoors, water damage has gone unnoticed or ignored. *Stachybothris* is usually black and slimy in appearance. This fungi that has the ability to produce mycotoxins, ones that are extremely toxic, suspected carcinogens (cancer spreaders), and immunosuppressive (suppressing the natural resistance to disease). Exposure to these mycotoxins can result through inhalation, ingestion, and skin exposure. A saving throw vs. poison is needed each and every round a person inhales the local air and afterwards if he/she wears clothing or other objects that have been in that same area for at least 10

rounds. A Cure Disease spell will kill the spores. Symptoms of exposure include; Dermatitis, cough, nose bleeds, cold and flu like symptoms, headache, general malaise, and fever. Children grown up under these circumstances will never have a Constitution higher than 13. These are often poor children, as the rich live in more dry and thus warmer and safer housing. Senses; none
Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any organic matter.

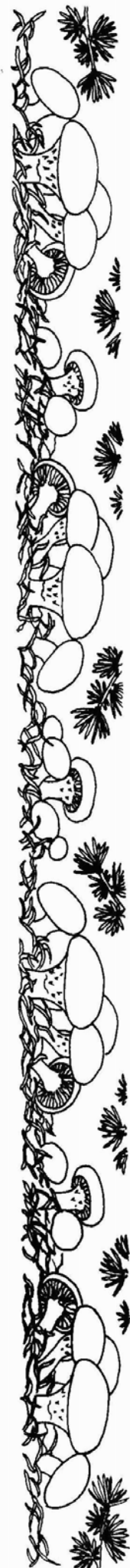
Disgusting Mold (*Aspergillum species*)



Their passive attack causes poison damage by way of spores; a nonbreathing character will be unaffected. Early symptoms that would be easy to chalk up to other things include: severe nausea/loss of appetite, weakness and dizziness, drops in blood pressure/ loss of consciousness, blurred vision, hallucinations, headaches, rashes, severe anxiety and depression. Please be aware that it is easy to have an anaphylactic response even if you have never had an allergic reaction to mold. It would be easy to mistake this reaction for a panic attack; the difference being anaphylaxis is caused by something in the environment and can be fatal.

Senses; none

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any organic matter.



Purple Moss (*Stachybothridii purpurem*)

Funghi; Molds	Purple Moss
Type	Low life (Funghi)
Climate/Terrain	Subterranean, Ruins, Forest
Frequency	Rare
Organization	Patch
Activity Cycle	Any
Diet	Organic material
AL	N
NA	1
Size	S to L; Inches to yards Can cover whole room
IN/WI/CH	0
ST/CO/DX	3
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	na
HP	12+1d8/10'sq ft
MV	0
THAC0	0
Attacks	0
Damage	0
Special Attacks;	Suffocation
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
	All but...
Extra Vulnerable to;	Fire, Heat UV Light
AM	0
Save as;	NM
ML	na
XP	65/10'sq ft
TT	0
Body Weight	3-5cn/10'sq ft



This fungus is a distance cousin of yellow mould. It emits a heavy sweet smell that causes any character adjacent to it or walking through it to make a save vs. Paralysis or fall unconscious.

Once the victim has fallen unconscious, the moss will quickly cover the body, beginning with the face so that it will suffocate its victim (hold breath for con rounds unless struggling, then half -round down—after that; make a Con. Check each round with a cumulative penalty of 1 to the roll, then the person is suffocated, true death appears in 1d3 rounds).

A Medium-size body is covered in 4 rounds. If the victim is smaller than Medium-size, subtract 1 round per size category difference. Larger victims add 2 rounds to the time needed to cover per size category difference.

Once the victim is dead, it will devour all soft material on the body (organs, skin, clothes, etc.) in less than 1 hour. Wood, cloth and other organic matter take 1 hp damage per round, ignoring any hardness. To revive the victim a Raise Dead (Fully) and Cure Disease spell within 24 hours are necessary to restore life.

Purple moss cannot be harmed or destroyed except by normal and/or magical fire, or by any spell or poison that affects plant life. A 5'x5' patch of purple moss is destroyed after it takes 8 hp of fire damage. Magical fire deals damage as per the spell or item that produced the fire. Torches deal 1d4 points of damage at the first touch. Normal fire has a 25% chance of igniting the moss. Once alight, the purple moss will take 2 hp of damage per round until it is all gone. Fire of any sort destroys Purple Moss. A continual light spell renders it dormant for 2d6 turns. Its corpse is poisonous *and* hallucinogenic if eaten. It is resistant to poison.

Senses; Warmth detection-Breath-CO² detection 30'

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid or animal.

Magic Shrieker Moss (*Bryophytus draconis*)

Funghi; Molds	Purple Moss
Type	Low life (Funghi)
Climate/Terrain	Subterranean, Ruins, Forest
Frequency	Rare
Organization	Patch
Activity Cycle	Any
Diet	Organic material
AL	N
NA	1
Size	S to L; Inches to yards Can cover whole room
IN/WI/CH	0
ST/CO/DX	3
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	na
HP	12+1d8/10'sq ft
MV	0
THACO	0
Attacks	0
Damage	0
Special Attacks;	Suffocation
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
	All but...
Extra Vulnerable to;	Fire, Heat UV Light
AM	0
Save as;	NM
ML	na
XP	65/10'sq ft
TT	0
Body Weight	3-5cn/10'sq ft

This odd form of Moss is every's dragon's best friend. No one knows why the moss gravitates towards valuable objects (especially precious gems, and metals), but it often appears near large concentrations of said such items. The moss grows wildly and cannot be cultivated, but most dragons are very happy to discover it in their lair.

Magic shrieker moss tends to coat treasure hoards intermittently in 5 feet areas, appearing in patches on valuable objects.

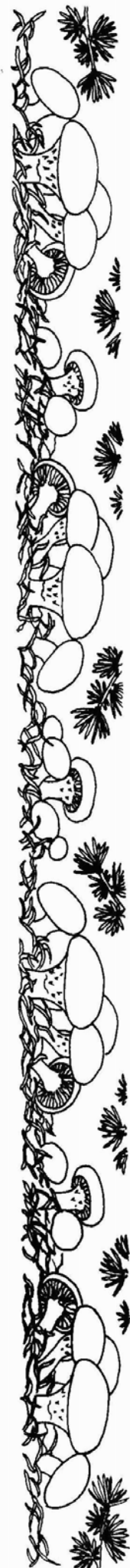
When anyone touches or moves a coated object (other than the owner of the object—an individual the moss recognizes inherently), the moss produces a shrieking sound for 1d3 rounds. The sound is so loud that all creatures within a range of 120'(-10'/ door or reflection through corridors) take 1d8 sonic damage each round the moss is shrieking.

In addition, during the first round of shrieking, those within this range must also make succesful saving throws vs. paralyzation or be stunned for 1 round and deafened for the remainder of the shrieking plus 1 round for each point of damage sustained. Another 2d4 turns thereafter the ears still audit a buzzing whistle to the brain. There also is a 1% possibility of sustaining permanent hearing damage (plus 1% for each loud noise the character suffers damage from), when the percentage is rolled, the character is deaf.

Creatures that cant hear are unaffected; creatures immune to stunning or paralysis are still deafened and damaged. Creatures immune to sonics do not suffer any effects. Dragons and other sleeping creatures within 1000 feet automatically awaken when the moss shrieks. The sound is audible to 2000 feet, -10 feet for each blocking door, or 90 degree or greater bend in the corridors due to dampening and reflection.

Magic shrieker moss is immune to electricity and sonic damage, but as 5 feet area canbe destroyed by fire, cold or acid damage.

When the moss has ahrieked, it needs 24 hours to shriek again as it needs to reill its air pockets to enable shrieking.



Deep Mold (*Stachybothridii subterraneus*)

Funghi; Molds	Deep	Gray	Death
Type	Low life (Funghi)		
Climate/Terrain	Subterranean		
Frequency	Uncommon	Rare	Very Rare
Organization	Patch		
Activity Cycle	Any		
Diet	Organic material, carnivorous		
AL	N		
NA	1 patch		1d3 patches
Size	S to L; Inches to yards		
ST	0		
IN	0		1
WI	3		
DX	3		
CO	12	13	11
CH	3		
Languages	0		
Spellcaster Limits;	0		
AC	9		
AV	0		
HD	na		
HP	12+1d8/10'sq ft		
MV	0		30/10'
THACO	na		
Attacks	1		
Damage	special	1d6	1d8
Special Attacks;	Spores		
	special		Paralysis
Special Defenses;	Fire		
Immune to;	Charm, Hold, Illusion		
		Fire	Wizard spells
	Weapons		
Extra Vulnerable to;	Acid		Clerical healing
	Curing		anti-poison spells
AM	20%	35%	0
Save as;	NM		
ML	na		
XP	65/10'sq ft		
TT	0		
Body Weight	3-5cn/10'sq ft		

stepped on or attacked. It can create a cloud of spores every 6 rounds. A cloud of gray spores is 30 feet deep by 15 feet wide and 15 feet high. Living creatures caught within the cloud suffer 1d6 points of damage and must make a saving throw vs. poison. Those who do not save have inhaled 1d6 spores, each causes 1 point of damage per round until either the creature is dead or a cure disease spell kills the spores. Those killed by gray mold spores become part of the mold, a man-sized creature increasing the size of a patch by 10 square feet. The spores do not harm non-living matter.

Gray mold is immune to weapons and to fire-based attacks. In addition, it has a natural magic resistance. Cold-based spells that pierce its resistance make the mold dormant for 1d8 turns, while ice storm, wall of ice, and similar spells (of 4th level or higher) kill the mold outright.

Death Mold (*Stachybothris lethalis*)



Death mold appears as a large mold patch colored in swirls and spots of green, gray, and brown.

Those who see it often confuse it with other types of mold. Death mold can move, slowly inching its way along cavern floors and walls in search of food. It often lurks on ceilings, waiting to release its cloud of spores on victims below.

When death mold touches a victim, it releases a cloud of spores that is 40 feet deep by 60 feet long by 60 feet wide, centered on the point of contact. This semi-intelligent mold can emit the cloud of its own volition, and can release a spore cloud once a turn, up to six times a day. Those within the cloud suffer 2d8 points of damage. In addition, those within the cloud must make a successful saving throw vs. poison or fall down helplessly, coughing and wheezing for the next 1d4 rounds. Once victims are down, the death mold moves toward them or drops on them from its ceiling perch. Prey engulfed by the mold takes 1d8 points of poison damage each round the mold remains in contact.

Death mold is immune to all wizard spells. Priestly cure wound spells stun the mold for the number of rounds equal to the number of hit points that would have been healed. Slow poison causes the mold to lie dormant for 1 full Turn. A neutralize poison or heal spell instantly kills the mold.

More plentiful than gray mold and death mold, deep mold appears in various shades of green and blue. Its pleasing appearance, coupled with its inviting fragrance, often lures subterranean animals in for the kill.

If anything touches the mold, whether a curious finger or a weapon, a spore cloud is released: 20 feet wide, 20 feet high, and 30 feet deep, centered on the point of contact. Those caught within the cloud must make a successful saving throw vs. paralyzation or suffer 1d10 points of damage and lose 1 point of Strength for 1d10 rounds; those who are successful suffer only half damage and don't lose Strength. Each patch of deep mold can release three spore clouds a day.

Deep mold is immune to all weapon attacks and has a natural magic resistance. Magical spells that overcome the mold's resistance have several effects. Cold-based spells stun the mold for 3d6 rounds; during this time, no spores can be released. Heat-based spells stun the mold for 4d4 rounds. Acid kills the mold at the rate of 10 square feet per vial (2d4 damage) or per 4hp acid spell damage. A cure disease spell kills an entire patch without triggering the spores.

A creature infected by deep mold spores (an unsuccessful saving throw) takes an additional 1d10 points of damage per day until dead. A cure disease spell can excise the spore infection. Otherwise, a day of complete bed rest combined with continuous exposure to bright sunlight prevents spore damage for that day and allows natural healing to occur.



Gray Mold (*Bothridies carnivorus*)

This mold, which grows primarily on floors, has a fuzzy light gray to dark gray color. Often overlooked in subterranean caverns, the mold releases its spores when it is



Obliviax, Memory Moss (*Obliviax nigrum*)

Funghi; Molds	Purple Moss
Type	Low life (Moss)
Climate/Terrain	Any land
Frequency	Rare
Organization	Colony
Activity Cycle	Any
Diet	Memories, Soli, water
AL	NE
NA	2d6
Size	S; 6" to 1' diameter
ST	3
IN	8
WI	12
DX	8
CO	9
CH	6
Languages	0
Spellcaster Limits;	0
AC	10
AV	0
HD	1/4 HD
HP	1d2
MV	0
THACO	20
Attacks	0
Damage	0
Special Attacks;	Memory theft
Special Defenses;	Memory theft
Immune to;	Charm, Hold, Illusion
	All but...
Extra Vulnerable to;	Fire, Heat
	UV Light
AM	0
Save as;	NM
ML	6
XP	6 x lvl victim memory theft.
TT	0
Body Weight	3-5cn

Combat

Memory moss can sense the approach of sentient beings, once they are within 60 feet (by ESP), the moss can attempt to steal their memories. It is selective, first attempting to steal wizards memories (these are the most difficult), then priests, then other spell casters, then any other characters. When an intelligent creature enters the obliviax's sphere of influence and is attacked, it must roll a saving throw vs. spell or lose all memories of the last 24 hours, including all memorized spells. The moss tries to steal from one creature per round until it succeeds, and then it does not attack again for 24 hours. These stolen memories give the plant vitality and nourishment. Any creature who has lost memories acts baffled and disorientated, often forgetting important events and knowledge, with nothing but a blank in his memories since the previous day.



Obliviax is a Black moss and not a fungus, but listen here because Funghi, lichens and mosses have more in common with each other than with plants. This moss has an evil nature and the magical ability to steal memories from intelligent creatures. It is called memory moss and is a bane to wizards everywhere. (It is prohibited—and thus destroyed—in Glantri, Thyatis, Karameikos, and Alphatian nations—but it grows more freely in the Broken Lands, Rockhome, and even Ethengar).

Pitch colored and thick like a luxurious black carpet, obliviax grows in small patches and spreads through spores. Its leaves and flowers are all a glossy black. When it lacks stolen memories it quivers, as if in anticipation. It smells like damp, loamy dirt, a very unappetizing odor. Although it requires no sunlight to grow, it does require daylight to trigger spore production and so it does not naturally occur in subterranean realms. It can be inadvertently or purposefully carried into a cavern, where it will grow but is unable to reproduce (magical light or bioluminescence do not work—although sunlight magic could work if over prolonged periods)





Habitat/Society

Oblivix grows in tropical to temperate climes, but cannot live beside too much water or cold. It does not grow in desert terrain. It is not uncommon to find patches on tree trunks, fallen logs, or sprouting on rotten leaves. While it does have intelligence, and is aware of most other mosses nearby, it does not act in concert with those of its kind, preferring to grab for the best memories possible. Small colonies of this moss are sometimes found in tunnels or caverns, either grown from sprigs of moss tracked in by some unaware creature, or sprouted from spores blown in by the wind or drafts.

Ecology

It is possible to gain another's memories by eating the moss. Anyone who gains spells by eating the Oblivix can cast them, but the memories fade after 24 hours. Evil creatures sometimes transplant Oblivix near their lairs so as to act as a guardian. Oblivix powers cannot penetrate lead (or gold), so the moss can be carried to a new location in thus boxes. Spies use this lead box trick to snare secrets from unsuspecting victims.

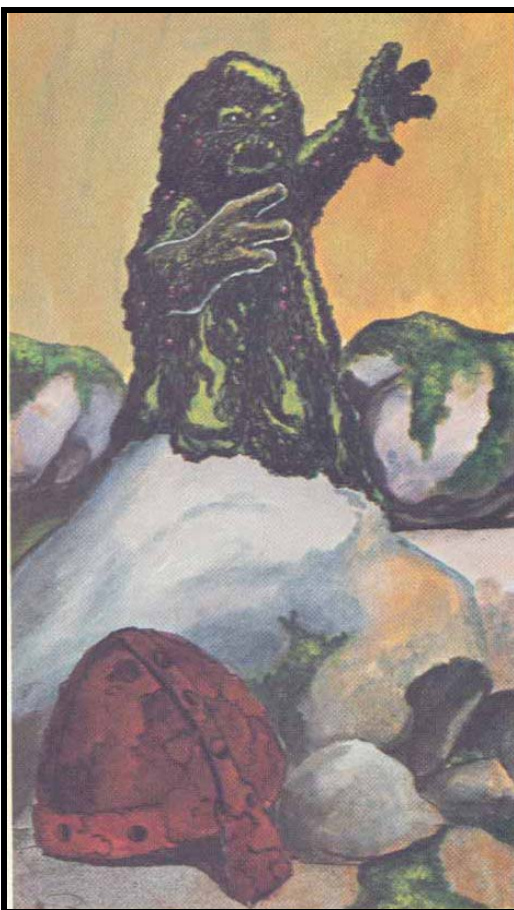
A potion of forgetfulness can be distilled from Oblivix, and its spores can be distilled into an elixir to restore the memories of the forgetful or the senile.

Senses; Warmth detection-Breath-CO² detection 30'

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any organic matter (especially airborne matter—dust particles).

If an Oblivix with stolen memories is attacked, in one round it forms a part of itself into a tiny moss imitation of the creature whose memories it stole. This moss remains attached to the parent moss and defends the plant by casting any stolen spells (at the strength of the original caster). This is the moss's only defense.

To regain stolen memories, a victim must eat the living Oblivix, which takes one round. If a saving throw vs. poison is successful, the eater gains all the stolen memories and spells. If the saving throw fails, the eater becomes very ill for 3d6 Turns (stomach and intestinal pain, all abilities -4, MV ½, no concentration possible.). Experience is gained by 6xp, or if it used the spells stolen from memory, 6 x the level of the victim of the stolen memories.



Chromatic Mold (*Sporangina chromaticae*)

Funghi; Molds	Chromatic Mold
Type	Low life (Moss)
Climate/Terrain	Any underground warm
Frequency	uncommon (soon Very Rare)
Organization	Patch
Activity Cycle	Any
Diet	Carnivorous
AL	N
NA	1 patch
Size	S to L; 3' to 12' diameter
ST	1
IN	0
WI	0
DX	3
CO	9
CH	2 (infravision 28)]
Languages	0
Spellcaster Limits;	0
AC	10
AV	0
HD	1*
HP	1d8
MV	0 (special)
THACO	nil
Attacks	0
Damage	0
Special Attacks;	Spore infestation
Special Defenses;	0
Immune to;	Charm, Hold, Illusion, nonfire attacks
Extra Vulnerable to;	Fire, Heat
AM	0
Save as;	NM
ML	12
XP	13
TT	0
Body Weight	3-5cn



Chromatic mold is a spore-producing Funghi that grows in warm, damp caverns. The fungus has a thick, furry texture and appears dark brown

in color in normal sight.

Infravision reveals a totally different picture of the fungus. Chromatic mold emits a complex pattern of varying heat signatures. These patterns register as swirling shades and colors to the eyes of infravision users.

Due to their special method of reproduction, chromatic molds are rarely found in large colonies, individual patches of mold can grow up to 12' in diameter.

Combat

Although not a predator in the common sense of the word, Chromatic molds are highly carnivorous creatures that have feasted on the flesh of thousands of underground inhabitants. The mold's swirling heat signatures easily fascinate those who view it with infravision, unless they make a successful saving throw vs. paralyzation or be helplessly drawn towards the fungus.

When any creature of small or greater size approaches within 3 feet of the mold, it sends out a cloud of spores in a 10' radius. Anyone caught within the cloud must make a saving throw vs. poison. Failure indicates that the victim breathed in the mold spores and begins to wander aimlessly as if under the influence of a feeblemind spell. The spores incubate within the victim's body, slowly consuming the creature from within (destroying 1/10 of its constitution each hour—this can be restored by 1 day of rest per lost point, but the person must be not deprived of any nutrition or rest.)

After 10 hours, a new patch of chromatic mold bursts from the unfortunate's body, completely consuming him or her in another 12 hours (even bones).

A Hold Plant spell halts the spores' incubation for the duration of the enchantment; after that, however, the infestation progresses as normal. Cure Disease permanently kills the spore infestation if cast before the first 10 hours of affliction. After this period, however, the cure disease spell destroys both the mold and the victim (turning them into a puddle of goo with some hard remains of the former body residing within).

Fire is a useful weapon against this creature; it consumes the mold at the rate of 1d4 rounds per 10' patch. A cold-based attack inflicts no damage, but negates the fascination effect and prevents the normal release of spores. Forceful contact with the mold (even by a magic missile spell causes the reflexive release of spores.

Habitat/Society

Chromatic mold is a nonmobile hazard of the underground reaches and warm subterranean settings. It may appear by itself (air current driven spores), in the presence of other types of molds and Funghi. It, to routinely put an entire cave complex to the torch if even one cave exhibits signs of infestation. Due to this handling the plant becomes very rare and will soon become extinct.

Ecology

Chromatic molds are exceptionally dangerous to most humanoids, but seem to have little effect on certain underground scavengers. Some creatures eat vast quantities of this mold with no apparent effect.

Sonic Mold (*Sporangina chromatica sonicus*)

Funghi; Molds	Sonic Mold
Type	Low life (Moss)
Climate/Terrain	Any underground warm
Frequency	uncommon (soon Very Rare)
Organization	Patch
Activity Cycle	Any
Diet	Carnivorous
AL	N
NA	1 patch
Size	S to L; 3'to 12'diameter
ST	1
IN	0
WI	0
DX	3
CO	9
CH	2 (infravision 28)]
Languages	0
Spellcaster Limits;	0
AC	10
AV	0
HD	1**
HP	1d8
MV	0 (special)
THACO	nil
Attacks	0
Damage	0
Special Attacks;	Spore infestation
Special Defenses;	0
Immune to;	Charm, Hold, Illusion, nonfire attacks
Extra Vulnerable to;	Fire, Heat
AM	0
Save as;	NM
ML	12
XP	20
TT	0
Body Weight	3-5cn

This more dangerous variant of chromatic mold also infests caverns and labyrinthine complexes. Though sonic mold shares the physical characteristics with chromatic mold—including the emission of swirling heat patterns—they latter exhibits an even stranger adaptation to its underground environment.

Besides the heat emissions, sonic mold vibrates at various pitches, producing eerie and compelling patterns of sound. These tones snare creatures who can hear as effectively as chromatic mold shares those using infravision. A master bard lucky enough to survive an encounter with this rare mold reports the mold's complex tonal 'phrases' weave up and down traditional and unorthodox scales by a series of weirdly disquieting 'half-steps'.

Although potentially audible for miles in the echoing passageways of underground complexes, the fascination effect occurs only within 60 feet of the mold (when the sound is unbroken by any reflection of lessened by spreading). Creatures with normal hearing in this radius must make a successful saving throw vs. paralyzation or be inexorably drawn towards the sonic mold. Creatures with enhanced hearing (better than human) have a -1 penalty to the saving throw. Those with excellent hearing or echolocation have a penalty of -3.

Once a creature of at least small size approaches within 3 feet of the mold, the deadly mass releases its cloud of spores to a 10' radius. Anyone failing a saving throw vs. poison is rendered confused as the spores incubate inside the victim's body. The onset time is only 8 hours, after which the mold erupts from the victim's body, and death follows in only 8 hours more. Priests can slow or destroy sonic spores in the same way they slow or neutralize chromatic mold spores, and some creatures merely eat this mold.



Plants (*Flores species*)

Plants are living organisms belonging to the kingdom Plantae. They include familiar organisms such as trees, flowers, herbs, bushes, grasses, vines, ferns, mosses, and green algae. The scientific study of plants, known as botany, has identified about 350,000 extant species of plants, defined as seed plants, bryophytes, ferns and fern allies. Green plants, sometimes called Viridiplantae, obtain most of their energy from sunlight via a process called photosynthesis.



We usually only call something a plant if we poke it and it doesn't move away," life forms that blur the line between plant and animal. However, no single characteristic distinguishes plants from other life kingdoms. We generally think of photosynthesis as the epitome of "plant-hood," but there are parasitic plants that don't photosynthesize their food and some non-plant bacteria that do.

Aristotle (real world) divided all living things between plants (which generally do not move), and animals (which often are mobile to catch their food). In Linnaeus' system, these became the Kingdoms Vegetabilia (later Metaphyta or Plantae) and Animalia (also called Metazoa). Since then, it has become clear that the Plantae as originally defined included several unrelated groups, and the fungi and several groups of algae were removed to new kingdoms. However, these are still often considered plants in many contexts, both technical and popular.

The photosynthesis conducted by land plants and algae is the ultimate source of energy and organic material in nearly all ecosystems. Photosynthesis radically changed the composition of the early Mystara's (and Earth's) atmosphere, which as a result is now 25% oxygen. Animals and most other organisms are aerobic, relying on oxygen; those that do not are confined to relatively rare anaerobic environments. Plants are the primary producers in most terrestrial ecosystems and form the basis of the food web in those ecosystems. Many animals rely on plants for shelter as well as oxygen and food.

Land plants are key components of the water cycle and several other biogeochemical cycles. Some plants have coevolved with nitrogen fixing bacteria, making plants an important part of the nitrogen cycle. Plant roots play an essential role in soil development and prevention of soil erosion.

Relations

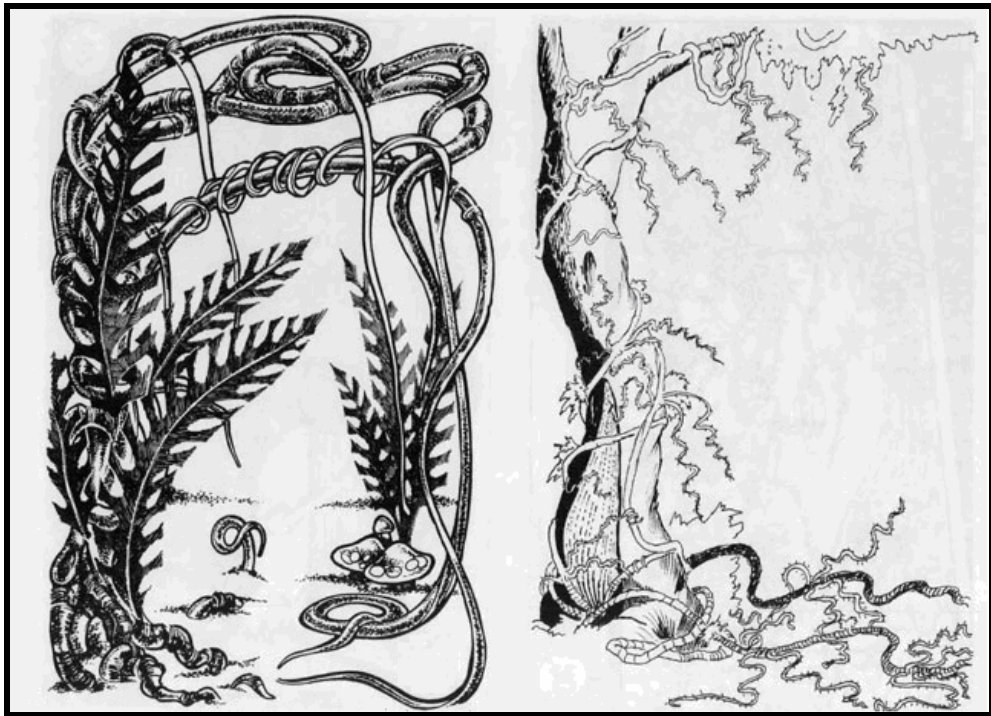
Numerous animals have coevolved with plants. Many animals pollinate flowers in exchange for food in the form of pollen or nectar. Many animals disperse seeds, often by eating fruit and passing the seeds in their feces.

Myrmecophytes are plants that have coevolved with ants. The plant provides a home, and sometimes food, for the ants. In exchange, the ants defend the plant from herbivores and sometimes competing plants. Ant wastes provide organic fertilizer.

Various forms of parasitism are also fairly common among plants, from the semi-parasitic mistletoe that merely takes some nutrients

from its host, but still has photosynthetic leaves, to the fully parasitic broomrape and toothwort that acquire all their nutrients through connections to the roots of other plants, and so have no chlorophyll. Some plants, known as myco-heterotrophs, parasitize mycorrhizal fungi, and hence act as epiparasites on other plants.

Many plants are epiphytes, meaning they grow on other plants, usually trees, without parasitizing them. Epiphytes may indirectly harm their host plant by intercepting mineral nutrients and light that the host would otherwise receive. The weight of large numbers of epiphytes may break tree limbs. Hemiepiphytes like the strangler fig begin as epiphytes but eventually set their own roots and overpower and kill their host. Many orchids, bromeliads, ferns and mosses often grow as epiphytes.



Food

Much of human nutrition depends on land plants, either directly or indirectly. Human nutrition depends to a large extent on cereals, especially maize (or corn), wheat and rice. Other staple crops include potato, cassava, and legumes. Human food also includes vegetables, spices, and certain fruits, nuts, herbs, and edible flowers. Beverages produced from plants include coffee, tea, wine, beer and alcohol. Sugar is obtained mainly from sugar cane and sugar beet. Cooking oils and margarine come from maize, soybean, rapeseed, safflower, sunflower, olive and others. Food additives

include gum Arabic, guar gum, locust bean gum, starch and pectin. Livestock animals including cows, pigs, sheep, and goats are all herbivores; and feed primarily or entirely on cereal plants, particularly grasses.



Nonfood products

Wood is used for buildings, furniture, paper, cardboard, musical instruments and sports equipment. Cloth is often made from cotton, flax or synthetic fibers derived from cellulose, such as rayon and acetate. Renewable fuels from plants include firewood, peat and many other biofuels. Coal and petroleum are fossil fuels derived from plants. Medicines derived from plants include aspirin, taxol, morphine, quinine, reserpine, colchicine, digitalis and vincristine. There are hundreds of herbal supplements such as ginkgo, Echinacea, feverfew, and Saint John's wort. Pesticides derived from plants include nicotine, rotenone, strychnine and pyrethrins. Drugs obtained from plants include opium, cocaine and marijuana. Poisons from plants include ricin, hemlock and curare. Plants are the source of many natural products such as fibers, essential oils, natural dyes, pigments, waxes, tannins, latex, gums, resins, alkaloids, amber and cork. Products derived from plants include soaps, paints, shampoos, perfumes, cosmetics, turpentine, rubber, varnish, lubricants, linoleum, plastics, inks, chewing gum and hemp rope. Plants are also a primary source of basic chemicals for the industrial synthesis of a vast array of organic chemicals. These chemicals are used in a vast variety of studies and experiments.



Aesthetic uses

Thousands of plant species are cultivated for aesthetic purposes as well as to provide shade, modify temperatures, reduce wind, abate noise, provide privacy, and prevent soil erosion. People use cut flowers, dried flowers and houseplants indoors or in greenhouses. In outdoor gardens, lawn grasses, shade trees, ornamental trees, shrubs, vines, herbaceous perennials and bedding plants are used. Images of plants are often used in art, architecture, humor, language, and photography and on textiles, money, stamps, flags and coats of arms. Living plant art forms include topiary, bonsai, ikebana and espalier. Ornamental plants have sometimes changed the course of history, as in tulipomania. Plants are the basis of a multi-billion dollar per year tourism industry which includes travel to arboretums, botanical gardens, historic gardens, national parks, tulip festivals, rainforests, forests with colorful autumn leaves and the National Cherry Blossom Festival. Venus flytrap, sensitive plant and resurrection plant are examples of plants sold as novelties. Plants are used as national and state emblems, including state trees and state flowers. Ancient trees are revered and many are famous.



Numerous world records are held by plants. Plants are often used as memorials, gifts and to mark special occasions such as births, deaths, weddings and holidays. Plants figure prominently in mythology, religion and literature.

Negative effects

Weeds are plants that grow where people do not want them. People have spread plants beyond their native ranges and some of these introduced plants become invasive, damaging existing ecosystems by displacing native species. Invasive plants cause billions of dollars in crop losses annually by displacing crop plants, they increase the cost of production and the use of chemical means to control them affects the environment.

Plants may cause harm to people and animals or even actively hunt for them. Plants that produce windblown pollen invoke allergic reactions in people who suffer from hay fever. A wide variety of plants are poisonous to people and/or animals. Toxalbumins are plant poisons fatal to most mammals and act as a serious deterrent to consumption. Several plants cause skin irritations when touched, such as poison ivy. Certain plants contain psychotropic chemicals, which are extracted and ingested or smoked, including tobacco, cannabis (marijuana), cocaine and opium. Smoking causes damage to health or even death, while some drugs may also be harmful or fatal to people. Both illegal and legal drugs derived from plants may have negative effects on the economy, affecting worker productivity and law enforcement costs. Some plants cause allergic reactions in people and animals when ingested, while other plants cause food intolerances that negatively affect health.



Gigantism



Mystarean soil and atmosphere contains minute magical elements and a somewhat high magnetic fields, are plausible explanations for the plant life. For example, the gigantism — exhibited by the humongous "Elven Home trees" — is likely the result of higher levels of atmospheric carbon dioxide and injected magic by the Elves. Otherwise giant plants could be the result of variant amounts and strengths of magic fields on Mystara. There are magical positive areas, greatly enhancing flora and fauna (and magic use), there are magical negative areas, greatly increasing the chaotic influx of magic in flora and Fauna, distorting existing patterns and shapes and behavior, there are also anti-, or non-magical areas, blocking, dispelling local magic, and finally there are wild magic areas distorting magical effects and strengths. All these fields of magic variance can (and mostly will) have some effect on local plantlife and often even wildlife.

Bioluminescence.

The glowing — or bioluminescence — of some plants might have been an adaption to long periods of darkness on Mystara, could be an evolutionary step to attract pollinators. This light is soft, has many different colors, but green, yellow, blue and orange are the most prominent. This light will be strongest at the source, spreading outwards to 5 or 10 feet, being visible to 200 or 500 yards distance.



Communication

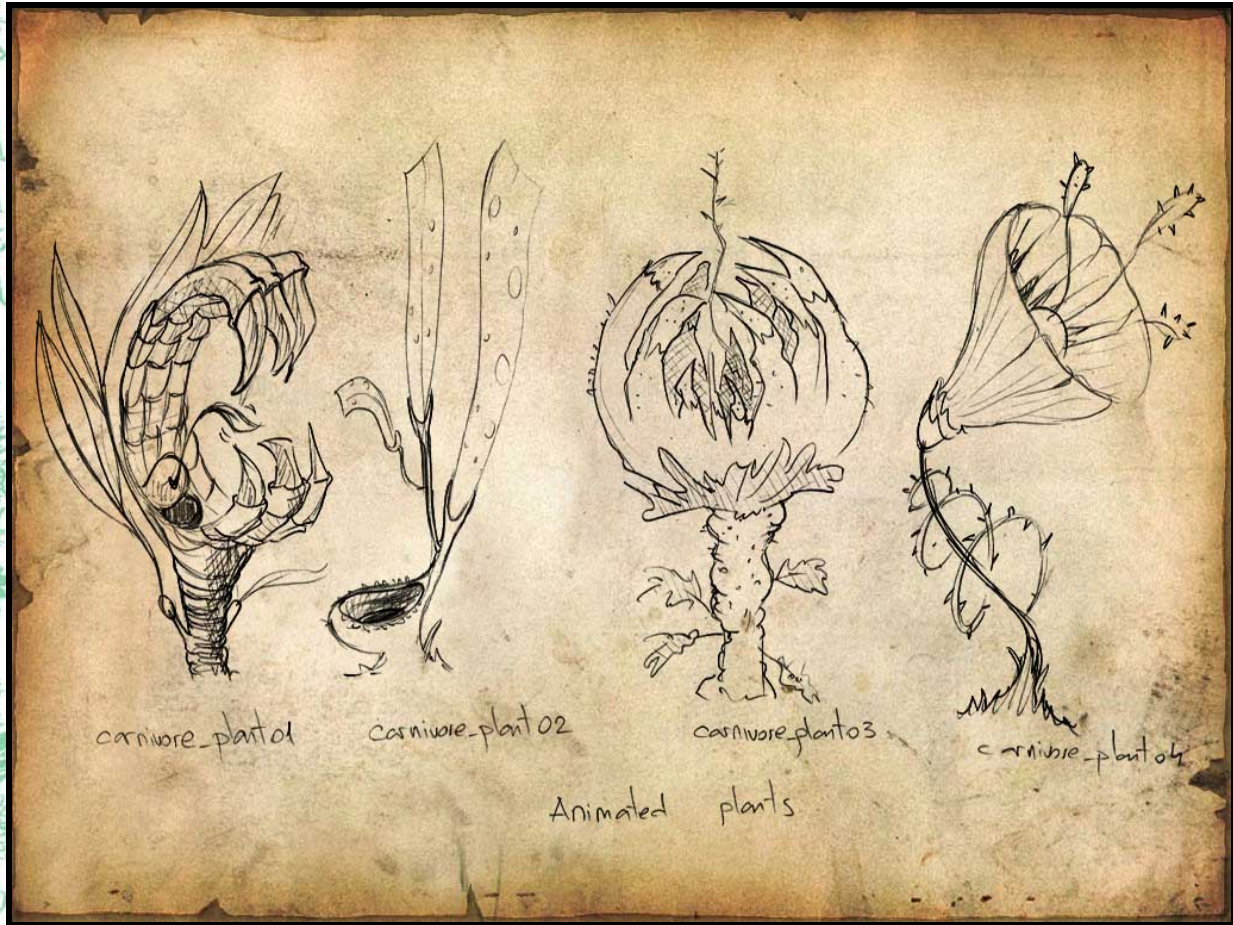
There are rumors that plants have an unknown to most creatures' way of communication. Some sages say that plants communicate with each other through nerves. It is proven (in the real world) that plants start making more cork if one of their kind in a specific radius is mistreated, or a root lacking water "tells" the leaves above to wilt. How this message is sent is unknown, but it may involve electrical signals or biochemical reactions involving small molecules. One way or the other, plants greatly dislike fire, heat and drought, and where possible they try to adapt against it. This means that plants are more vulnerable to fire and heat, but could have adapted against it.

Plants are already so diverse, beautiful, and weird — carnivorous plants, cacti, basketball-size seed pods, bioluminescent algae. Plants look green to us because they reflect rather than absorb that light wavelength.

Movement

There exists a small but diverse group of plants known as *herbae vividum*, animated plants. Unlike most members of the plant kingdom, animated plants are capable of independent motion and in many cases act more like animals than plants. These plants are often carnivorous, but otherwise nature protective.

Carnivorous Plants



Most plants with which we are familiar sustain themselves through the process of photosynthesis. Chlorophyll, which is contained in the leaves of the plant and which gives green plants their color, transforms sunlight into chemical energy. This chemical reacts with water (which is absorbed through the roots) and carbon dioxide (which is taken in through the leaves) to produce carbohydrates. These carbohydrates, along with the minerals and trace elements absorbed through the root system, are then utilized by the plant for its growth and development. Mosses, lichens, mushrooms, ferns, and the like are considered lower members of the plant kingdom because they either do not photosynthesize or lack other characteristics of green plants (such as a proper root system, reproduction via seeds, fertilization through pollination, etc.).

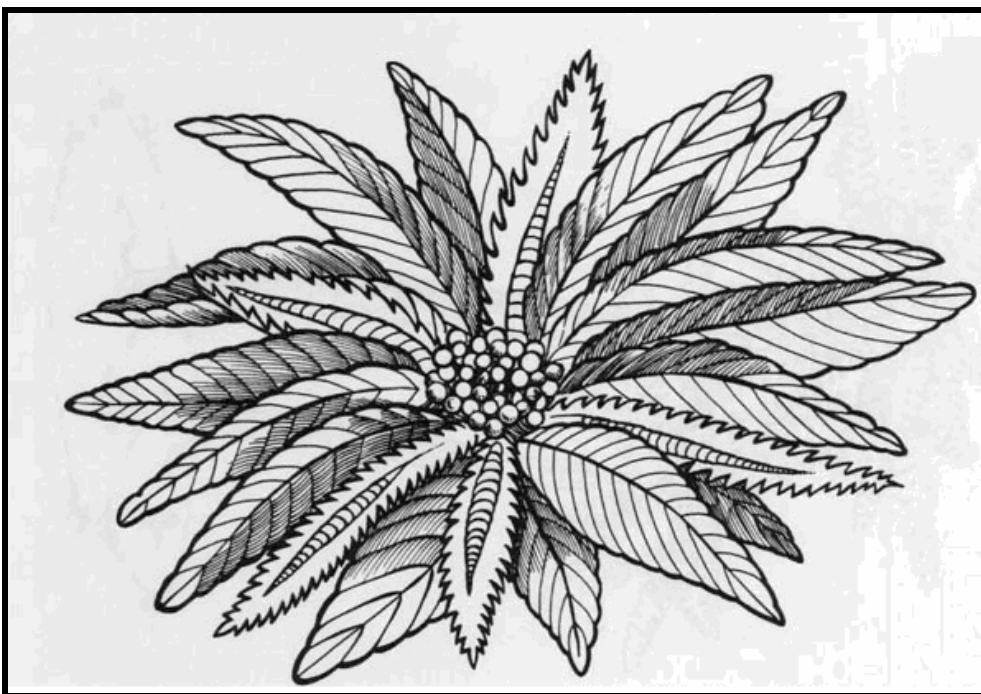
Carnivorous plants belong in the category of green plants, possessing all the requirements for classification as such plus two other traits which take them a step beyond most such plants: the ability to self-reproduce without pollination and (most importantly) the ability to actively prey on insects and other minute animals for food.

Carnivorous plants are usually found in bogs, swamps, and freshwater marshes. The soil in these environments has a lower content of minerals and elements than is acceptable to most green plants. The lack of nitrogen, phosphorous, potassium, and calcium results from the high acid content of the water, which may be caused by frequent rains that leech minerals out of the soil. In warmer climates, this lack may be caused by a higher rate of bacterial decay which also uses up precious materials needed for plant growth. Plants such as the sundew, pitcher plant, and others have adapted to these poor growing conditions by evolving means for trapping and digesting living prey as supplements to their diets. Carnivorous plants, because they have retained their abilities to photosynthesize, can live a 'meatless' existence; during these periods, however, their growth is slower than usual and may even be stunted. As a result, a carnivorous plant that has gone through some lean times may be only one-half to three-fourths normal size, with corresponding reductions in hit dice and damage.

Despite the broad range of some species of carnivorous plants, they are on the whole limited by their specialization to their ecological niches - acidic bogs, marshes, and certain alkaline marls. In the northern temperate and subarctic regions, sphagnum bogs are a favored habitat. These bogs are the remains of ancient glacial lakes which have gradually become filled with decayed plant and animal remains. The stagnant waters are overgrown with moss and slowly become more acidic. The young bog then becomes the home of pitcher plants, sundews, and bladderworts, with butterworts growing along the sandy parts of the shoreline. A marl bog is formed by the seepage of spring water over a flat surface that has a foundation of limestone deposits. This results in the percolation of calcium carbonate throughout the water, making it more alkaline than normal and producing the same mineral-deficient conditions that exist in acidic bogs. Some pitcher plants and sundews have adapted to marl bogs. In more temperate climates, acidic bogs may develop beside old lakes and sluggish streams and springheads. The movement of water under these conditions is too feeble to prevent stagnation. Here may be found pitcher plants, sundews, and bladderworts. In still warmer areas, savannah or grass-edge bogs form in low, flat, or slightly sloping areas with sandy soil and a high water table. The predominant vegetation consists of grasses, sedges, and widely scattered long-needle pines. Under these conditions may be found pitcher plants, bladderworts, butterworts, sundews, and Venus' flytraps.

Carnivorous plants are represented by the various species of sundews, pitcher plants, butterworts, bladderworts, rainbow plants, waterwheels, pink petticoats, and Venus' flytraps, and by the giant sundew, the giant pitcher plant and the giant Venus' flytrap

Besides their restricted habitats (an especially serious problem for the Venus flytrap, which is confined to savannah bogs), carnivorous plants are threatened by the encroachment of more common green plants as the bog matures. By adapting to the mineral-poor conditions of the bog, carnivorous plants eventually change the bog by increasing the



supply of nitrates, phosphates, and other minerals when those plants die and decay. As the acid level drops and the soil becomes richer and sweeter, other plants more accustomed to such growing conditions move in and crowd out the carnivorous plants.

All flowering plants normally reproduce by cross-pollination of their flowers by insects or the wind. D&D game carnivorous plants may still be capable of reproducing this way through pollination via species of giant bees, wasps, and so forth, as well as via the normal smaller species of these insects. Seeds from carnivorous plants, though, are best harvested in the fall season. After the plant is destroyed, **PCs may gather up to 2d20 seeds in perfect condition, undamaged by the battle. If PCs employ nonpoisonous means to subdue a plant peacefully, the number of useable seeds recoverable may be doubled.**

Carnivorous plants normally reproduce by this means, but they are also capable of reproducing themselves asexually.

The trapping season for carnivorous plants generally runs from spring until the middle of autumn and the winter dieback. Trapping methods among the carnivorous plants fall into either active or passive traps. Among the active traps are the beartrap variety, used by the Venus' flytrap and the waterwheel plant, and the trapdoor of the bladderwort. Less complex are the passive traps used by sundews, butterworts, and rainbow plants; these plants secrete a type of mucilage to form a sticky 'flypaper' trap to ensnare their victims. The simplest trap is the passive pitfall used by the many species of pitcher plants.

The traps themselves are actually leaves that have been so modified by evolution that they are now barely recognizable as leaves. All the carnivorous plants, except for primitive species of pitcher plant, have developed digestive glands within these leaves. These glands secrete a mild enzyme to aid the breakdown and absorption of nutrients from the plant's victims. In the case of the flypaper variety of carnivorous plants, the leaves have also developed glands to produce and secrete the mucilage used in the trap.

How did these traps evolve, and how do they work? All plants have tropisms - reactions to particular stimuli - that help them find water, light, and nutrients; tropisms also help the plants avoid noxious substances and conditions. If seeking or avoiding something, a plant can control the growth of its cells and alter the direction of such growth by increasing and decreasing cell growth on either side of the plant. For example, the mimosa plant can fold up its leaves whenever certain insects approach with the intent of eating the leaves. For most carnivorous plants, this controlled cell growth is accelerated to the point where the plant's movements are faster than the eye can track.

D&D carnivorous plants (i.e., the hangman tree and others) are higher on the evolutionary ladder than the common species of such plants. This higher evolutionary status may range from simple gigantism without drastic departures from the original plant (as in the case of the giant Venus' flytrap) to improvements on the original plant design (as in the case of the giant pitcher plant which, in addition to gigantism and heightened tropic senses, has great, long tendrils for snaring and drawing prey into its stomach).⁶⁶ Popular belief has it that certain real species of pitcher plants are able to close off the mouths of their traps with their hooded leaves, preventing victims from escaping. The giant pitcher plant may have evolved the ability to actually seal off its mouth opening. Characters who attempt to open these coverings must be able to brace themselves and successfully roll their bend bars/lift gates chances.

The carnivorous plants in the D&D game world have further developed alternative methods of catching prey, as is evidenced by the tri-flower frond, the man-trap, and the bloodthorn. The triflower frond and the man-trap use their pollen as both a lure and a drug to entice and kill their victims, much as actual carnivorous plants utilize their nectar as an insect lure (and as the pitcher plant might use narcotic nectar).

Some of the species of carnivorous plants have evolved forms of vegetable musculature similar to octopus tentacles (the giant pitcher plant being the most obvious example). This has allowed some plants, such as the giant sundew, to become mobile and so increase their chances of survival by allowing movement from one location to another as an environment becomes unsuitable for them.

Movement and Sentience



There are some plants that have evolved some form of movement. These plants react often to touch, chemical response, electrical fields, warmth spread from their potential victims. These are often carnivorous plants. In the real world Mimosa reacts to touch by cringing in, sundew enwraps itself on touch around its prey, there are other plants with beaks that enclose a prey. But actually all plants move. In a circular motion the soft ends of twigs branches and vines circle around searching for either sun and warmth, or surfaces to cling against and grow on. This is called circumnutation.

Other plants have even further evolved and can uproot themselves (if not already unrooted) and move about. To do this they need an enhanced version of awareness of their local environment. This is the reason they often have a form of sentience.

The development of musculature in some carnivorous plants presumes also the possible development of some form of nervous system. An increasingly complex nervous system allows the evolution of intelligence, such as typified by the semi-intelligent giant sundew. Intelligence is a survival trait; the greater a plant's intelligence, the greater its chance of continuing as a species. In D&D game terms, such intelligence may rise high enough to permit the development of a moral sense and an alignment other than the neutrality typical of lower animals and plants.

The tendency of both towards evil in their alignments by some plants or even Funghi may be due to the low level of intelligence ascribed to the plants (the black willow, though capable of possessing greater than average intelligence, does not use this intelligence to the best advantage). Creatures of low intelligence that do not possess the wisdom to control their impulsive actions tend to act to satisfy their immediate desires without consideration for others. This lack of control can also hinder the efficient application of high intelligence. Since both the black willow and the hangman tree are members of the plant kingdom, perhaps they cannot truly be judged by human standards. They prey on animals (including humans) for food just as many animals prey on plants for food. (Such relativistic hairsplitting is best left to philosophers and sages.)

The hangman tree has sufficient intelligence to learn and speak the common tongue, albeit haltingly (a feat the black willow hasn't yet accomplished). One of the knot like protuberances on the hangman tree which usually serves as a sensory organ for the tree may have evolved a primitive vocal apparatus. This may also explain the halting nature of the plant's speech, as the tree draws in and stores air in the knot, later expelling it in brief blasts of vocalization.

Nevertheless, the deception abilities of both the hangman tree and the black willow are limited, with the hangman tree using hallucinatory perfume and the black willow using its aura of drowsiness). Neither plant uses even small treasure items as a lure, possibly because they themselves are uninterested in gold and the like. Even the mimic (monster) is smart enough to realize it has a better chance of attracting prey by disguising itself as some valuable object.

It is fortunate for adventurers that these trees, the highest forms of carnivorous plant presently known, are more cunning than clever; if it were otherwise, PCs might encounter these trees more often and more to their detriment. However, adventurers should be concerned by the hangman tree's development of magic resistance as a survival trait. If the trend towards greater intelligence in fantasy carnivorous plants continues, future species of carnivorous plants may very well use spells to hunt their prey.

Immunities/Vulnerabilities

A plant creature possesses Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); poison, sleep effects, paralysis, polymorph, and stunning; It is also subject to critical hits, so don't apply critical hit effects or double damage at a natural 20. Plants breathe and eat, but do not sleep.

It is more vulnerable to fire, heat, and drought (some species resist this too), and will slumber if exposed to Cold (some species resist this too). Prolonged periods of Cold, Salt, Metals, Water, Drought, Magic, Humanity (harvesting), could not only kill the plant, but could also deprive the ground to sustain plants (some species resist this too).

Animated Plants

Plant	Grass/Vines	Herb	Small Bush	Large Bush	Small Tree	Large Tree	Huge Tree
Animated By Treants	up to 4	up to 4	up to 4	up to 4	up to 2	up to 2	up to 2
Type	Lowlife (Plant)						
Climate/Terrain	Anywhere, but arctic	Anywhere temperate to Tropical (Treelimit is 5000')					
Frequency	Common						
Organization	Solitary/ patch						
Activity Cycle	Day						
Diet	Sun, Light, Soil (photosynthesis						
AL	N (mostly) NG, L, CG or LG						
NA	0(1d3)	0(1d3)	0(1d3)	0(1d3)	0(1d3)	0(1d3)	0(1d3)
Size	variable	T-S; 4"to 4'	M; 4'to 6'	L; 6'to 15'	L; 10' to 20'	G; 20' to 40'	G; 40'+
ST	15	16	17	18	19	20	21
IN	0						
WI	14	15	16	17	18	19	20
DX	12	9					
CO	8-12	10-13	12-14	12-15	13-16	14-17	15-18
CH	9						
Languages	0						
Spellcaster Limits;	0						
AC	8	7	5	3	2	2	2
AV	1	2	3	4	5	6	7
HD	1-3	1- to 2	2-4	5-8	5-7	8-12	12+
HP	1d8/HD	1d6/HD	1d8/HD		1d10/HD		
MV	60'(20')				30'/10'		
THACO	HD 1 =19	HD 1- = 20	HD 2 = 18	5 HD = 15	5 HD = 15	8 HD = 12	13 HD = 9
	HD 2 = 18	HD 1 = 19	HD 3 = 17	6 HD = 14	6 HD = 14	9 HD = 11	14-15 HD =8
	HD 3 = 17	HD 2 = 18	HD 4 = 16	7 HD = 13	7 HD = 13	10-11 HD = 10	16-17 HD = 7
				8 HD = 12		12 HD = 9	18-19 HD = 6
							20-21 HD = 5
							22-23 HD =4
							24-25 HD =3
Attacks	1 Bunch	1 Branch	1 Branch	1 Branch	1 Branch	1 Branch	1 Branch
Damage	1	1d6	1d8	2d8	2d10	2d12	4d6
Special Attacks;	Entanglement						
	Can have thorns for additional damage per damage						
	infection chance						
Special Defenses;	Less vulnerable to Blunt weapons						
Immune to;	Charm, Hold, Illusion						
Extra Vulnerable to;	Fire, Heat, cutting Weapons						
AM	0 to 25% depending on species						
Save as;	NM	NM	F2	F3	F3	F6	F9
ML	12						
XP	HD 1 = 10	HD 1- =5	HD 2 = 20	5 HD = 175	5 HD = 175	8 HD = 650	13 HD = 1350
	HD 2 = 20	HD 1 = 10	HD 3 = 35	6 HD = 275	6 HD = 275	9 HD = 900	14 HD = 1500
	HD 3 = 35	HD 2 = 20	HD 4 = 75	7 HD =450	7 HD =450	10 HD = 1000	15 HD = 1650
				8 HD = 650		11 HD = 1100	16 HD = 1850
						12 HD = 1250	17 HD = 2000
							18 HD = 2125
							19 HD = 2250
							20 HD = 2375
							21 HD = 2500
							+1 HD =+250
TT	0 (medicinal value, food value, wood etc.)						
Body Weight up to	10-80cn	10-40cn	100-800cn	500-1000 LBS	2500-5000LBS	5000-25.000 LBS	50.000-300.000 LBS

These are plants animated by plant magic, natural influences (actually planetary or fairy magic) or the influences of Treants and other plant species. For simplicity sake they are listed here. All the statistics in Red are the statistics they also have when they are NOT animated. They will always be of the species growing locally, any foreign in brought species cannot be animated, unless it is bewildered and has become a part of the local nature. This is due its link with the world.

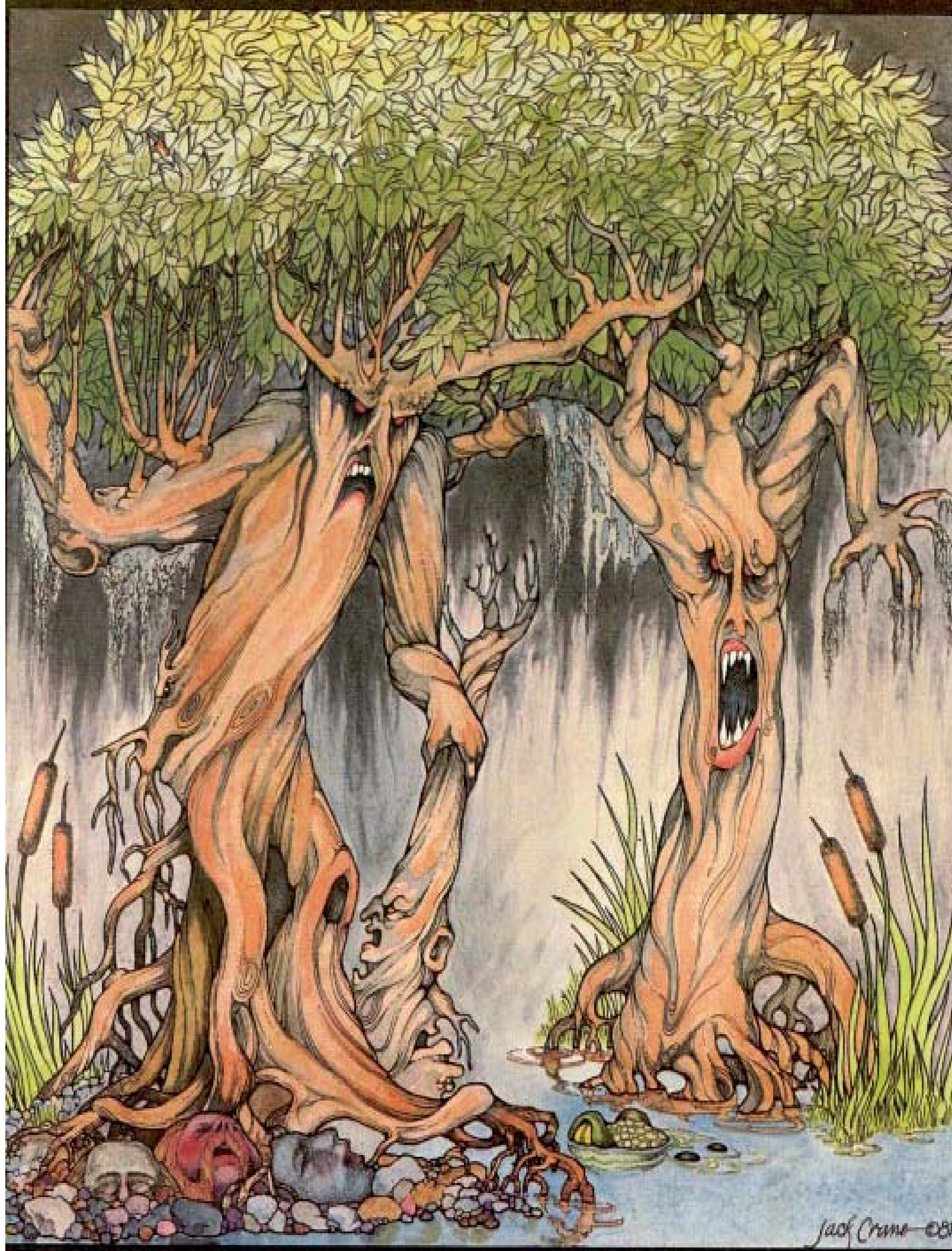
All statistics also count for normal-not animated plants, except of course, its attack forms, saving throws and experience value. Non animated plants have none of these, and nothing can be earned from them in the sense of experience.

This can be topiary plant (cut into shapes resembling creatures. It is possible for the plants to mimic their attacks to these creatures if properly magically infused with some of their essence. However, the damages will be no more and no greater than the normal plant could give, at no greater chances of hitting.

Plants with thorns imply a 1 step greater dice in damage (a 1d4 becomes a 1d6, 1d6 = 1d8, 1d8 = 1d10, 1d10 = 1d12, 1d12 = 1d20, 1d20 = 1d30).

Movement of any plant is difficult; it can be either by sloughing through the ground (by force or magic) or by animating the roots of the plant animated to function like legs. Therefore the movement rate given is a maximum movement rate and could (often would) be lower.





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Herbs and Spices

Herbs / spices ; Name	Amount	Purpose	Season	Climate	Area	Price Sp	Weight cn
Adder's Tongue	1 sprig	Anti-infection	Spring	Temperate	Rural	5	5
Adgana	1 sprig	Str, Con, Dex +1 for 1hr	Spring	Temperate	Rural	500	5
Agrimony	1 sprig	Bruises, Sprains	Summer	Temperate	Forest	2	5
Aldaka	1 sprig	Blindness	Winter	Cold	Mountain	100	10
Alether	1 root	THAC0+1 for 2 Hr	Spring/Summer	Temperate	Rural	10	5
Alkanet	1 sack leaves	Antidote AA-DD	Summer	Temperate	Rural	2	10
All-Heale	1 sprig	Healing	Autumn	Temperate	Forest	2	10
Aloe	1 root	Healing, Burns	Autumn/Winter	Temperate	Grassland	0,5	20
Amrans	1 sack flowers	Healing	Spring	Temperate	Rural Rivers	50	10
Angelica	1 sack flowers	Coughing	Summer	Temperate	Mountains	5	10
Anise	1 sack seeds	Hiccups	Summer	Temperate	Rural	10	10
Anserke	1 sprig	Bleeding	Summer	Tropical	Coastal	75	10
Archangelica	1 sprig	Colds, Flu	Summer	Temperate	Swamp	5	5
Arfandas	1 sprig	Fractures	Autumn/Winter	Cold	River	2	5
Arkasa	1 sprig	Healing	Autumn	Temperate	Grassland	12	10
Arlan	1 root	Healing	Autumn	Cold	Grasslands	20	5
Arnica	1 sack	Bruising	Summer	Temperate/Cold	Mountain	10	5
Arnuminas	1 sprig	Tissue Damage	Autumn	Temperate	Grasslands	60	5
Arpusar	1 sprig	Muscle Damage	Autumn	Cold	River	70	5
Arsenic	1 sprig	Poison vs. Vermin	Summer	Temperate	River/Grasslands	1	5
Asarabacca	1 sprig	Renders Docile	Spring	Temperate	Forest	30	5
Ash	1 sprig	Fevers, Snake	Spring	Temperate	Forest	50	10
Ashline	1 sprig	Petrification	Winter/Spring	Temperate	Mountain	50	10
Athelas	1 sprig	vegetable	Autumn	Temperate	Forest	200	10
Atigax	1 sprig	Protects Eyesight	Winter	Temperate	Grasslands	4	10
Attanar	1 sprig	Fevers	Autumn/Winter	Temperate	Grasslands	8	10
Balm	1 sprig	Menstrual Pains	Summer	Subtropical	Forest	3	10
Barberry	1 sprig	Vegetable, healing	Summer	Temperate	Rural	4	10
Base Mullein	1 sprig	Burns	All around	Temperate	Rural	1	5
Basil	1 sack leaves	Antidote S, H, Y,K, I/Spice	Summer	Temperate	Rural	3	10
Bastit	1 sprig	Repels insects	All around	Temperate	Anywhere	3	5
Belan	1 sprig	Bleeding	Summer	Tropics	Coastal	4	10
Belladonna	1 sprig	Poison vs. Vermin	Summer/Autumn	Temperate	Grasslands/Forests	4	5
Belramba	1 sprig	Nerve Damage	Summer	Temperate	Forest	60	5
Bilberry	1 sprig	Infravision	Spring	Temperate	Forest	500	5
Birthnot	1 sprig	Contraceptive	All around	Temperate	Hills	0,2	5
Bishop's Weed	1 sprig	Plague	Summer	Temperate	Rural	4	5
Bittermourn	1 sprig	Longevity	Winter	Polar	Anywhere	1000+	5
Blackberry	1 sack buds	Bleeding	Spring	Temperate	Rural	1	5
Blackroot	1 root	Healing	Summer	Temperate	Anywhere	4	5-10
Black Rose	1 flower	Liquid Absorption	Spring/Summer	Temperate	Anywhere	100	10
Bloodkeep	1 twig	Bleeding	Spring	Temperate	Coastal	4	3
Borage	1 sprig	Fever	Spring	Temperate	Forest	1	10
Breldiar	1 sprig	Alters Perception	Spring	Temperate	Volcanoes	50	15
Bull-Rush	1 root	Sleep	All around	Temp. /Subtropical	Swamp	2	35
Burdock	1 unripe fruit	Venereal Diseases	Spring	Temperate	Rural	10	10
Bursthellas	1 sprig	Fractures	Summer	Temperate	Grasslands	100	10
Caffar	1 sprig	Psi Enhancement	Summer/Autumn	Tropical	Desert	10	10
Calamus	1 root	Restores Hearing	Spring/Summer	Temperate	Swamp/River	5	15
Calcana Mushroom	1 sack stools	Hallucinogenic	All around	Worldwide	underground	100	10
Callin	1 sprig	Heart Attacks	Autumn	Temperate	Jungle	5	5
Catnip	1 sprig	Attracts Felines	All Around	Temperate	Forest/Hills/Mountain	0,2	5
Cat's Tail	1 flower sprig	Heals Scabs	Summer	Temperate	Forest	1	5
Cephalophage	1 oz	Healing	All Around	Temperate	Subtropical	100	15
Chamomile	1 sack buds	Calming Effect/Respiratory	Spring/Summer	Temperate	Rural	2	10
Chervil	1 sprig	Dissolve Clots	All Around	Temperate	Forest	100	10
Chilis,	Whole	Lbs. Sack. Spice	Summer	Subtropical	Mountain/Jungle	1	10
Ground	1 oz	Spice	Autumn	Subtropical	Mountain/Jungle	2	1
Cinnamon	per stick	Spice	Autumn	Tropical	Jungle	1	0,2
Cinquefoil	1 sprig	Aphrodisiac	Summer	Temperate	Rural	100	10
Colewort	1 sprig	Sobiety	Spring/Summer	Temperate	Forest	6	5
Coltsfoot	1 root	Anti-infection	Spring/Summer	Temperate	Mountain	2	10
Comfrey	1 sprig	Fractures	Spring	Temperate	Rural	4	10
Cow Parsnip	1 plant	Madness	All Around	Temperate	Forest	3	15
Cow-Wheat	1 plant	Intoxication	Summer	Temperate	Grasslands	2	10
Culkas	1 sprig	Sunburn	All Around	Tropical	Desert	35	10
Dagmather	1 sprig	Tissue Damage	Summer	Temperate	Grasslands	6	10
Dainaberry	1 sack leaves/berries	Induces Sleep	Autumn	Temperate	River	2	10
Darnell	1 sprig	Dims Sight	Autumn	Temperate	Forest	3	10
Darsurion	1 sprig	Healing	Winter	Cold	Mountain	3	10
Degiik	1 sprig	Maintains Life	Summer	Tropics	Coastal	100	10
Delrean	1 sprig	Repels Insects	Winter	Temperate	Forest	3	10

Herbs / spices ; Name	Amount	Purpose	Season	Climate	Area	Price Sp	Weight cn
Dittany	1 sprig	Anti-infection	Summer/Autumn	Temperate	Rivers	10	10
Dog Rose	1 sack fruits	Prevents Scurvy	Summer/Autumn	Temperate	Rural/Forest	1	15
Draaf	1 sprig	Healing	Spring	Subtropical	Coastal	5	10
Dragonears	1 sprig	Healing	Spring	Temperate	Desert	100	5
Dragonwort	1 root	Smallpox, Plague	Spring	Cold	Mountain	100	10
Dwarf Mallow	1 sprig	Beestings	Spring	Temperate	Swamp	10	5
Ebur	1 sprig	Healing	Spring	Temperate	Coastal	20	10
Edram	1 sprig	Fractures	Winter	Cold	River	30	10
Eldaas	1 sprig	Nausea	Spring/Summer	Temperate	Coastal	2	5
Elecampane	1 sprig	Induces Vomiting	Winter/Spring	Temperate	Rural	1	5
Elvish Nightingale	1 sprig	Raise Bloodflow	Spring/Summer	Cold	Forest	10	5
Entriste	1 sprig	Antidote AA-FF, KK	Summer	Subtropical	Desert	25	10
Falsifal	1 sprig	Burns, Bloodloss	Spring	Temperate	Swamp	3	10
Febfendu	1 sprig	Deafness	Winter	Cold	River/Coastal	90	5
Felmather	1 sprig	Awaken	Spring	Temperate	Coastal	10	5
Fennel	1 sprig	Relieves Hunger	Autumn	Temperate	Rural	5	5
Fetherdew	1 sprig	Vertigo	Summer	Temperate/Subtropical	Forest	20	5
Fire-Flower	1 sprig	Healing	Summer	Sub- /Tropical	Mountain	1000	5
Floure-De-Luce	1 sprig	Bruises	All Around	Glantri	Grasslands	3	5
Flyfungus	1 stool	Poison	Autumn	Temperate	Forest	2	3
Footleaf	1 plant	Protects Feet	Not Winter	Temperate	Rural	1	5
Fumitore	1 sprig	Hair Prevention	Spring/Summer	Cold/Temperate	Coastal	3	5
Gallowbrush	1 sprig	Induces Sleep	Winter	Temperate	Rural	10	5
Garden Flax	1 sprig	Pain Removal	Spring/Summer	Temperate	Forest	3	10
Garlic	1 bud,	vs. Vampires, fairies , etc.	All Around	Temperate	Anywhere	5	5
Gariig	1 sprig	Healing	Summer	Tropical	Desert	5	5
Gefnul	1 sprig	Healing	Summer	Polar	Volcanoes	200	5
Giant bee Honey	1 quart	cures 1d3 + 1hp	not winter	Not cold/Polar	Anywhere	500	10
Ginger	1 root	Spice	All Around	Temperate	Forest	3	5
Goat's Rue	1 sprig	Antidote JJ, LL, PP	Summer	Temperate	Forest	6	5
Golden Crown	1 sprig	Bleeding	Spring	Subtropical	Rural	10	5
Golden Lungworth	1 sprig	Heals Ears, Pneumonia	Summer	Temperate/Subtropical	Forest	10	10
Guardsseye	1 sprig	Detect Life	All Around	Cold	Grasslands	100	5
Gylvir	1 fresh sprig	Breathe Water	Autumn	Temperate	Coastal	1000	5
Hare's Ears	1 plant	Skin Disease	Summer	Temperate	Mountain	2	5
Harfy	1 sprig	Bleeding	Summer	Temperate	Grasslands	15	5
Hart's Tongue	1 root	Lowers Libido	All Around	Temperate	Forest	20	10
Hawkweed	1 plant	Improves Eyesight	All Around	Temperate	Forest	40	10
Healwell	1 sprig	Healing	Summer	Temperate	Anywhere	1	5
Henbane	1 plant	Antidote AA	Summer/Autumn	Temperate	Rural	10	5
Herbs assorted	1 Lbs. Sack	diverse	Temperate	Diverse	5	cp	10
Holly	1 sprig	Decoration, warding evil	Summer	Temperate	Forest	5	5
Horehound	1 sprig	Antidote FF	Summer	Temperate	Coastal	10	5
Horseweed	1 plant	Strengthen Horse	not Winter	Temperate	Grasslands	7	15
Ironhard	1 sprig	Hardens Skin	Summer/Autumn	Temperate	Hills	15	5
Jaffray	1 sprig	Antidote HH	Summer	Temperate	Desert	10	5
Jinab	1 sprig	Keeps Awake	All Around	Subtropical	Rural	10	10
Jojopo	1 sprig	Frostbite	Autumn	Polar	Mountain	9	5
Juniper	1 sack berries	Relieves Muscles, Abortion	Summer/Autumn	Temperate/Cold	Grasslands/Hills	4	10
Kathusa	1 sprig	Str +1 / 2 Hr	Winter	Polar	Water	500	10
Kelventari	1 sprig	Burns	All Around	Temperate	Forest	19	10
Kilmakur	1 sprig	+1Sv vs. Fire / 2Hr	Summer	Temperate	Grasslands	65	10
Klagul	1 sprig	Infraision	Summer	Temperate	Grasslands	30	5
Kylathar	1 sprig	Str Dex Exchanged/ 2 Hr	Summer/Autumn	Subtropical	Forest	200	10
Laishaberries	1 sack berries	Healing, Disease	Summer/Autumn	Cold	Forest	20	10
Land Caltrops	1 root	Snakebite	Summer	Tropic	Forest	20	5
Larnurma	1 sprig	Ease Pain/ Healing	Spring	Temperate	Rural	10	5
Laumspur	1 plant	Healing	Spring	Temperate	Forest	100	5
Leopard's Bane	1 sprig	Poison FF to animals X	Summer	Temperate	Grasslands	5	5
Lesser Centaury	1 sprig	Antidote HH, YY	Summer	Temperate/Cold	Mountain	5	5
Licorice root	1 twig	sweet root, for candy	All around	Subtropical	Jungle	15	1
Lungwurt	1 sprig	Pneumonia	Spring	Temperate	Rural	1	5
Makebate	1 sprig	Scorpion Sting	All Around	Sub- /Tropical	Desert	10	10
3 leaves	Sleep	Spring	Temperate	Wet Forest		30+	5
Marigold	1flowering plant	Antiseptic	Spring/Summer	Temperate	Rural	0,1	1
Marjerome	1 sprig	Jaundice	All around	Temperate	Grasslands	2	5
Marsh Mallow	1 flask tree juice	Burns	All around	Temperate	Coastal	5	5
Maruara	1 sprig	Breathing	Spring/Summer	Sub- /Tropical	Mountain	50	5
Masterwort	1 root	Plague	Summer	Temperate	Rural	2	10
Megillos	1 sprig	Improves Eyesight	Winter	Cold	Mountain	5	
Melander	1 sprig	Resist Disease	Winter	Cold	River	12	5
Milkworte	1 root	Cholera	Spring/Summer	Temperate	Rural	4	10
Mirenna	1 sprig	Healing	Winter	Cold	Mountain	10	5
Mistletoe	1 sprig	parasitic plant with	Not Spring	Temperate	Forest	10	1
Mistletoe, greater	1 sprig	white glueish berries	Not Spring/Winter	Temperate	Forest	500	2

Herbs / spices ; Name	Amount	Purpose	Season	Climate	Area	Price Sp	Weight cn
Moonflower	1 sprig	vs. Lycantropes	All around	Temperate	Hills	250	1
Moonseed plant	1 sprig	Narcotizing seeds	Summer	Temperate	Hills/Mountain	50	1
Mountain Garlic	1 plant	Repels Sprits	All Around	Temperate/Cold	Mountain/Hills	8	5
Mountain Setwall	1 bulb	Hair Growth	All Around	Temperate	Mountainsides	10	5
Mushrooms	1 plant	Food/Spices	Autumn	Worldwide	Anywhere	50	1
Mushroom spores	1 sack stools	Spell component	Autumn	Worldwide	Anywhere	500	1
Mugwort	1 root	Prevent Collapse	Summer	Temperate	Rural	2	5
Napweed	1 plant	Poison Protection	Spring	Temperate	Rural	1	5
Nawew	1sprig	Antidote DD, UU, JJ, HH	Winter	Sub- /Tropical	River	40	5
Nettle leaves	1 sack leaves	Healing Tea, Vegetable Soup	All around	Worldwide	Anywhere	100	1
Nightcall	1 sprig	Enhances Senses	Summer	Tropical	Desert	50	15
Nightshade	sprig	Sleep	Summer	Temperate	Forest	15	5
Oak, leafs	1 sack leaves	Spell component	Spring/Summer	Temperate/Cold	Forest/Rural	1	10
Oak, acorn	1 sack acorns	Surrogate Coffee	Autumn	Temperate/Cold	Forest/Rural	1	25
Oede	1 sprig	Vegetable	Spring	Temperate	Rural	1000	10
Oiolosse	1 sprig	Painkiller	Winter	Polar	Grasslands	1200	5
Olus Veritis	1 plant	Compels Truth	Winter	Temperate/Cold	River	5	5
Olvar	1 sprig	Stabilizes Dying	Winter	Polar	Coastal	3000	5
Orach	1 sprig	Jaundice	Summer	Temperate	Forest	2	5
Pallast	1 sprig	Pain Relief	Summer	Temperate	Swamp	5	5
Palma Eldath	1 sprig	Warmth	All around	Cold/Polar	Mountain	30	5
Pargen	1 sprig	Resurrection aid	Summer	Tropic	Jungle	2000	5
Pattran	1 sprig	Sleep inducer	Summer	Temperate	Forest	10	sp
Peas, split dried	1 sack peas	To make peas soup	Not Spring	Temperate/Cold	Anywhere	3	cp
Pennyroyal	1 sprig	Insect Repellent	Spring	Temperate	Rural/Urban	3	5
Peony	1 sprig	Healing	Spring	Temperate	Rural	1	5
Pepper	1 oz	Spice	All Around	Sub- /Tropical	Jungle	5	1
Periwinkle	1 sprig	Bleeding	Spring	Temperate	Rural	1	5
Petiveria	1 sprig	Swelling/Bruising	Summer	ub- /Tropical	Rural	1	5
Pine cone	1 Wooden cone	Thermo - Hydro register	Autumn/Winter	Temperate/Cold	Forest	0.1	3
Plums, dried	1 Sack 12 fruits	adored by elderly, Laxative	Autumn	Temperate	Rural/Forest	0.2	6
Poison Ivy	1 sack leaves	Causing painful skin rash	All around	Temperate	Anywhere Shady	1	10
Prince's Feather	1 sprig	Bleeding	Summer/Autumn	Temperate	Rural	1	5
Raisin, dried grapes	1 sack	To eat	Autumn	Temperate	Rural	0.3	10
Rampalt	1 sprig	Congestion	Summer	Temperate	Forest	0.5	5
Rewk	1 sprig	Healing	Autumn	Temperate	Rural	9	5
Rhubarb, leaf	1 Lbs Stems	a vegetable	Not Winter	Temperate	Rural/Swamp	5	10
Ribwort Plantain	1 Root	Bruising	Spring	Temp./Subtropical	Urban	1	5
Rose Champion	1 sprig	Scorpion Sting	Summer	Temperate	Forest	1	5
Rue	1 sprig	Antidote CC, HH, JJ	Summer	Temperate	Rural	1	5
Sabito	1 sprig	Breathing	Summer	Tropical	Coastal	100	5
Sadillia	1 sprig	Con. Cha +1 / 2d6 Turns	Summer/Autumn	Temperate	Grasslands	1000	5
Saffron	1 oz	Spice, Dex +1 2 Turns	Autumn/Winter	Temperate	Forest	150	10
Sanicle	1 sprig	Bleeding	Not Spring	Temperate	Forest	5	5
Saracen Confound	1 sprig	Fevers	Summer	Temperate	Rural	1	5
Sarsaparilla	per oz	Smurf food, Healing	Not Winter	Temperate	Forest	100	10
Scented Mayweed	1 sprig	Blindness	Summer	Temperate	Forest	8	5
Serapias Turbith	1 sprig	Healing	Spring/Summer	Temperate	Grasslands	4	5
Sessali	1 sprig	Antidote WW, JJ, UU, FF	Not Winter	Subtropical	Coastal	1	5
Shamrock leaf	1 plant	luck bringing plant if 4 leafed	All around	Temperate	Grassland/Hills	5	5
Shepherd's Purse	1 Plant	Bleeding	All around	Temperate	Grasslands	5p	5
Silverthorne	1 twig	Antidote XX, SS, JJ, DD, EE	All around	Temperate	Mountain	1000	10
Sinquo	1 sprig	Can stops aging 1d4 year	Summer	Subtropical	Rural	20	10
Snakebite	1 oz juice	Inflammation	Spring	Temperate	Coastal	5	5
SpanihNut	1 nut	Aphrodisiac	All around	Temp./ Subtropical	Forest	10	5
Spice, Exotic	1 Lbs. Sack	Spice	Summer	Sub-/Tropical	Forest/Jungle/Grass	150	10
Spice, Rare	1 Lbs. Sack	spice	Summer	Sub-/Tropical	Forest/Jungle/Grass	20	20
Spice, Uncommon	1 Lbs. Sack.	spice	Summer	Sub-/Tropical	Forest/Jungle/Grass	10	10
Spiderwort	1 Root	Spiderbites	Spring/Summer	Temperate	Swamp	40	10
Spring Adonis	1 sprig	Relieves Heart	Spring	Cold	Mountain	30	5
Strawberry	1 flower sprig	Leprosy	Summer	Temperate	Forest/Rural	2	5
St.Johnswort flower	1 sprig	Cures 1d6 + 1hp after 1d3 hours	Summer	Temperate	Rural/Urban	150	10
Suaeyisit	Temperate	Energy	Autumn	Cold	Forest	100	5
Sumac	1 sprig	Used for Tanning and Dyeing	All around	Temperate	Forest/Rural/Urban	10	10
Sweet Trefoile	1 sprig	Falling Damage	Spring Summer	Temperate	Forest	1	5
Tai-Gi	1 sprig	Enhances Senses	Summer	Subtropical	Rural	2	5
Tamarinds	1 twig	Quenches Thirst	All around	Tropical	Forest	1	5
Tamarisk	1 sprig	Anti-infection	All around	Temperate	Forest/Hills/Rural	5	10
Iateesha	1 sprig	Int +1 for Int Days, -1d20hp	All around	Subtropical	Swamp	1	5

Herbs / spices ; Name	Amount	Purpose	Season	Climate	Area	Price Sp	Weight cn
Templing	1 sprig	Antidote SS, WW, YY, LL	Summer	Temperate	Forest	5	5
Tephrosia	1 sprig	Calming Effect	Not Winter	Tropical	Coastal	2	10
Terbas	1 plant	Nerve Damage	Spring	Temperate	Forest	2	5
Teriko Weed	1 fruit	Contraceptive	Spring/Summer	Temp./Subtropical	Rural	2	5
Thorn Apple	1 fruit	Pain Relief, Halucinogenic	Spring/Summer	Temp./Subtropical	Rural	1	10
Throw-Waxe	1 sprig	Scarring	Spring/Summer	Temperate	Forest	2	5
Thurl	1 plant	Healing	Autumn	Temperate	Forest	1	5
Thyme	1 sprig	Antiseptic, Appetizer	Spring	Temperate/Cold	Rural/Hills/Mountain	2	10
Ur	1 flower sprig	Food Substitute	Winter	Temperate	Grasslands	3	10
Valerian	per bean	Eases Fits, Insomnia	Spring	Temperate	Grasslands	1	5
Vanilla	1 sprig	Spice	Autumn/Winter	Temp./Sub- /Tropical	Forest/Jungle	100	2
Vinuk	fresh 1 - 2weeks, 1 sprig dried	vs. Scurvy, prevents excema Awaken	Summer Summer	Temperate Temperate	Grasslands Grasslands	3 3	5 5
Water cherry	1 sprig	vs. Scurvy, prevents excema	Not Winter	Not Cold/Polar	Ocean/Lakes/Rivers	12	5
White Bryony	1 sprig	Pneumonia	Autumn	Temperate	Forest	1	5
White candle	1 sprig	Pain Relief	Autumn	Temp./Subtropical	Forest	5	5
Willow-Herb	1 sprig	Snake Repellant	Summer	Temperate	Forest	5	5
Winclamit	1 sprig	Healing	Spring	Temperate	Forest	100	10
Wolfsbane	1 sprig	Warding of Lycantropes (poisonous) Antidote to Lycanthropy					
Wood rose	1 sack buds	Makes Merry	Not Winter Summer	Temperate Temperate	No Mountain River	250 1	10 5
Wood Sorrel	1 sprig	Cools	Summer/Autumn	Tropical	Desert	2	5
Wormwood	1 sprig	Antiseptic	Spring	Temperate	Rural	2	5
Woundwort	1 sprig	cures burnings 1d6 + 1hp after 3 turns, soothes immediately					
Yaran	1 sprig	Enhances Senses	All around Autumn	Temperate Temperate	Any Moist Grasslands	150 8	10 5
Yarrow	1 sprig	Bleeding	Summer	Temperate	Rural	10	5
Yavethalion	1 sprig	Healing	Autumn	Temperate	Coastal	45	10
Young Lad's Love	1 sprig	Frostbite	Summer/Autumn	Temp./Subtropical	Forest	10	5
Zulsendra	1 sprig	Increase Movement by 10 %	Summer	Tropical	Underground	70	10
Zur	1 sprig	Enhances Senses	Winter	Cold	Underground	12	5

Herbs and spices are listed here. This list contains many of the well known variants of these plants with their most common use. Of course this list is far from complete, as there exists a multitude of plants as mentioned that could be used as herb or spice. A good DM could use this list as a guideline to incorporate other herbs/spices in the listing.

Beware, however, NEVER EVER try to use plants or herbs in real life without consulting an expert. The compiler/writer is never responsible for actions happening by trying to use plants. Therefore there are no specific details given about these plants, first and foremost, because the list would be tremendous in size and complexity, Second, because without giving pictures of these spices or plants it is more difficult to determine plants without consulting an expert. Remember, this is a game, and most effects mentioned are for game purposes only.

Some Plant have specific uses, and these are listed here also.

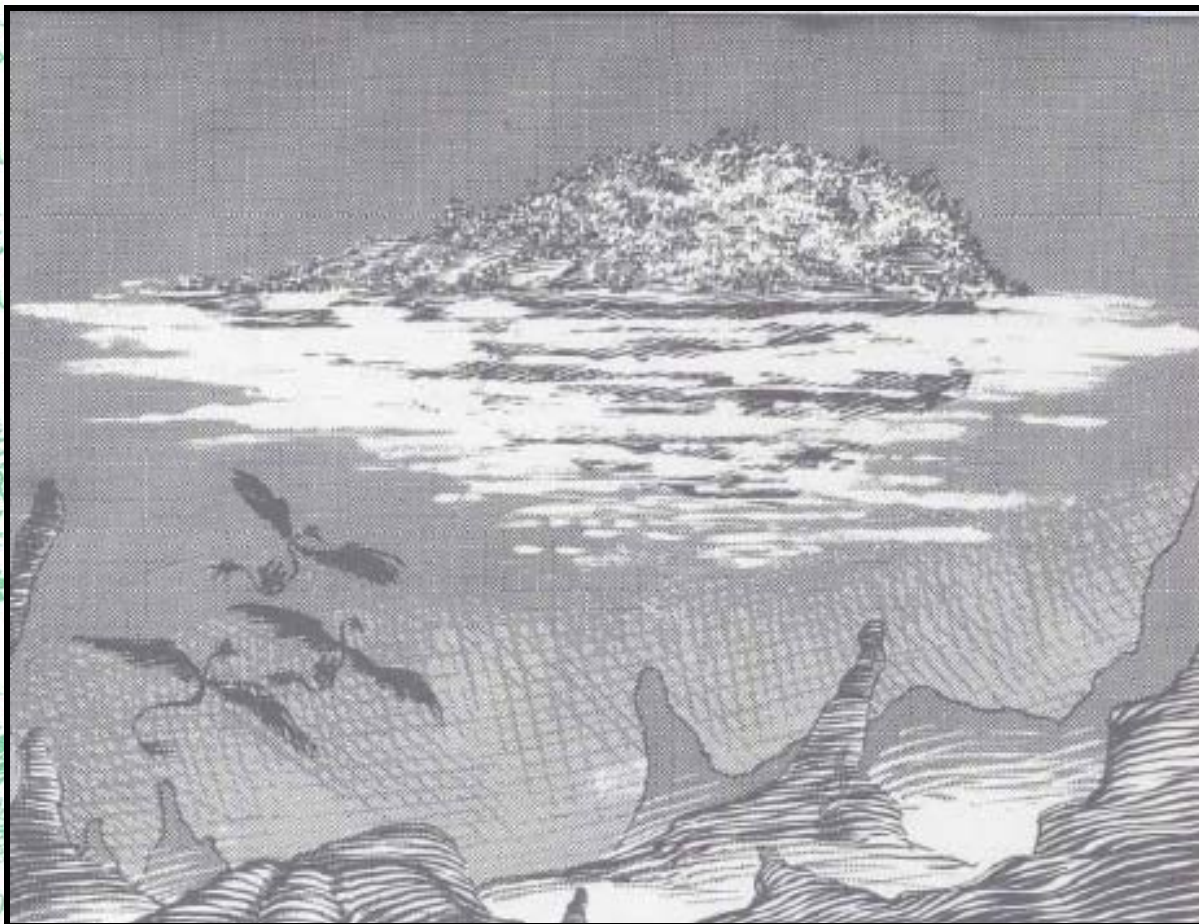
Bloodroot (*Carex sanguinus*)

Bloodroot is the root of a little known plant found only in the jungles of Davania. Highly addictive to vampires, it heightens the taste of blood. Small amounts are worth thousands of gold pieces in the underworld of major cities across Mystara

If ingested, the user will be dazed for one round. Living imbibers gain a +1 to saves against poison for 1d4 rounds, while vampires gain +2 to poison saves for 1d4 minutes. If the user is a vampire of any sort (common, Nonfat, Devilish, etc.), the scent of blood causes the user to become berserk (like the spell). Vampires can become addictive to this plant.



Ashomorian Plants.(*Flores ashmoria species*)



At approximately 100 miles altitude in the hollow world floats the continent Ashomorian, roughly 3400 square miles surface area, its highest mountains are 18.000 feet high, floating with a speed of 240'/80' around a set direction through the hollow world. The climate is magical controlled, cold on the highest peaks, but further temperate. The continent is use as a target for time divination. The island is among the smallest of the floating continents and serves a function not unlike the Hollow World itself. Whereas the lands beneath Ashomorian preserve human cultures and extinct animals, Ashomorian preserves a small number of plant species that once grew on the outer world (and are there now—near to—extinct). It is also the home to the feathered serpents (see there).these plants are remarkable because their fruits, roots, leaves, oils, and flowers. Or nectar are magical with effects that resemble many potions and ointments.



With the coming of humans and the other sentient races, the Immortals Faunus and Ordana removed most of these plants (wherever they found it—and yes even immortals can forget a spot, even when this is extremely rare!!) from the world. The plants effects would have given ordinary mortals too much power. The immortals preserved these species on one of the most inaccessible places in the hollow world, Ashomorian.

Magical effects

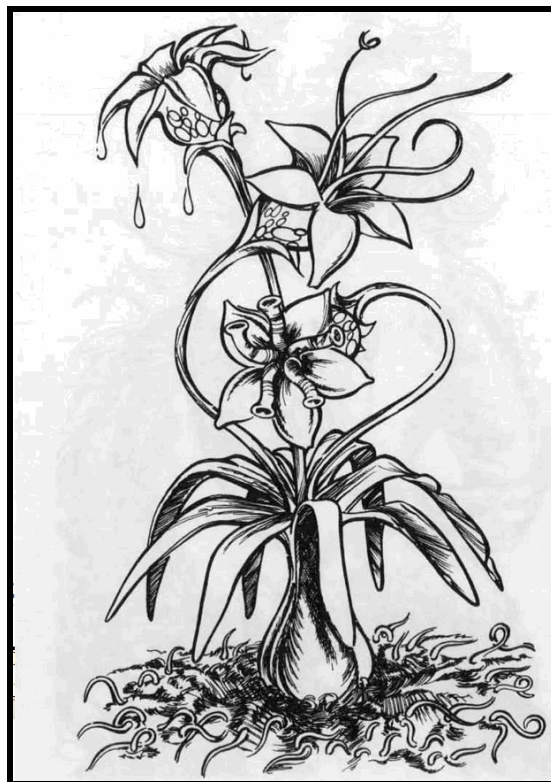
Plant	moss	vine	sm/md. Herb	lg. Herb	sm/md. bush		lg. Bush	md. Tree	lg. Tree	parasite/epifyte	
HW chance 5‰	+1‰	+2‰	+3‰	+2‰	-1‰		-2‰	-3‰	-4‰	+4‰	
OW chance 2‰	+1‰	+2‰	+1‰	-1‰	-1‰		none	none	none	+2‰	
Ashmorian chance 10%	+5%	+8%	+15%	+7%	+5%		+0%	-2%	-5%	+10%	
1d10	1	2	3	4	5	6	7	8	9	10	
Use;	leaf		bark	root	fruit	sap	stem milk	nectar	pollen	flower	
	eat					Drink			Eat		
	bandage/ointment								Smell/Inhale		
	smoke							honey		grow	
1d10	1	2	3	4	5	6	7	8	9	10	
Duration	2d6 Turns					3d6 Turns			4d6 Turns	4d6T or 1d6 days	

If characters explore this floating island (even reaching it is very difficult), they may encounter some of these extinct plants. When they enter a new terrain type, or at a dramatic moment in the adventure (DM!!), let them discover a new plant. Use the following tables to determine the appearance, magical use and effects of the plant found. Remember in the hollow world some of these magical effects will not work due to the spell of preservation the immortals imposed on the hollow world, that doesn't mean the character has not acquired the effect, but only that the magic does not work.%

Since there is a very small possibility to discover one of these extremely rare plants on the surface or even on the Outer world, in the tables it is listed there. To know if a plant would exist in the outer world in the area you visit, %= (roll 1d100x10+1d10 and the total is the percentage chance to be available. Thus anything greater than this number will result in NON of these plants out there to be found. OW means outer world, HW means Hollow World except Ashmorian. These chances are in a 8 miles hex area, rolled for each planttype existing, and then only 1d10 plants of these plants grow somewhere in the area. Only on Ashmorian more plants can grow together, forming whole patches or even forest-like areas (DM), here a minimum of 2d20 are found together.

It may also have an exotic (non-magical) strange fruit or nut, like peanut (a burrowing fruit), breadfruit, mangosteen, tonka bean, or manketti fruit, edible stem; like pineapple, etc.

The plants appearance is up to the imagination of the DM as followed by the tables. The statistics of these plants are equal (like all plants) to these supplied in the table of animated plants. The only difference is that these plants, don't have attack forms, damage, and even saves or experience.



1d100	Effect			1d30	Rare Effect
01-02	Agility	47-49	Giant Strength	1	Elixir of Madness
03	Animal Control	50-51	Growth	2-3	Elixir of Health
04-06	Antidote	52-57	Healing	4	Elixir of Youth
07-08	Blending	58-60	Heroism	5-6	Fire Breath
09-10	Bug Repellent	61	Human Control	7-8	Oil of acid resistance
11-12	Clairaudience	62-64	Invisibility	9	Oil of Disenchantment
13-14	Clairvoyance	65-66	Invulnerability	10	Oil of Elemental invulnerability
15-16	Climbing	67-68	Levitation	11-12	Oil of Fiery Burning
17-18	Defense	69-70	Longevity	13	Oil of Fumbling
19-22	Delusion	71	Luck	14	Oil of Impact
23-24	Diminution	72	Merging	15	Oil of Slipperyness
25	Dragon Control	73-74	Plant Control	16	Oil of Timelessness
26-27	Dreamspeech	75-77	Poison	17	Philter of Glibness
28	Elasticity	78-80	Polymorph Self	18	Philter of Love
29-30	Elemental Form	81-82	Sight	19	Philter of Persuasiveness
31-32	ESP	83-84	Speech	20-21	Philter of Stammering/Stuttering
33	Ethereality	85-88	Speed	22	Sweet Water
34-36	Fire Resistance	89-90	Strength	23	Super Heroism
37-39	Flying	91-93	Super-Healing	24-25	Water Adaptation
40-41	Fortitude	94-96	Swimming	26	Vitality
42	Freedom	97	Treasure Finding	27-28	Super Healing
43-45	Gaseous Form	98	Undead Control	29	Water Breathing
46	Giant Control	99-00	Rare Effect 1d30	30	DM's Choice

The magical effects may derive from fruits (berries, nuts, etc) milky drippings on the stem, or from chewing leaves or roots. No preparation is required. In case of an oil, this must be drawn from the plant (part) by extraction (alchemy skill), a philter must be ground and then over poured with boiling water, an elixir is a mixture of different fluids of the plant.

Except roots, bark and nuts (hard fruits) all parts stay usable for 1 week in temperate temperatures, moisture, and shorter in cooler or warmer climates.

Nuts, seeds, bark and roots stay good up to 1 month in temperate climates, but only 1 week in moist climates, even if temperate. In colder climates this is extended up to 4 months for roots and bark, and up to 1 year for nuts and seeds.

Bark and leaves can be drought, halving its effect (1d6 instead 2d6 Turns), but if kept so, keeping them useable for 6 +1d6 months.

Dangerous Plants

To make the list of dangerous plants more easy, it is split into three groups;

The non-wooded plants; Plants with no hard (wooden) parts. These can be herbs, grasses, vines, bulbous flowers, algae, Cacti, and weeds.

The Wooded Plants; These are bushes, some vines, but all are multi-stemmed.

The Trees; All one stemmed wooden plants.

Non-wooded Plants

Amber Lotus Flower (*Nelumbo aurea terrestra*)

Plant	Amber Lotus Flower
Type	Lowlife (Plant)
Climate/Terrain	Temperate/Tropical Open, Woods, Jungle, Swamp Always near water Vast Plains north Renardy Savage Coast
Frequency	Rare
Organization	Bed
Activity Cycle	Day
Diet	In Temperate region flowering only Spring to Summer
AL	Fertilized Remains cratures+ Soil+Water
NA	NM
Size	0(3d6) or 3d100+100 M; 6' patch Height; 1d4' 4d4 flowers 6" diameter
ST	3
IN/WI/CO/DX	0
CH	15
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	1/2*
HP	1d4
MV	0
THAC0	na
Attacks	0
Damage	0
Special Attacks;	1 Spray 40'x40'pollen Cloud SV Po or sleep 4d4T
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Drought
AM	0
Save as;	NM
ML	12
XP	6 surviving encounter 35 Destroy Whole bed (# plants x 6 + 1400)
TT	Incidental (1d10 coins 50% goods 50% items)
Body Weight	25 LBS/ foot diameter



Amber Lotus flowers look like golden water lilies the size of sunflowers, growing in calm ponds, along rivers, or in swamps. Some varieties grow along trees like climbing vines. The Amber Lotus has wide, circular leaves, much like those found on a water lily. Depending on the winds, Amber Lotus pollen can travel for miles; sticking to everything it touches (grass, trees, creatures, etc.). The Amber Lotus is a variety of aquatic plant thriving in the Dream River marking the eastern border of Renardy. The powerful sleeping effect of the amber lotus has so far prevented both Eusdrian and Renardois expansion to the north.

They are deceptively soothing and serene to the eye, giving no clue as to the plants true nature. The plant responds to the ground vibrations of approaching creatures (Fly or Move Silently at half normal chances to negate). When a creature approaches to within 10', the blossoms open and spray a 40' diameter cloud of pollen. Any individual within the affected area must make a successful saving throw vs. Poison or fall fast asleep for 4d4 turns. The wind can blow the pollen up to 1 mile away. Anyone who comes in contact with the pollen must make a successful saving throw vs. Poison with a +2 penalty or fall asleep for a minimum 1d4+1 days. If the wind does not shift, the victim will never wake up. The victims of the sleeping pollen often die from attacks by other creatures while asleep. If the wind does not shift, the victim will never wake up, as it continually inhales new sleep-inducing spores. Their bodies then die by deprivation, decay and provide nourishment for the plants.

Nothing can awake the victim sooner, leaving it freely and vulnerable to other attacks. The victims of the sleeping pollen often die from attacks by other creatures while asleep the flowers can spray a fresh burst of pollen every 3d4 rounds. Creatures immune to Sleep and Charm effects are equally resistant to the sleep-inducing pollen effects.

Ecology

Batracines are immune to Amber Lotus and can often be found hiding underneath or sitting on the lotus pads. The goblinoids of the Yazak steppes have found a way to protect themselves against the pollen, or—as the rumors speak—have also been or become immune. And the Lupins Clerics of St. Martin and St. Malinois receive a spell special against the plant's effects.

Amber Lotus Flowers get their nutrition in the same way as normal plants; no unusual conditions are required for its health. The pollen spray is normally a defensive measure to protect the plant from potential threats.

Amber Lotus flowers are often found acting in concert with other deadly plants, such as Vampire Roses Archer Bush, Killer Trees., and other floral predators. They have a symbiotic relationship: The Amber Lotus flower incapacitates a victim, the other plant kills it, and both benefit by fertilization from the remains.

The Amber Lotus reproduces by underground stems that can bud up, and create a new bed. It also reproduces by producing unattractive green fruits, which float upon water, until it takes root elsewhere. Bactrines, however, feed also upon these fruits, and spread the indigestible seeds through their faeces.

Some humans and other intelligent creatures may cultivate this plant for use as protection around homes, forbidden places, temples, and so forth. Druids and Elves use the Amber Lotus Flower to guard sacred worship sites, and are rumored to somehow train the plants to spray pollen only on strangers who trespass (a Speak with Plants spell is clearly used).

The sleep pollen is prized by alchemists for sleep powders and even poisonous sleep salve that can be smeared on a weapon. A dozen Amber Lotus flowers are required to make enough sleep poison to fill a single standard vial, which is enough to coat a short sword or the equivalent.

History

The Dream River (or River of Dreams) flows into Savage Coast Renardy from the Plain of Dreams, a vast field of Amber Lotuses, flowers whose pollen induce sleep. To prevent the lotuses from plaguing their lands, Lupins installed a water lock whose sole function was to strip out debris floating on the river (particularly plants) before the water flowed further south. Construction was possible due to the help of Lupin clerics who protected workers against the effects of the plant. Eventually, the water lock grew into a mighty fortress, Chateau-Roan.



Sleep inducing plants also infested lands nearby, and clerics directed a purge about five centuries ago. They systematically destroyed the plants and scorched the earth, slowly gaining territory to the east and the north. This infuriated the goblinoids, who saw their conquered territories threatened, and they launched a brutal war to slay the Lupins. But the valiant Lupin held their ground. A great wall was erected to protect against the flowers and the Goblinoids.

Amber lotus plants do not acquire Legacies.

A victim who survives an encounter with the amber lotus receives 35 experience points. Actually wiping out a bed of these plants earns characters an additional award of 1400 experience points.

Predator; Insects, Bugs, Beetles, Bacatrine, Funghi, Main Prey; any Humanoid or animal.

Malinois' or Mâtinite's Holy Vigil

Range: Touch
Duration: 6 hours/level
Casting Time: 1 turn
Area of Effect: 1 person / 3 levels of the priest
Saving Throw: None

Cleric 3, Shaman 3 of St. Malinois or St. Matin

This ancient Lupin spell, provided by both Saimpt Malinois and Saimpt Mâtin bestows the recipients' full immunity to the effects of the Amber Lotus. Material component are a white lily for each recipient, burning incense (worth 20 gp/recipient) and the priest's holy symbol.

Bladderwort, Giant (*Utricularia purpurea gigas*)

Plant	Giant Bladderwort
Type	Lowlife (Plant)
Climate/Terrain	Temperate/Tropical Stagnant swamps, marshes
Frequency	Rare
Organization	solitary
Activity Cycle	Day
Diet	carnivore+ Soil+Water
AL	N
NA	1d2
Size	L to G; 8' to 50'
ST	3
IN/WI/CO/DX	0
CH	15
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	8* (trap 2)
HP	8d8 (trap 2d8 each)
MV	0
THACO	19
Attacks	1d10+10
Damage	special
Special Attacks;	entrapment
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Drought
AM	0
Save as;	NM
ML	12
XP	1200
TT	Incidental
	(1d10 coins 50% goods 50% items)
Body Weight	55 LBS/ foot diameter

The traps are translucent bladders, each containing a partial vacuum, that lie beneath the water. Due to the slightly greater pressure of the water outside the trap, the sides of each bladder are slightly concave around the middle, giving it a pinched-in look. Water is kept out by a flap at the mouth of the trap, which is sealed with a weak glue and acts as a valve. Long guide hairs and shorter trigger hairs surround the mouth of the bladder. When the trigger hairs are touched, the valve opens inward and the victim is swept along with some water into the chamber. The flap reseals and the water is absorbed (to be expelled later), restoring the partial vacuum. The triggering, activation, and closure of a trap all take place in less than a second. Digestive fluids then flood the chamber, causing 1d4 hp damage per round. Due to the very small quantity of air inside the bladder, the victim suffocates in 1d6 rounds unless assistance is given.

A small-size creature (4. or less) is wholly engulfed, while a larger one may have only part of its body caught in the bladder, which will still close and seal its flap, doing damage to the victim thereafter. In such cases, DM's should roll percentile die to determine what area of the victim's body has been caught (1-20 right arm; 21-40 left arm; 41-60 head and upper torso; 61-80 right leg; 81-100 left leg). A character caught may attempt to break free by successfully rolling his chance to bend bars against the trap's seal or by attacking the trap itself.

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

Habitat/Ecology:

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

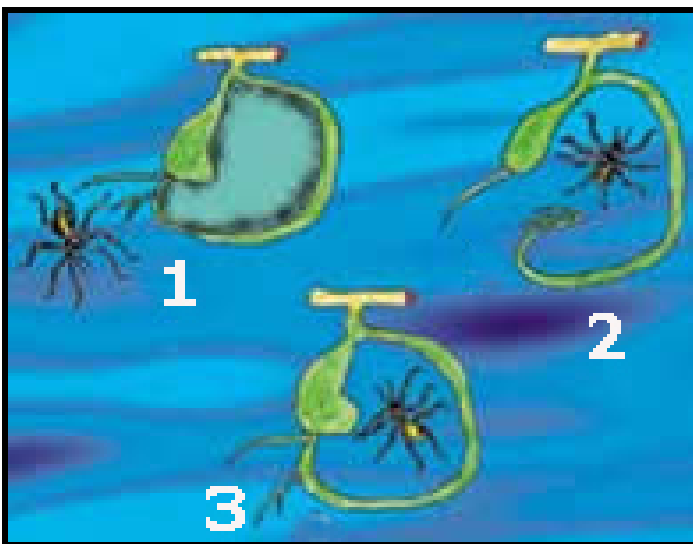
Senses; Tremorsense aquatic 30', other only tactile.

Main Predator; Lowlife, Oozes, Insects, Bugs, Beetles. Main Prey; fish, insects, any Humanoid or animal.



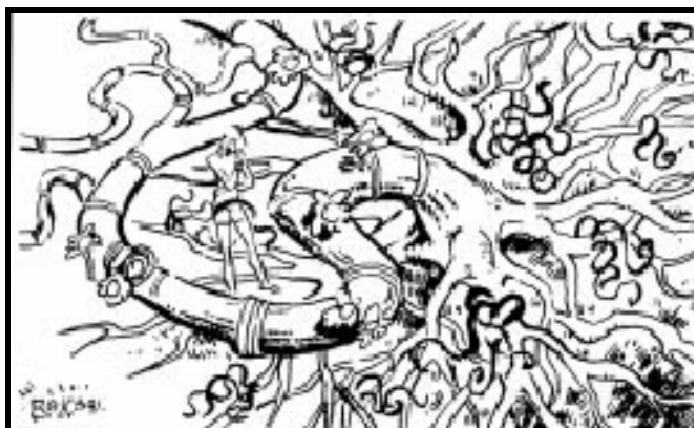
The giant bladderwort is a rootless, free-floating water plant found drifting just beneath the surface of stagnant waters in deep marshes or swamps. It may grow in combination with other marsh plants in huge floating mats, which appear solid but through which even small animals quickly sink. The greenish-brown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

Combat:



Blossomkiller (*Chenoptria venificus*)

Plant	Blossomkiller
Type	Lowlife (Plant)
Climate/Terrain	Temperate/tropical forest jungles
Frequency	Rare
Organization	solitary
Activity Cycle	Day
Diet	carnivore+ Soil+Water
AL	N
NA	1
Size	H: 45'area
ST	16
IN/WI/CO/DX	0
CH	12
Languages	0
Spellcaster Limits;	0
AC	9
AV	1
HD	9*
HP	9d8 (special)
MV	0
THACO	11
Attacks	1
Damage	1d6
Special Attacks;	paralysis
Special Defenses;	paralysis
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Drought
AM	0
Save as;	F4
ML	12
XP	1600
TT	Incidental
	(1d10 coins 50% goods 50% items)
Body Weight	55 LBS/ foot diameter



Blossomkiller is a very unique plant found in all the vegetated areas of Davania. The plant has many different features, including its stalk, roots, tendrils, and flowers. A single Blossomkiller plant occupies an area with a radius of up to 45 feet. The roots and vines of this plant stretch across the area, between, in, and around any other nearby plants. The stalk of a Blossomkiller is the size of a large tree trunk, but as it grows it lays flat down on the ground, where it spreads out in all directions. The roots of the plant, which criss-cross the entire 45-foot radius area, and are similar in nature to trip wires. The tendrils branch out from the roots and await an unsuspecting victim. The tendrils are two to three inches thick, from five to ten feet in length, and green in color. Every five to ten feet, there is a group of four tendrils which sprout out from one of the blossomkiller's roots. The flowers of the Blossomkiller are large and bright yellow, with dark green stems and leaves. Within the area of the Blossomkiller, there are any number of flowers, most often six to nine, spread out evenly throughout the area. The stamen of a Blossomkiller

flower looks like a pin cushion, and for good reason; it is from the stamen that this plant shoots quills that damage its targets.

Combat

When a victim steps on any of the plant's roots, the flowers shoot a spray of quills in all directions, entirely covering the area occupied by the plant. The quills carry on them a natural paralysis poison, and any creature or being hit by them must make a saving throw vs. paralysis. Those who succeed take 1d6 points of damage, but are otherwise unaffected. Those who fail take 1d6 points of damage and are paralyzed for 2 turns.

When a victim is paralyzed, the blossomkiller's tendrils move out and begin to wrap themselves around it. A Blossomkiller has 1 hit die for each ten feet of area to a maximum of 9 Hit Dice. Each flower has only three hit points, while the roots have eight hit points each. The roots, tendrils, and flowers of a Blossomkiller are not very sturdy, and are easy to cut (AC 9); these hit points do not count to the total of the plant itself.

Bloodflower (*Respetrea sanguinus*)

Plant	Blood Flower
Type	Lowlife (Plant)
Climate/Terrain	Temperate, tropical Bogs, marshes, swamps, Jungles
Frequency	Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d6
Size	S; 1' tall bush
ST	16
IN	0
WI	5
DX	6
CO	12
CH	8
Languages	0
Spellcaster Limits;	0
AC	10
AV	0
HD	5*
HP	1hp/bloom
MV	3'(1')
THACO	20
Attacks	1
Damage	
Special Attacks;	Narcotic Perfume Blood drain
Special Defenses;	camouflage
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F2
ML	9
XP	300
TT	V
Body Weight	15 LBS



The blooms of the Bloodflower plant are a pale, almost translucent, white. As the plant feeds, the petals become slowly pink, eventually flushing to a deep, rich red. After four turns, digestion is completed and the plant is ready to feed again. The wild Bloodflower grows in clumps of 1d4+1 bush like plants.

Combat:

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

Habitat/Ecology:

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

Butterwort, Giant (*Pinguicula grandis*)

Plant	Giant Butterwort
Type	Lowlife (Plant)
Climates/Terrain	Temperate, tropical
Frequency	Bogs, marshes, swamps, Jungles
Organization	Rare
Activity Cycle	Solitary
Diet	Day
AL	Carnivore
NA	N
Size	1d6
ST	M; 2' diameter
IN	16
WI	0
DX	5
CO	6
CH	12
Languages	8
Spellcaster Limits;	0
AC	7
AV	2
HD	5*
HP	5d8
MV	3'(1)
THACO	15
Attacks	8 or more
Damage	1d4 each
Special Attacks;	Dissolving Surprise
Special Defenses;	camouflage
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	NM
ML	9
XP	300
TT	V
Body Weight	5LBS/leaf +15 LBS



The giant butterwort grows in rosettes of 2d4 6' long oblong leaves of pale yellow green, having a greasy appearance and a faint, fungus like scent. The leaves of this plant rest flat against the ground and are difficult to see against the terrain (-2 to victim's roll for being surprised).

Combat:

Anything walking over this plant's leaves becomes stuck, due to the mucilage secreted by glands in the leaves. The plant then attempts to roll all of its leaves up and over its prey (attacking as per its hit dice), becoming a tight, leafy cocoon that fills with digestive fluid, causing 1d4 hp damage per round. Victims holding small, edged weapons when caught may cut themselves free by doing damage equal to half the total hit points of the plant. Attacks from outside inflict half the damage on the plant and half on the victim trapped inside. The mucilage may be neutralized with liberal quantities of alcohol.

Habitat/Ecology:

One of the most adaptive of carnivorous plants, the giant butterwort is found from arctic to tropical areas, favoring acidic or alkaline bogs with moist to very

wet soils.

Senses; 15'tremorsense, 15' carbon-dioxide (exhaled breath) scent, further none.

Predator; Insects, Bugs, Beetles, oozes Main Prey; any insect, animal or Humanoid.

Bloodthorn (*Vitis carnivores hemothepus*)

Plant	Bloodthorn																													
Type	Lowlife (Plant)																													
Climate/Terrain	Forests																													
Frequency	Very Rare																													
Organization	Solitary, Patch, Colony																													
Activity Cycle	Any,																													
Diet	Carnivore																													
AL	N (actually LN)																													
NA	1																													
Size	M: 5	M: 6	M: 7	L: 8	L: 9	L: 10	L: 11	H: 12	H: 13	H: 14	H: 15	H: 16	H: 17	H: 18	H: 19	G: 20	G: 21	G: 22	G: 23	G: 24	G: 25	G: 26	G: 27	G: 28	G: 29	G: 30	G: 31	G: 32	G: 32	G: 33
ST	13																													
IN	2																													
WI	11																													
DX	8																													
CO	16																													
CH	9																													
Languages	0																													
Spellcaster Limits;	0																													
AC	4 Tendrils 3 Trunk																													
AV	2																													
HD	1*	2*	3*	4*	5*	6*	7*	8*	9*	10*	11*	12*	13*	14*	15*	16*	17*	18*	19*	20*	21*	22*	23*	24*	25*	26*	27*	28*	29*	30*
HP	1d8	2d8	3d8	4d8	5d8	6d8	7d8	8d8	9d8	10d8	11d8	12d8	13d8	14d8	15d8	16d8	17d8	18d8	19d8	20d8	21d8	22d8	23d8	24d8	25d8	26d8	27d8	28d8	29d8	30d8
MV	0																													
THACO	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2												
Attacks	1d4					1d4+1					1d4+2										1d4+3									
Damage	1d6																													
Special Attacks;	Blood drain																													
Special Defenses;	0																													
Immune to;	Charm, Hold, Illusion																													
Extra Vulnerable to;	Cutting Weapons																													
AM	0																													
Save as;	NM	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11	F12	F13	F14	F15														
ML	12																													
XP	13	25	50	125	300	500	850	1200	1600	1750	1900	2175	2300	2500	2700	2950	3150	3475	3800	4175	4500	5000	5500	6000	6500	7000	7500	8000	8500	9000
TT	V																													
Body Weight; LBS	5	6	8	10	13	16	19	23	27	30	35	40	46	52	60	67	75	84	93	101	110	120	131	143	156	170	186	204	224	250

The bloodthorn, or vampire thorn vine, grows singly in forests patch of thorny vines. It has 5 to 12 tendrils of 7 to 12 foot length that can lash out up to 7 feet. A healthy adult bloodthorn has a 10- foot-long yellowish brown trunk from which four tendrils Spring. Each light green tendril is about 7 feet long and bears numerous slender, hollow thorns about an inch in length. Each plant can only throw in a specific number of vines to attack, this depends on the HD of the plant; up to 5 HD 1d4 attacks are possible, 6 to 10 HD 1d4+1, 11-20 HD 1d4+2, and up to 30 HD 1d4+3 vines.

Combat

When warm-blooded prey approaches, the blood thorn's tendrils lash out, making one attack. If successful, the barbed thorns attach to the victim and drain bodily fluids. It uses its vines to attack its prey; this will mostly be only one target (the first to enter an area where the plant can attack). But not when that target is not releasing bodily fluids due to armor or other AV (since it can't penetrate armor higher than AV5. In these circumstances the plant will choose another target if it is available.

Each tendril has many sharp, hollow thorns. Any hit will cause fluid drain equal to 1d6 hit points. But only one hit is made, and the drainage continues at the rate of 1d6 hit points each round, until its victim dies, or the victim breaks free. The draining process is very painful, and the victim must make a successful constitution check each round or fall unconscious. The other vines will stop attacking instantly.

The victim can pull free with a successful Strength check, though this causes an additional 1d2 points of damage. The tendrils are armor class 4, the stalk/trunk armor class 3. Each tendril requires 4+1d6 points of damage to sever. This damage does not affect the main plant, as these points do not count towards the total from the central stalk's Hit Dice.

When the victim escapes its grip, the plant will attack in a frenzy attack wildly around (with a +2 to hit), attacking any target available until a new target is held. This hyper activity will stop 1d3 turns later when no prey is sensed.

After the plant has drained from the victim 25% of its (plant) current hit points it becomes satisfied and the victim may try to escape. The victim will also suffer from instant thirst as if not drinking to drinking water deprivation effects.

Habitat/Society

The bloodthorn has taken two characteristics of plants - thorns as a means of defense, and the principles of capillary attraction (which enable plants to feed themselves) - and has combined these into a unique means of attacking prey and feeding on it. Capillary attraction is the tendency for liquids confined in small tubes to rise up through the tubes as a result of surface tension. An example of capillary attraction is shown by placing a straw in a glass of water. Surface tension draws the water up the straw from the open bottom until a balance is achieved and the water ceases to rise. If straws of different diameters are placed in the same glass, the water will rise higher in narrower straws than in wide ones because of the differences in surface tension.

Bloodthorns are capable of limited vine movement and these will creep towards heat and light, though open flame will cause one to recoil. An electrical attack will cause a bloodthorn to grow by one Hit Die, but then it still attacks as if not grown. Cold immobilizes the bloodthorn for 1d4+1 rounds. The bloodthorn reproduces by shooting seed thorns away from itself after a good feeding (three or more man-sized victims). The seed thorn flies 10 to 20 feet and causes no damage if they hit. Any seedling growing near an adult plant will die (by ground poisoning by the mother plant) before it can grow and compete. Wizards and alchemists can often find uses for this plant's hollow thorns.



Ecology

Two types of tissues are involved in a plant's use of capillary action and attraction: xylem and phloem. Xylem is the woody tissue that provides support for the plant, much in the same way that skeletons provide support for animal bodies. The cells in xylem, through capillary action and attraction, absorb the water and minerals taken in by the roots and move them up to the leaves for photosynthesis. This process in turn creates the food material that is transported throughout the plant by the phloem tissues through capillary action and attraction. In the bloodthorn, the phloem tissues connect directly with the plant's hollow thorns. When a successful strike is made by the plant, the liquid blood of the victim rises into the narrow opening of each thorn tip and is absorbed by the phloem cells. By devising a method of feeding directly on the already-dissolved nutrients in its victims' life fluids, the bloodthorn has bypassed the need to develop digestive glands like other carnivorous plants.

Senses; Tremorsense 30' further only tactile. Predator; Insects, Bugs, Beetles, Fungi, Main Prey; any Humanoid or animal.

Boring Grass (*Festuca ictoidus*)

Plant	Boring Grass
Type	Lowlife (Plant)
Climate/Terrain	any Temperate, tropical
Frequency	Rare
Organization	patch
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1
Size	L to H; 6'-10'
ST	11
IN	0
WI	6
DX	6
CO	11
CH	8
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	4**
HP	4d8
MV	0
THAC0	17
Attacks	1/creature in contact
Damage	5d4
Special Attacks;	boring poison
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	0
AM	0
Save as;	F2
ML	12
XP	125
TT	incidental
Body Weight	5LBS



This grass has corkscrew blades that aggressively dig into any material that comes into contact with it. Magical protections, leather soles, and thick cloth delay the grass's attack for one round as the grass moves through the protection; however, the grass cannot bore through metal. Penetrated materials do not count as protection, so a human in leather armor would have an effective Armor Class of 10 the second round of contact.

Combat

Once the grass hits exposed flesh it burrows in, inflicting 5d4 points of damage each round it remains in contact. Further, the creature must save vs. poison or be paralyzed by secretions from the grass. Those making a successful saving throw are slowed to half their normal movement rate; this effect lasts for 1d4 days or until a neutralize poison spell is used to counter it. A victim can pull free of the grass with a successful Strength roll, but will take 2d4 points of damage.

Boring grass can be effectively damaged only by fire or by careful digging and removal from the soil.

Cestian Gobbler (*Kratenza cestianus rex*)

Plant	Cestian Gobbler			
Type	Lowlife (Plant)			
Climate/Terrain	Tropical Jungle/Forest			
Frequency	Uncommon			
Organization	Group			
Activity Cycle	Day			
Diet	Carnivore			
AL	N			
NA	1d6			
Size	M; 3 yrd	M; 4yrd	M; 5 yrd	M; 6 yrd
ST	18			
IN	1			10%2d6+1
WI	0			
DX	14			
CO	11			
CH	11			
Languages	0			
Spellcaster Limits;	0			
AC	6			
AV	1			
HD	3*	4*	5*	6
HP	3d8	4d8	5d8	
MV	0			
THAC0	17	16	15	14
Attacks	3	4	5	6
Reach	Tentacles			
	15'	18'	21'	24'
Damage	1d3 each			
Attacks	Cluster Tentacles			
Damage	1d12			
Special Attacks;	Entanglement Paralysis			
Special Defenses;	Sleep inducing Scent			
Immune to;	Charm, Hold, Illusion			
Extra Vulnerable to;	Fire			
AM	0			
Save as;	F3	F4	F5	F6
ML	12			
XP	125	225	550	950
TT	V (lying around or within core)			
Body Weight	60 LBS	120 LBS	280 LBS	400 LBS

The Cestian gobbler is a gray-brown plant that might be found in any tropical wilderness. It hides beneath mosses or dead branches in muddy holes. The Cestian gobbler has a hollow trunk, 3 to 6 tentacles spaced evenly around a sphincter mouth, and a cluster of small tendrils that can protrude from the mouth. Gobblers never grow within 60' of each other. It was first registered by Alderman Haakon of the Princess ark.

A gobbler attacks with its tentacles, surprising prey on a roll of 1-2 on 1d6. Tentacles reach lengths of 12' plus 3' per Hit Die. The gobbler can attack as many victims as it has tentacles, but the gobbler only senses creatures on the ground within 30' of the plant's trunk. A successful attack entangles the victim, who must save vs. poison or be instantly paralyzed. Although nearly instantaneous in effect, the paralysis lasts only 1-6 rounds after the victim is pulled away from the gobbler.

An unparalyzed victim trying to pull free must pass a Strength check with a -1 cumulative penalty for each Hit Die the gobbler has and -1 for each tentacle holding the victim. A roll of 1 always succeeds; a roll of 20 always indicates failure.

The gobbler needs a full round to pull a victim toward its mouth. There, on a successful hit roll, a cluster of tendrils attaches itself to the victim and begins drawing blood. The tendrils cause 1d12 hp damage at the end of each subsequent round until the victim dies or is rescued, or until the plant is slain. A dead victim is swallowed whole into the gobbler's trunk, where it is eventually digested.

Various treasures belonging to previous victims may be found at the bottom of the hollow, fluid-filled trunk.

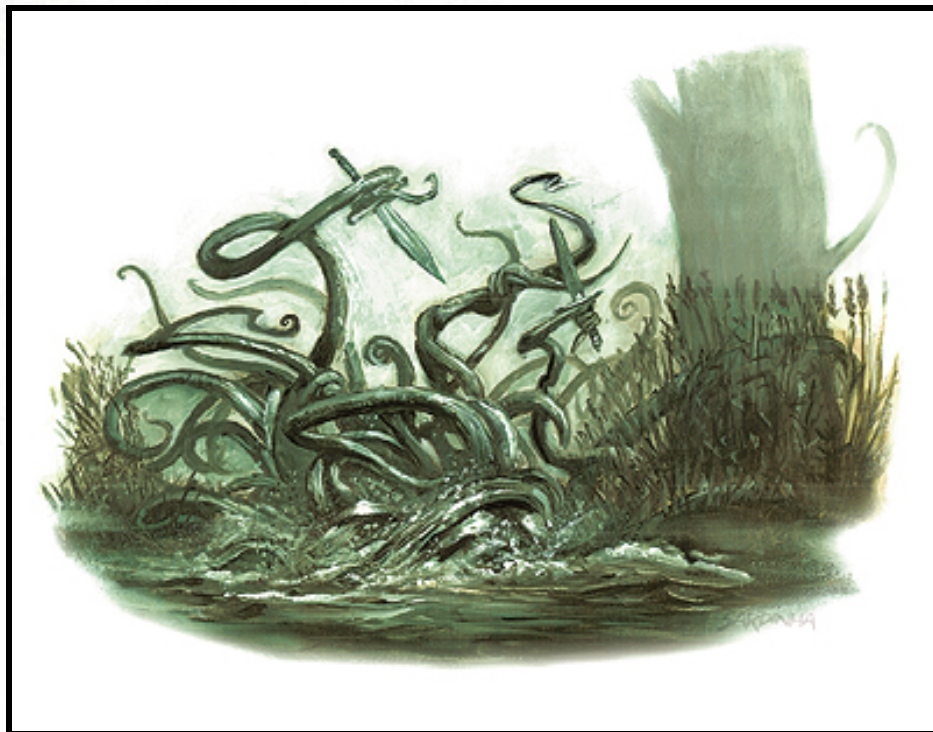
Cestian gobblers of 6 HD size have a 10% chance of developing an Intelligence score of 2d6 + 1. These creatures are capable of empathy and may use bait to attract their prey (paralyzed animals, treasures, fluttering rags, etc.).

A gobbler reproduces once a year by shooting 2 to 4 spores from its mouth. Spores are hurled 30-300' away. Each spore has a 25% chance of landing in good soil and sprouting; it then needs six months to grow into a 3 HD gobbler.

Cestian gobblers of 6-HD size have a 10% chance of developing an Intelligence score of 2d6 + 1.

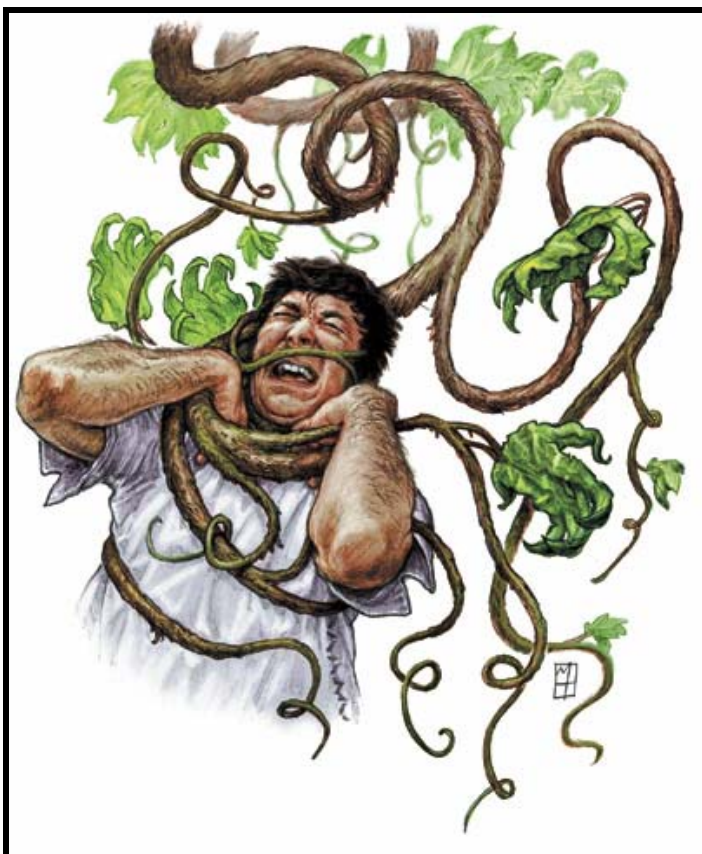
Senses; Tremorsense 30', detect life 30', other senses only tactile.

Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid or animal.



Choke Creeper (*Vitis vinifera-strangulate Majoris*)

Plant	Choke Creeper
Type	Lowlife (Plant)
Climate/Terrain	Temperate Forests
Frequency	Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1
Size	G; 20'to 160'long
ST	16
IN	0
WI	5
DX	15
CO	16
CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	2
HD	25
HP	1/HD
MV	3'(1')
THACO	7
Attacks	8 or more
Damage	1d4 each
Special Attacks;	Strangling
Special Defenses;	camouflage
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F12
ML	12
XP	3500
TT	V
Body Weight	5LBS/ foot length main vine



The choke creeper, or strangler vine, is a long, thick vine with many branch vines, each capable of attacking. The vine is olive green in color, and the main vine is almost 1-2 feet thick. Branch vines have flexible tendrils, allowing them to creep at 5 yards per round. They are attracted to light and heat. For each 20 feet of main vine, it has the 1 hp per HD; branch vines have 2 hp per 20 feet of the main vine (branch vine hit points are in addition to those of the main vine, not part of the total). In each 10-foot section of the main vine, there are four branch vines. The smallest choke creeper is 20 feet long, has 1 hp/HD (25 hp total), and has eight branch vines, each with 2 hp. The largest choke creeper is 160 feet long, has 8 hp/HD (200 hp total), and has 64 branch vines, each with 16 hp. The main vine is AC 6, the branches AC 5.

Combat;



A maximum of four branch vines can attack a single target. They appear to be normal vegetation and can usually grab unsuspecting victims. Victims can break free with a successful bend bars/lift gates roll; if the roll fails, they are held fast until the vine that holds them is severed. Seized victims suffer 1d4 points of damage per round, with a 10% chance per round (non-cumulative) that the choke creeper achieves a strangling grip. The victim dies after one round of strangulation. A choke creeper is immune to torch fire, but takes normal damage from hotter fires such as those caused by burning oil; hot fires make the vine move away. The creeper takes only 1 hp damage per die of cold damage, but cold stuns the all plant sections struck for 1d4+1 rounds. Electrical attacks do no damage; instead, they double the creeper's movement rate for 1d4+1 rounds.

Ecology;

This plant is a derivate of the normal grape. It thus also produces grapes in late summer or early autumn. This short time the plant relies solely on sun and soil. Animals will be attracted to the grapes (especially small mammals and birds and feed upon them and so spreading the plant with their secretions. Some humans have recently found out that the plant's grapes can be made into wine or vinegar. This wine will have a bloody taste (to specialists even recognizing the taste of the victim; "Hey, this Latoufe 96, has a fine bouquet of Orcish, Rat and Squirrel blend", and therefore is called

bloodwine. It is often used in religious services of many (even lawful) temples and churches, since it enhances the trance-like feeling one calls forth while praying. These temples are often unaware of the victims the plant has made, and those that are aware refuse to use a wine made from a plant that has had Demi-human-oid victims. Those are mostly only used by evil temples.

Senses; 30'tremorsense, carbon-dioxide sense, other only tactile (high).

Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid or animal.

Dew Fronds (*Escapisma futulis*)

Plant	Dew Frond									
Type	Lowlife (Plant)									
Climate/Terrain	Tropical Jungle									
Frequency	Rare									
Organization	Solitary									
Activity Cycle	Day									
Diet	Carnivore									
AL	N									
NA	1									
Size	M-H; 3'to 15									
ST	15									
IN	0									
WI	4									
DX	11									
CO	13									
CH	10									
Languages	0									
Spellcaster Limits;	0									
AC	10									
AV	0	1	2	3	4	5	6			
HD	3*	4*	5*	6*	7*	8*	9*	10*		
HP	3d8	4d8	5d8	6d8	7d8	8d8	9d8	10d8		
MV	0									
THAC0	17	16	15	14	13	12	11	10		
Attacks	1									
Damage	1d6									
Special Attacks;	Blood Drain									
Special Defenses;	camouflage									
Immune to;	Charm, Hold, Illusion									
Extra Vulnerable to;	Cutting Weapons									
AM	0									
Save as;	F2	F3	F4		F5					
ML	12									
XP	50	125	300	500	850	1200	1600	1750		
TT	incidental									
Body Weight; LBS	5	7	10	14	19	26	36	48		



Dew fronds are found in the jungle areas Davania, where they easily blend in with the tropical surroundings and foliage. When newly grown, each frond is three to five feet in length and is a yellowish-tan color. The fronds of this plant are usually encountered in groups of four, all growing out of a single stalk. A young plant has a radius of approximately 4 feet and is three to four feet tall. As it feeds, a dew frond plant grows at an alarming rate.

Combat

A dew frond lives off of the blood of its victims. As it feeds on more blood, the plant grows, soon reaching a height of fifteen feet and having a radius of 20 feet. The dew frond feeds through use of its sharp, barbed fronds. As a creature passes by one of these plants, it will lash out with its fronds, cutting the creature. To the victim, it will seem like the frond simply shifted, as though moved by the wind, etc. When a dew frond attacks, it does 1d6 points of damage. When it cuts the creature, the barbs dig into its skin, causing the fronds to stick in the wound. The fronds then begin to draw blood from the victim at a rate of 1 hit point per two rounds,

until the victim is either drained or breaks free. Breaking free requires three rounds. This can be done more quickly, but doing so results in the victim taking 1d6 points of damage.

Habitat/Ecology

A young dew frond plant has 1 hit die and an AC of 10. For each ten hit points of damage a dew frond inflicts on a target, it gains 1 hit die, and its AC is reduced by 1 (to a minimum of AC 0). Also, a dew frond plant grows one foot in height for each hit die it gains. Thus, after inflicting ten points of damage, a dew frond would have 2 Hit Dice, an AC of 9, and be four to five feet tall. After inflicting 30 points, it would have 4 hit dice and an AC of 7. Note that the additional damage inflicted by quickly removing a frond from a wound does NOT count towards the plant's growth.

Eyeweed (*Fucus vesiculosus oculii*)

Plant	Eyeweed
Type	Lowlife (Plant)
Climate/Terrain	Aquatic non-arctic
Frequency	Rare
Organization	Solitary
Activity Cycle	Any,
Diet	Carnivore
AL	N
NA	1
Size	L; 10' diameter
ST	9
IN	1
WI	8,
DX	6
CO	12
CH	4
Languages	0
Spellcaster Limits;	0
AC	7
AV	1
HD	8
HP	8d8
MV	12'(4')
THACO	13
Attacks	2d4 feelers
Damage	1d3 each
Special Attacks;	0
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F4
ML	12
XP	650
TT	0
Body Weight	200 LBS



Eyeweed is a hideous semi-aquatic plant that grows on the on the seashores and in the rivers of the Savage Coast, usually near otherwise safe harbors. Eyeweed appears as either seaweed or a large collection of algae. These plants do not acquire Legacies.

Eyeweed, when hunting prey, sends out long feelers (up to 100 feet in length) along the coastline to look for food. The feelers resemble long vines or stalks—except that the ends appear to be bulbous, unblinking eyes. In actuality, the Eyeweed hunts by touch and smell; the unblinking "eyes" are actually closed mouths that attack by biting and then sucking meat, blood, and even bone into the eyeweed's body.

Once it locates potential prey, the Eyeweed attacks with 2d4 feelers. Each feeler does 1d3 points of damage per attack. Each feeler can sustain 6 hit points of

damage before being severed. The Eyeweed will regrow lost feelers within a week. Damage to the feelers does no damage to the Eyeweed itself; only damage to the central body will kill the Eyeweed.

Eyeweeds will feed on wounded or exhausted echyans if given the opportunity.

Senses; Tremorsense aquatic 30', other only tactile (medium)

Predator; Insects, Bugs, Fish, Beetles, Funghi, Main Prey; any Fish, Humanoid or animal.

Fireweed (*Esperiqae furens terrastris*)

Plant	Fireweed									
Type	Lowlife (Plant)									
Climate/Terrain	Tropical, subterranean									
Frequency	Rare									
Organization	Solitary, Patch, Colony									
Activity Cycle	Any,									
Diet	Heat									
AL	N									
NA	1d10									
Size	L; 1'to 8'tall									
ST	9									
IN	1									
WI	16									
DX	14									
CO	16									
CH	9									
Languages	0									
Spellcaster Limits;	0									
AC	7									
AV	3									
HD	1	2	3	4	5	6	7	8	9	
HP	1d8	2d8	3d8	4d8	5d8	6d8	7d8	8d8	9d8	
MV	0									
THAC0	na									
Attacks	0									
Damage	0									
Special Attacks;	Absorb Heat/Fire									
Special Defenses;	Immune to Heat/Fire									
Immune to;	Charm, Hold, Illusion									
Extra Vulnerable to;	Cutting Weapons									
AM	0									
Save as;	NM	F1	F2	F3	F4					
ML	12									
XP	13	25	50	125	300	500	850	1200	1600	
TT	V									
Body Weight; LBS	20	22	24	26	28	30	32	35	40	



This strange, heat-absorbing plant grows in sections of the Underground that even fungi find too harsh to survive. While it is not a threat to most adventuring parties, it can change the terrain, making volcanic regions survivable. It can also turn the normally lifeless stretches of the underground regions into relatively fertile regions, simply by converting heat into food. Fireweed is a black, spongy plant, without leaves but with constant branches; its overall structure resembles a gigantic Spanish moss. Its sap is a purplish-red.

Combat:

Because fireweed thrives on heat of all kinds, it cannot be destroyed by fire, even magical fire; instead, fire makes it grow at an astounding, even magical rate, filling entire corridors or caverns if the heat is great enough. For each die of heat damage that fireweed absorbs, it grows another foot (often leading to 1d4 new sprouts of stems from the root after 1 Turn; constant sources of heat can quickly lead to the weed overrunning every bit of space for miles, creating a dark wooden jungle.

Habitat/Society:

Fireweed grows in stands, much like scrub weeds and saplings on the surface. These stands are almost always a single genetic organism, reproducing by cloning into many hundreds or thousands of copies of the founding fireweed plant.

Ecology:

The semi-magical strength of fireweed converts heat into food and foul toxins into breathable air. It also brings into the ground many nutrients plants and Funghi need to grow upon. Its value to the creatures of the deep underground regions is immense, and they treat it with the respect it deserves. Surface-dwellers who hack down stands of the useful plant are often punished by Underground regions dwellers who witness the crime. Gasses and fumes spells and abilities will be driven away by a continuous flow of fresh air at the rate of 1 foot/ HD of the plant. So a chlorine breath of a green dragon will not recline here for long and finally will be chemically neutralized by the plant and other.

Senses; heat detection 90'. Other none.

Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any heat source (especially flame, but also life forms in times of scarcity).

Four Petal Flower (*Violii quatropetalus*)

Plant	Four petal flower
Type	Lowlife (Plant)
Climate/Terrain	Skothar Prairie
Frequency	uncommon
Organization	Solitary
Activity Cycle	Any,
Diet	sun, soil, carnivore
AL	N
NA	1
Size	L; 10' diameter
ST	9
IN	1
WI	9
DX	15
CO	10
CH	16
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	2**
HP	2d8
MV	0
THACO	18
Attacks	touch
Damage	0
Special Attacks;	acid spray poison
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F1
ML	12
XP	30
TT	incidental
Body Weight	12-20 LBS



The 'four petal flower' (Other names have been suggested: 'joker's kiss' and 'spitting ivy' are sometimes used. Its name helps identify the plant so that even people not very herb-wise can recognize it for the dangerous growth that it is. This plant grows as a bush that looks very similar to a closely-related but innocuous shrub known as the white heart. In both, the mostly white to purplish-blue flowers are heart-shaped and about two to three inches across. The difference is in the number of petals on each flower. If you are traveling in the great Skothar Prairie, stay away from a bush that has white or blueish flowers with four petals.

Combat

In the center of the flower, there is a delicate motion detector. When triggered, it sets off a dozen streams of poisonous and acidic liquid toward the movement. The liquid is almost always lethal, and can kill a creature up to the size of a horse. Even if the

victim is protected by clothing, the acid burns through it, delivering the deadly poison directly to the victim's skin. The Acid spray burns through a layer of cloth per round. When all layers of clothing are penetrated, the poison contacts the skin and the victim feels always a burning sensation when the liquid touches the skin. A high fever begins if his saving throw failed after the onset time, and the victim dies in 1d4 hours (adjusted by constitution adjustment).

Poison Table	Onset	Successful save	Failed Save
Touch	2d4 r	burning sensation	High fever+death in 1d4 Hr
Spray	2d4r	burning sensation	burn through 1 layer cloth/r High fever+death in 1d4 Hr

Habitat/Ecology

The druidic community believes that this deadly species of plant is the result of a magical experiment gone wrong. The four petal flower was never seen until five years ago, and it remains uncommon, fortunately.

Grab Grass (*Festuca strangulata*)

Plant	Grab Grass
Type	Lowlife (Plant)
Climate/Terrain	Non arctic Plains/Hills
Frequency	Common
Organization	Patch
Activity Cycle	Day
Diet	Carnivore, Sun, Soil
AL	N
NA	na
Size	S-M; 3'to 5'tall
ST	12
IN	1
WI	6
DX	12
CO	16
CH	9
Languages	0
Spellcaster Limits;	0
AC	9
AV	1
HD	1 per 5'square
HP	1d8/HD
MV	0
THACO	na
Attacks	1 grab
Damage	entanglement
Special Attacks;	strangulation
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	NM
ML	12
XP	10/patch 5'square
TT	0
Body Weight	2d10 LBS/patch 5'square



Ranging 3' to 5' in height, Grab Grass looks like ordinary tall grass. Grab grass is able to sway, and often it gives the impression of swaying in the breeze. The grass is a bit wider than normal grass, and becomes thin brownish in fall and winter. This is also the period when the plant becomes dormant and inactive, and tries to survive the upcoming cold period. This however only happens in areas where the temperature seasonally drops below 5 degrees Celsius. In other climatical areas the plant remains active. The plant also loses all activity at night, to spare enzymes enabling it to be mobile. This is also the period when grazing animals, and scavengers come to feast on any remains of former prey.

This is the reason the plant is so hyperactive at day, trying to catch what it can. About 20% of each catch will be absorbed by the plant, the rest will be devoured by other creatures. The plant accepts other plants in its intermediate area, so many rare and threatened plants will find a reasonably safe spot within these killer grass fields.

Combat

The grass attacks by wrapping long grass-tendrils around unsuspecting victims and strangling them. The strangling process, is really exhausting, and brings the victim to the fatigue level at $\frac{1}{2}$ of constitution in rounds (round up), seriously fatigued in $\frac{1}{3}$ of constitution and exhausted in $\frac{1}{6}$ th of the characters constitution. For this reason alone the character's constitution is seen as if drained by 1 point each round. Taking fatigue and exhaustion affects at the moments the come in (round up always). When this imaginary constitution drain brings the character to 0, he will die in 1d3 rounds by strangulation. The decomposing body then feeds the plant. Victims who escape the grass regain 1 point of this temporary draining of constitution for each Turn (10 minutes) of rest. A victim may break free if it succeeds a Strength break roll, which is lower than or equal to 5% for each point above 12 Strength.

A grab grass patch has 1 HD for every 5 feet square of area an each HD is a full 8 hp. A 5 feet by 5 feet square of grab grass is mutilated into death for every 8 points of damage done to the grass.

Since the grass sways of its own volition, characters looking in the direction of the grass may notice its swaying in absence of a breeze (city, or underground born and raised characters intelligence check at -6) by making an intelligence check. This may also be done by a survival, or plant or nature lore skill. A druid may use wisdom instead, in order for the character to notice that something is not quite right. All weak organic components will be rotting like normal in this area, bones and inorganics will remain. A chance for random treasure is available (U, V, DM).

Senses; Tremorsense 15', other only tactile (high).

Major prey; any mobile animal of strength below 12, Main Predator any Grazing animal or insects.

Greenvise (*Dionaea muscipula-nebula*)

Plant	Greenvise
Type	Lowlife(Plant)
Climate/Terrain	Temperate or warm hills, plains, marsh
Frequency	Rare
Organization	Solitary, or cluster
Activity Cycle	Any,
Diet	Scavenger
AL	NM
NA	2d4 each 15'
Size	M; 6' tall 15's stalks
ST	22
IN	3
WI	12
DX	18
CO	16
CH	8
Languages	0
Spellcaster Limits;	0
AC	4
AV	1
HD	12**
HP	12d8
MV	30'/10'
THACO	9
Attacks	4 tendril slams
Damage	2d4 each 15'
Attacks	1 bite
Damage	2d6
Special Attacks;	Acid (1d8) Death fog
WR	18
Special Defenses;	0
Immune to;	Charm, Hold, Illusion Acid
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F6
ML	8
XP	3000
TT	0
Body Weight	100+2d100 LBS



A Greenvise is an ambulatory plant horror that stalks jungles and the fringes of some humanoid settlements. They are not bold creatures, preferring to ambush lone prey that happen to wander nearby. These carnivorous plants actively hunt during daylight hours, repositioning themselves throughout the day if a hunting area proves fruitless. Like many other plants, Greenvise are at rest during the night. They are larger, sturdier versions of the common Venus flytrap, large and dangerous enough to catch humanoid prey. It has thick, green trunk-like vines. When open, a greenvise's gigantic mouth is lined with teeth-like thorns, while closed, the mouth appears be an ordinary leafy bush. A Greenvise has small, tendril-like roots that it uses to move around.

Combat

After setting itself up in a location, a Greenvise waits for prey to pass near. It lunges at the first living creature it senses, using its tendrils to grab the victim and place it into its gaping maw. An extremely hungry or seriously hurt Greenvise releases a death fog to hide its location and weaken its victim. Although they are found together, Greenvise do not share their prey and thus do not assist each other in combat.

Twice a day, a Greenvise can emit an acidic fog. The fog spreads 40 feet high and with a 60 feet radius (wind prevailing direction). The fog obscures all sight, including darkvision and infravision. A creature within has full soft cover concealment against the creature, and can't use sight to locate the target. Creatures attempting to move through t5he deadly fog progress at half normal speed, and all attack rolls are as if blinded. In addition to obscuring sight, a death fog is highly acidic. Each round, starting when it is emitted, the fog deals 3d4 points of acidic damage to creatures and objects within (no saving throw). Only a severe wind 6+ disperses these vapors fully (other merely change its height and shape in direction of the wind. Otherwise, a death fog lasts for 3d6+1 rounds. The Greenvise is not impeded by its death fog and can move and fight freely. The fog will affect local plantlife, making its camouflage less viable.





If a Greenwise hits with its bite it deals normal damage and attempts to start a grapple (Wrestling rate roll). A Greenwise can use this grab against opponents of at least one medium size. A Greenwise has the option to conduct the grapple normally or simply hold the opponent. Each successful grapple it deals bite or slam damage each round (depending on which attack was used to get the hold). If holding with a tendril, a Greenwise can transfer the creature to its mouth where it can be swallowed. The creature attacked, may try to resist this with a successful strength and dexterity check.

A Greenwise can try to swallow an opponent it has grabbed by succeeding its grapple (wrestling checks). Once inside the Greenwise, the victim takes 2d6 points of crushing damage (break 2 bones) plus 2d4 points of acid damage each round. A swallowed creature can crawl out of the greenwise's stomach by a successful wrestling check at -4 which returns it to the greenwise's maw, where another wrestling check is needed to fully get free. A swallowed creature can also cut its way out by using claws or a light

cutting/slashing weapon (in hand) to deal 20 points of damage to the stomach cavity (AC5). Once the creature exits, the greenwise's muscular action closes the hole; another swallowed creature must cut its own way out.

A Greenwise also can swallow opponents it has grabbed with its wrestling attack, but only one victim at a time. The greenwise's stomach can hold, 1 large, 4 medium sized or 16 small sized opponents.

The Greenwise is immune to poison, sleep, paralysis, stunning, polymorphing, acid, charm, and illusions. Its high senses are only tactile and visual. So long as a Greenwise is within 30 feet of living vegetation, it can ascertain all foes within 60 feet as a sighted creature would. Beyond that range or if more than 30 feet away from any vegetation, all seems to be as if blinded.

Senses; Tremorsense 60', other senses only tactile.

Predator; Insects, Bugs, Beetles, Bacatrine, Funghi, Main Prey; any Humanoid or animal.

Green Guardian (*Defendea sylphiarus*)

Plant	Green Guardian
Type	Lowlife (Plant)
Climate/Terrain	Any land inhabited by Fairy Tropical to Temperate
Frequency	Rare
Organization	Solitary, pair or garden
Activity Cycle	any
Diet	Sun, Soil
AL	N
NA	1d6
Size	M; 6'-9'tall
ST	16
IN	3
WI	10
DX	13
CO	15
CH	18
Languages	0
Spellcaster Limits;	0
AC	5
AV	1
HD	10+5**
HP	10d12+5
MV	9/3'
THAC0	17
Attacks	1 slam
Damage	1d6
Special Attacks;	Captivating song Disease
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons, Fire
AM	0
Save as;	MU 10
ML	12
XP	2700
TT	0
Body Weight	50 to 125 LBS

A Green Guardian looks like a clump of very large ferns. It usually blends into other, like-sized vegetation. Fairy creatures cultivate Green Guardians because they are beautiful, appealing plants as well as vigorous protectors. Fairy gardens often have a Green Guardian or two. Non-fairy intruders rarely live to regret their trespasses.

Combat

Green Guardians defend their property vigorously. They use their captivating song to lull interlopers. As the intruders approach, they attack. The leaves of the Green Guardian rustle gently, issuing a soft susurration. One of the most lovely and deadly abilities of the Green Guardian is its song. When a Green guardian sings, all creatures other than plants and Fairy within a 300 feet radius must succeed a saving throw vs. spells or become utterly captivated. If the save is successful, the creature can not be affected again by that Green Guardian's song for 24 hours. This is a mind-influencing, sonic effect.

A captivated victim walks towards the Green Guardian, taking the most direct route available. If the path leads into a dangerous area (through flames, off a cliff, and so on), that creature gets a second saving throw. Captivated creatures can take no other actions than to defend themselves or walk to the Green Guardian. Thus, a Fighter cannot run away or attack, but suffers no defensive penalties. A victim within 15 feet of the Green Guardian stands there and offers no resistance to the monster's attacks. The effects continue for as long as the Green Guardian sings. A bard's counter song allows the captivated creature to attempt a new save once.

When a Green guardian is angry or frightened, it emits a cloud of spores in a 30 feet radius. The spores act as an inhaled poison, inflicting a total of 4d6 damage at the rate of 4 points per round. The person also becomes weakened by 2d4 strength. This weakness restores by applying magic like Cure poison, Cure all, or by time (1 Strength point per hour)

Green guardians are further living as normal ferns, and have their normal plant impact upon nature and ecology.

Senses; Tremorsense 150', Detect Life and Detect Fairy 300'. Other senses High.

Main Predator; Evil Fairy, Worms, slimes, oozes, puddings, Funghi, main prey; sunlight, soil, fertilized biomatter, water.



Hooded Monk (*Von-Brownii poculum*)

Plant	Hooded Monk
Type	Lowlife (Plant)
Climate/Terrain	Skothar Prairie
Frequency	common
Organization	Solitary
Activity Cycle	Any,
Diet	sun, soil
AL	N
NA	1
Size	s; 1'-2'tall
ST	6
IN	0
WI	2
DX	3
CO	5
CH	6
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	1*
HP	1d8
MV	0
THACO	na
Attacks	na
Damage	na
Special Attacks;	poison gas spray
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	NM
ML	12
XP	13
TT	incidental
Body Weight	2-3 LBS

The hooded monk is a brown plant that grows about a foot and a half tall. It's peculiarly-shaped, as it seems to be comprised of only one leaf. That one leaf is tubular, and folds across at the top, obscuring the inside of the tube. Resist the temptation to open the hood, for a small quantity of poison gas is released each time you do. One whiff and you'll pass out in seconds. It is believed that this poison gas spread out in a 15 to 25'radius, is meant to kill small rodents and bugs that might damage the plant. To a creature the size of a humanoid, that puff of poison is rarely fatal, but why tempt fate?

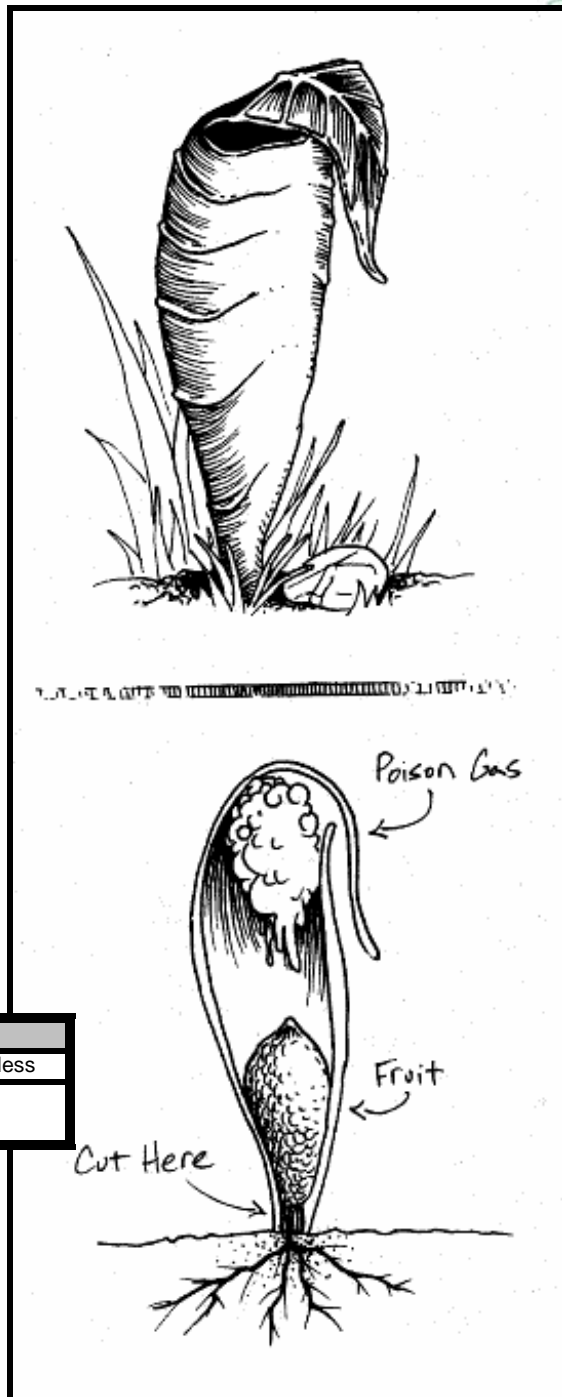
The victim feels nauseous for 1 to 4 hours and is unable to travel or tolerate any motion. But if he

damaged the whole plant, the effect is much stronger, at the start, the victim feels nauseous, and then the limbs become paralyzed. The condition leads to death within an hour, unless the poison is neutralized in that time.

Poison Table	Onset	Successful save	Failed Save
smell	1d2r	nauseous 1r	nauseous 1d4 hr, motionless
complete plant	1r	nauseous 1r	nauseous, paralysis Death in 1 Hr

The clever among you might wonder why rodents and insects would bother the plant in the first place. At the bottom of the hooded monk plant is a succulent fruit with a flavor like honey. If you must try the fruit, first harvest the plant with a sword. Cut the plant close to the ground, and then get out of range for at least five minutes. The gas will dissipate and the fruit is yours. Be sure you do clear the area, because with any sudden, sharp movement, the hooded monk releases all of its gas at once, and that amount can be fatal even to human sized beings. Oh, and be careful not to accidentally kick one over, for the same reason.

Doctor Von Brown first recorded this plant and gave it its name.



Hunting Cactus (*Pereskia psionica*)

Plant	Hunting Cactus
Type	Lowlife (Plant)
Climate/Terrain	Davania Desert
Frequency	rare
Organization	Solitary
Activity Cycle	day
Diet	omnivore
AL	N
NA	1d2
Size	S; 3'high
ST	8
IN	15
WI	6
DX	8
CO	12
CH	6
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	5+5**
HP	5d8+5
MV	90'/30'
THACO	15
Attacks	10 spines to 30'
Damage	1d3 each
Special Attacks;	Paralysis poison
Attacks	or 1 feeding spine
Damage	1d6
Special Attacks;	bloodrain
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	NM
ML	12
XP	575
TT	incidental
Body Weight	4-6 LBS

it.

Hunting cacti reproduce by pairs. First, cacti detach a new pod. Then these pods are placed side-by-side on the ground and link up to form one larger pod. Within one day, the new cacti grow a trunk and new pods begin to grow. Hunting cacti grow at the rate of 3 inches per month, from their original height of 6 inches. Their life span known as none have been successfully kept in captivity.

Ecology:

Hunting cacti are not part of the chain as they are not native to Mystara. It is rumored that these sentient plants are from the world of the mindflyer (see there) when it exploded. Apparently some parts survived the trip through space when stones (apparently with pods) fell on Mystara as meteors. They eat any thing they can catch, but they are not preyed upon by any Mystarean animal but lowlife (especially the gray ooze). They are occasionally attacked by the thirsty travelers who expect to find water inside a non-sentient plant. The spines of hunting cacti can be used as blowgun darts, with or without the nerve poison.

Senses; Mental 60' mind activity detection. Other senses low. Main Predator; Gray ooze, main prey; mammals, reptiles.

Hunting cacti are a pale green color. They stand 3 feet high and have a number of oval shaped pods attached to the main trunk. They have no sensory organs, so they rely on their psionic abilities to detect prey.

Combat:

Hunting cacti attack with multiple spines that they shoot from the pods on their body. As many as 10 spines can be fired per round, at as many as six different targets, with a maximum range of 30 feet.

The hollow spines are 3 inches long and have a small sac of nerve poison in the tip.

Any creature hit by a spine must successfully save vs. poison or be paralyzed for 3.6 rounds. This save must be made for each spine that hits. Each spine inflicts 1d6 points of damage.

The cactus has 10+1d20 pods on its body and each pod has 10 spines.

Once the cactus detects a paralyzed victim it moves to within 5 feet of it then inserts a feeding spine into the motionless victim and drains 1d6 hp each round. The feeding spine automatically hits a paralyzed creature. The cactus continues to feed until it is attacked or until it drains 30 points from its victims.

Any attacks that cause damage to the cactus cause it to withdraw the feeding spine and face the new threat.

Any hit from an edged weapon severs a feeding spine. New spines can be regrow at a rate of one per day. If it feels threatened, the cactus uses its aversion power to send its attacker away.

Hunting cacti generally kill one member of a party, herd, or flock, and leave the rest. Once they have a food source, they continue a battle only if any remaining creatures press the attack or try to steal their food.

Habitat/Society:

Hunting cacti are normally found alone, although they are occasionally found in pairs. They build no lair, resting wherever they happen to be. They often rest among a group of normal cacti if one is available. Hunting cacti prefer meat, but can survive on plants indefinitely. Although the cacti regard this as a form of cannibalism, they prefer consuming plants to starvation. Hunting cacti possess an alien intelligence and, although communication through magic is possible, the cacti do not understand that animals are sentient beings as they have no mental communication. The cacti regard any communication as coming from a plant, refusing to accept that a meat-creature could have any more intelligence than is required to eat, move, and reproduce. Hunting cacti have an intelligence of 15. They will not attack metal active creatures like mind flayers, and are even feared by



Ivy, crawling (*Hedera mobile*)

Plant	Ivy Crawling	
Type	Lowlife (Plant)	
Climate/Terrain	Temperate Lands	
Frequency	very rare	
Organization	colony	
Activity Cycle	any	
Diet	sun, soil, body fluids	
AL	N	
NA	1d8+2	
Size	G; 4/HD	
ST	8	
IN	2-4	
WI	6	
DX	10	
CO	11	
CH	8	
Languages	0	
Spellcaster Lim	0	
AC	6	
AV	0	
HD	7	8
HP	7d8	8d8
MV	60'/20'	
THACO	13	12
Attacks	2 vines	
Damage	1d6 each	
Special Attacks	Entangle Blood drain	
Special Defens	0	
Immune to;	Charm, Hold, Illusion	
Extra Vulnerab	Cutting Weapons	
AM	0	
Save as;	F4	
ML	7	
XP	450	650
TT	incidental	
Body Weight	40 LBS	60 LBS

Crawling ivy is a semi-intelligent plant that was developed through magical experimentation. It is usually found on the walls of old houses, encircling large trees or as ground cover. This many branched vine moves to trap and feed upon those who stray too close to it. It can move to bring a victim within range, grasping with its rootlets and crawling along a wall or the ground.

Looking much like normal ivy, crawling ivy is a dark, glossy green. The leaves are triangular and veined. In autumn, crawling ivy erupts with clumps of yellow flowers which produce bitter black berries. The woody stem of the plant is supported in its climb by masses of small rootlets on its underside that cling to crevices and irregularities. Crawling ivy can be distinguished from normal ivy by its veining, which is not green but a pale magenta. Close examination of the leaves reveals tiny pores or openings throughout the surface.

Crawling ivy appears to have no ability to communicate with other creatures, like most other plants. Proper use of magic might make it possible to speak to the plant, but what it might reveal is uncertain.

Combat

Anyone coming into contact with or standing within 3 feet of crawling ivy may be attacked by it. The plant prefers to let its victims get as close as possible before striking. If someone is actually climbing the wall where crawling ivy has established itself (or walking through a bed of it, when it is placed as ground cover), the ivy gains a +4 bonus to its attack rolls. Because it looks so ordinary, those who do not know of its properties have a 1-4 chance on 6 to be surprised when the plant attacks.

Crawling ivy begins by trying to entangle the intended victim. Those subject to this attack must save vs. spells or be caught.

Once the victim is rendered immobile, the ivy makes two attacks per round with its leaves. The leaves fasten upon the captive while the vine itself moves to strangle the victim, doing 1d6 points of damage per successful hit. Should the victim not be entangled, he may fight back or try to move out of range of the ivy. If caught, however, the captive is powerless to help himself.

Those who are held fast must be rescued by a third party or must make an opposed strength check against the plant to get an arm free. When the victim has lost half his hit points, or at the end of the fourth round that he fails to break free from a strangling ivy vine, the ivy has rendered him or her unconscious.

At that point, the vines simply hold the captive, while the leaves take over. These open their pores and begin exerting a powerful suction on any exposed skin they can reach (sensed by body heat and heartbeat), pulling the victim's blood up through the lesions thus created. This inflicts 1d6 points of damage each round and only ceases when the

victim is a dried husk with no body fluids left.

Crawling ivy is vulnerable to spells that affect plants. It is immune to mind affecting or illusion spells, and takes only half damage from any fire or cold effects.

Habitat/Society

Crawling ivy feeds on the blood and body fluids of many creatures. It has no need for sunlight or water. A very sophisticated valve and pump system within the veins of the leaves allow the suctioning of blood and pumps fluids throughout the plant. Crawling ivy must receive sustenance equal to one victim for each HD it has per week or begins to brown and die. This may be the sole reason it hasn't spread far.

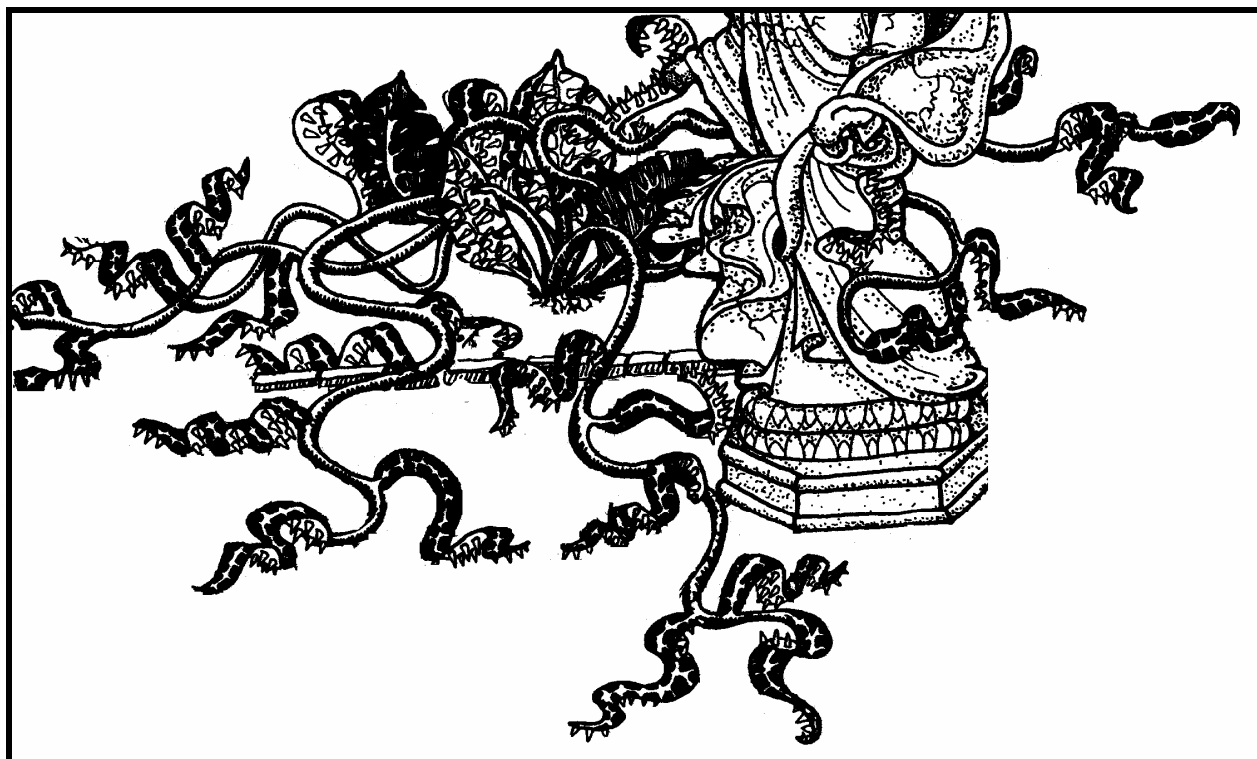
Often used as a guardian by those who value their privacy, the ivy is intelligent enough to serve a master in return for food. Though several colonies may reside side-by-side, they do not compete, or work together for space or food.

Ecology

The berries produced by crawling ivy may be planted in blood-soaked earth to begin a new colony (and this is the reason it grows mostly among battle field or battled walls) to begin a new colony. The flowers are used in making potions of healing, and in emergency may be pressed to a wound to stop bleeding and reduce pain. A single leaf can stop a bloodloss of 1 hp/r if it is large enough to cover the whole wound.



Jupiter Blood Sucker (*Vitis vampirae*)



Plant	Jupiter Blood Sucker
Type	Lowlife (Plant)
Climate/Terrain	Bewildered rural Tropical to Temperate
Frequency	Uncommon
Organization	Patch
Activity Cycle	any
Diet	Carnivore, Sun, Soil
AL	N
NA	1d10
Size	M to L; 20'to 40'vines
ST	16
IN	1
WI	2
DX	14
CO	16
CH	6
Languages	0
Spellcaster Limits;	0
AC	5
AV	1
HD	3
HP	3d10
MV	9/3'
THACO	17
Attacks	1 grab
Damage	1d6
Special Attacks;	Blood Drain
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons, Fire
AM	0
Save as;	F3
ML	12
XP	25
TT	0
Body Weight	50 to 75 LBS

This horrible plant is sometimes referred to as a vampire plant. It looks somewhat like a Rhubarb plant with long brown-green leaved vines. It has small hollow thorns on the underside of its giant leaves that it uses to drain unwary victims of their blood.

This plant can detect, carbon-dioxide and Oxygen, and the blood of warm-blooded creatures. It also has Tremorsense of 90'.

The blood-sensing leaves will move towards their prey silently and stealthily, sometimes to the point of uprooting the plant. It prefers to place one leaf over a victim's face smothering it to death while consuming its blood.

This way of attack would reveal an intelligence, but none is further from the truth. The vines also detect the exhale of Carbon-dioxide and the inhale of oxygen. Only potential victims that breathe like this would become a victim if residing in the area. Creatures that breathe otherwise are not subject to attack (like insects and plant-like creatures, or constructs). Cold-blooded creatures are also not under attack.

Smothering takes from 1 d 4 rounds. Other leaves will encircle a victim to hold it in place. The leaves of this plant are dark green with red veins, the stems are transparent, and the blood drained from a feeding can be seen flowing down the stem.

The Jupiter blood sucker fears fire, and will move away from it if possible. The only way to permanently destroy this horrid plant is to bum it completely to the ground and then pull or dig up the roots and burn them also.
Senses; Tremorsense 50', carbon-dioxide (exhale air) detection 60'. Other senses only tactile (medium).
Predator; Insects, Bugs, Beetles, Bacatrine, Funghi, Main Prey; any Humanoid or animal.

Kelpie (*Codium fragile Equui*)

Plant	Kelpie
Type	Lowlife (Plant)
Climate/Terrain	Fairy Temperate Tropical
Frequency	Ver Rare
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore
AL	NE
NA	1d4 each
Size	M; 6'-7" tall
ST	9
IN	7
WI	9
DX	9
CO	9
CH	12
Languages	1 local
Spellcaster Limits;	0
AC	3
AV	0
HD	5*
HP	5d8
MV	90'(30')
SW	120'(40')
THACO	15
Attacks	2 hooves
Damage	1d6 each
Attacks	1 bite
Damage	1d8
Special Attacks;	alternate form
Special Defenses;	resist Cold (50%) resist fire (50%)
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F12
ML	11
XP	300
TT	V
Body Weight	80-100 LBS



The Kelpie is a cryptid fairy that is found far and wide, geographically spanning the Whole continent of Brun and Skothar. The accounts vary somewhat and the creature is known by many names, but all mean the same thing "Water Horse", a creature who inhabits streams, lochs, and rivers. Kelpies are bloodthirsty and evil fairy that thrives on mayhem and murder.



The kelpie is a mass of animate seaweed. It ranges in color from shiny inky black to the color of dark green glass. Its hide is like that of a seal, slick and cold to the touch.

It is able to alter its form to resemble a green-clad beautiful human man or woman, or a hippocampus (seahorse), or a Dark-Green horse. It lives to drown the foolish, and can communicate telepathically with those in its embrace. Even in these forms, a kelpie retains a feral and disturbing aura about it, with long stringy hair, darting eyes, and a gruff voice. The creatures dress in tattered clothing (not uncommon in the wilderness by anyone) that smells fishy or damp.

They also sometimes seem to create an illusion that they are able to project up to 100 yards away (as being said from their nostrils) meant to lure their victims closer. Kelpies in horse form are, however, distinguishable from true horses by their constantly dripping manes and tails or in human form wet skin and dripping hair.

Combat

When not using an illusion to draw you near they are lurking just beneath the surface of the lakes and rivers where they live, with only their eyes above the water. They wait until a likely victim approaches and then they emerge. The victim is then drawn to them curious about this creature.

A common tactic is for one to act as if drowning in the middle of a lake, so it can lure a victim to dive in to assist.

When a humanoid approaches, the kelpie reshapes to appear as a human of the opposite sex or a mount; its imitation is a grotesque mockery, 95% detectable in daylight.

A kelpie that hits with a hoof attack can attempt to trip its opponent without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the kelpie.

They frequently prey on children as it is easy for them to convince children to climb upon their backs. To do so is sealing your fate though as the Kelpie's skin becomes adhesive the moment you touch it and once they have



you firmly attached they dive back into the watery depths drowning those who are attached to them and later devouring them for a meal.

Be on your guard as you explore the wetland areas where Kelpies dwell, lest you become the next feast of a water horse.

Once per day, however, the kelpie can cast a *charm* Person on a humanoid, who suffers a -2 penalty to his saving throw. If he fails to save, he perceives the kelpie (and its female illusion) as a desirable woman or mount, leaps into the water, and swims on to possess the kelpie. The kelpie wraps itself around the charmed victim, who happily drowns, taking 2d10 points of damage per round until he surfaces for air, is protected from drowning, or dies. The kelpie takes the body back to her lair to devour.

Victims who can breathe water or who otherwise do not drown, happily entwine themselves in the kelpie's embrace, which confuses her, though she may welcome the victim's continued activity.

Habitat/Society

A kelpie in the form of a woman or horse can travel onto land for 1 to 3 hours. She tries to charm a victim to protect her until she returns to the water. The charmed male will do anything he can to protect his beloved kelpie, though he may be enraged by his companions' perceived treachery. The effect of this charm ends, only if the kelpie dies, freeing any victims still alive.

A kelpie makes its lair in ponds, lakes or rivers, or other inland bodies of water. If someone makes a careful check of such an area, great amounts of bones and carcasses will be found littering the muddy floor. Kelpies speak Sylvan (fairy) and mostly 1 or two of the locally used tongues.

Kelpies can be summoned using a *summon natural monster* spell. The creature can detect thoughts by ESP at will.



Kelpies maintain body temperature equal to that of their surroundings. Due to their water-drenched forms, they take only half damage from fire (none if a saving throw is made).

Ecology

There are various legends about the creations of kelpies. They are said to have been created by a sea god to punish sailors, in a time before women were sailors; or created by a female elemental princess of water, Olhydra, who made those of her own gender immune to kelpies' powers.

Kelpies reproduce by increasing in size to 7 feet, then breaking into two or four smaller kelpies. They can do this once a month, if victims are plentiful and the local fish do not feed on them too much.

Main Predator; Insects, Bugs, Fish, Beetles, Funghi, (feeding solely on the natural kelp form) Main Prey; any Demi-Human-oid.

Mantrap (*Drosera homo-allurens*)

Plant	Mantrap						
Type	Lowlife (Plant)						
Climate/Terrain	Tropical Hills/Forest						
Frequency	Very Rare						
Organization	Pair						
Activity Cycle	Day						
Diet	Carnivore						
AL	N						
NA	1d2						
Size	L; 12'	L; 15'	L; 18'	L; 21'	L; 24'	L; 27'	
ST	16						
IN	0						
WI	5						
DX	15						
CO	16						
CH	9						
Languages	0						
Spellcaster Limits;	0						
AC	6						
AV	2						
HD	4*	5*	6*	7*	8*	9*	
HP	4d8	5d8	6d8	7d8	8d8	9d8	
MV	0						
THACO	na						
Attacks	1d4+1 leaves						
Damage	Base AC+magic-dex-AV						
Special Attacks;	0						
Special Defenses;	0						
Immune to;	Charm, Hold, Illusion						
Extra Vulnerable to;	Cutting Weapons						
AM	0						
Save as;	F2	F2	F3	F3	F4	F4	
ML	12						
XP	125	300	500	1850	1200	1600	
TT	V						
Body Weight	60 LBS + 15 LBS/HD over 4						



This insidious relative of the much smaller Venus flytrap attracts prey by scent, entrapping and dissolving its victims in acidic secretions. It is a gigantic bush with towering stalks of purple blossoms, and huge

green leaves at ground level.

During daylight hours the mantrap releases pollen continuously; all creatures that approach to within 60 feet must make a successful saving throw vs. poison or become attracted to the odor. Those attracted proceed to the body and voluntarily climb into one of the 1d4+1 leaf traps on the plant. Once entered, a leaf trap closes, firmly entrapping the victim (no chance of escape).

The victim cannot be pulled free until the plant is destroyed. Its acidic secretions destroy the victim quickly, inflicting damage per round equal to the victim's natural and magical AC+AV (discounting Dexterity bonuses). Regardless of the adjusted AC, the victim takes at least 1 point of damage per round. Items exposed to the acid must roll a saving throw once per round against the effects; all metal items receive a +2 bonus.

The fascination with the mantrap is so strong that, once a being is enthralled, it takes 24 hours for the effect to wear off. The fumes from burning the plant counteract the effect. Because of its powerful attractive ability, the nectar of mantrap flowers is an ingredient in a *philter of love*.

Senses; Tremorsense 30', carbon-dioxide (exhale air) 30', other senses only tactile.
Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid or animal.

Mandragora (Mandragora officinarum)



The plant will awake on the three nights of the full moon, and curiously look around, how the world in which they live is actually is. They stay however, strictly bound to the ground they like so much. As soon as the sun comes, they fall asleep again. As long as awake, they have uprooted twig like arms, they use these often to improve their connection with the ground.

Magic, spells, and witchcraft

According to the legend, when the root is dug up it screams and kills all who hear it. Literature includes complex directions for harvesting a mandrake root in relative safety. A furrow must be dug around the root

Mandrake is the common name for members of the plant genus *Mandragora* belonging to the nightshades family (Solanaceae). Because mandrake contains deliriant hallucinogenic tropane alkaloids such as atropine, scopolamine, apoatropine, hyoscyamine and the roots sometimes contain bifurcations causing them to resemble human figures, their roots have long been used in magic rituals, today also in neopagan religions such as Wicca and Germanic revivalism religions such as Odinism.

The parsnip-shaped root is often branched. This root gives off at the surface of the ground a rosette of ovate-oblong to ovate, wrinkled, crisp, sinuate-dentate to entire leaves, 2 to 16 inch long, somewhat resembling those of the tobacco-plant. A number of one-flowered nodding peduncles spring from the neck bearing whitish-green flowers, nearly 2 inch broad, which produce globular, succulent, orange to red berries, resembling small tomatoes, which ripen in late spring. All parts of the mandrake plant are poisonous. The plant grows natively in Brun and Davania and on the Isle of Dawn and Alphatia, as well as on Ochalea.



until its lower part is exposed, and then a dog is tied to it, after which the person tying the dog must get away. The dog then endeavors to follow him, and so easily pulls up the root, but dies suddenly instead of his master. After this the root can be handled without fear.

Extract from Chapter XVI, Witchcraft and Spells: *Transcendental Magic its Doctrine and Ritual* by Eliphas Levi. A Complete Translation of *Dogme et Rituel de la Haute Magie* by Arthur Edward Waite. 1896

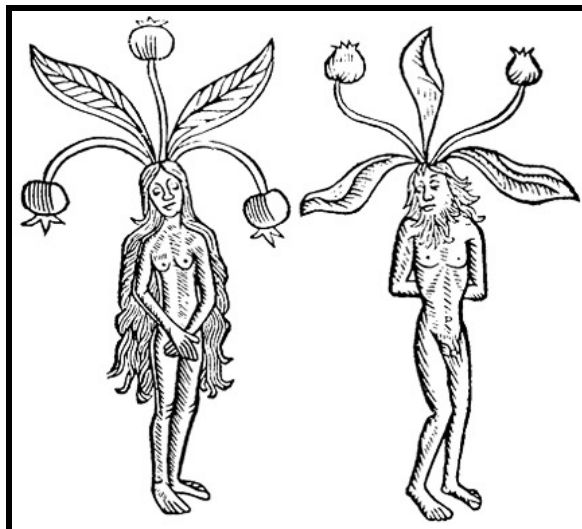
... we will add a few words about mandragores (mandrakes) and androids, which several writers on magic confound with the waxen image; serving the purposes of bewitchment.



Some alchemists, impressed by this idea, speculated on the culture of the Mandragora, and experimented in the artificial reproduction of a soil sufficiently fruitful and a sun sufficiently active to humanize the said root, and thus create men without the concurrence of the female. (Homunculus)

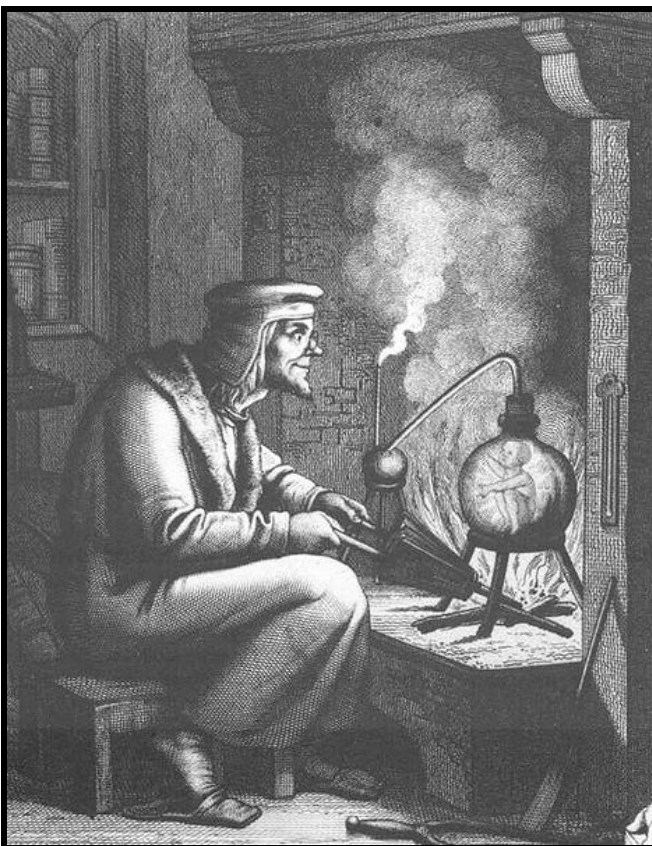
Others, who regarded humanity as the synthesis of animals, despaired about vitalizing the Mandragora, but they crossed monstrous pairs and projected human seed into animal earth, only for the production of shameful crimes and barren deformities.

The third method of making the android was by galvanic machinery. One of these almost intelligent automata was attributed to Albertus Magnus, and it is said that St Thomas (Thomas Aquinas) destroyed it with one blow from a stick because he was perplexed by its answers.



The natural Mandragora is a filamentous root which, more or less, presents as a whole either the figure of a man, or that of the virile members. It is slightly narcotic, and an aphrodisiacal virtue was ascribed to it by the ancients, who represented it as being sought by sorcerers for the composition of philters. Is this root the umbilical vestige of our terrestrial origin? We dare not seriously affirm it, but all the same it is certain that man came out of the slime of the earth, and his first appearance must have been in the form of a rough sketch.

The analogies of nature make this notion necessarily admissible, at least as a possibility. The first men were, in this case, a family of gigantic, sensitive Mandragora, animated by the sun, which rooted themselves up from the earth; this assumption not only does not exclude, but, on the contrary, positively supposes, creative will and the providential co-operation of a first cause, which we have reason to call Immortal.

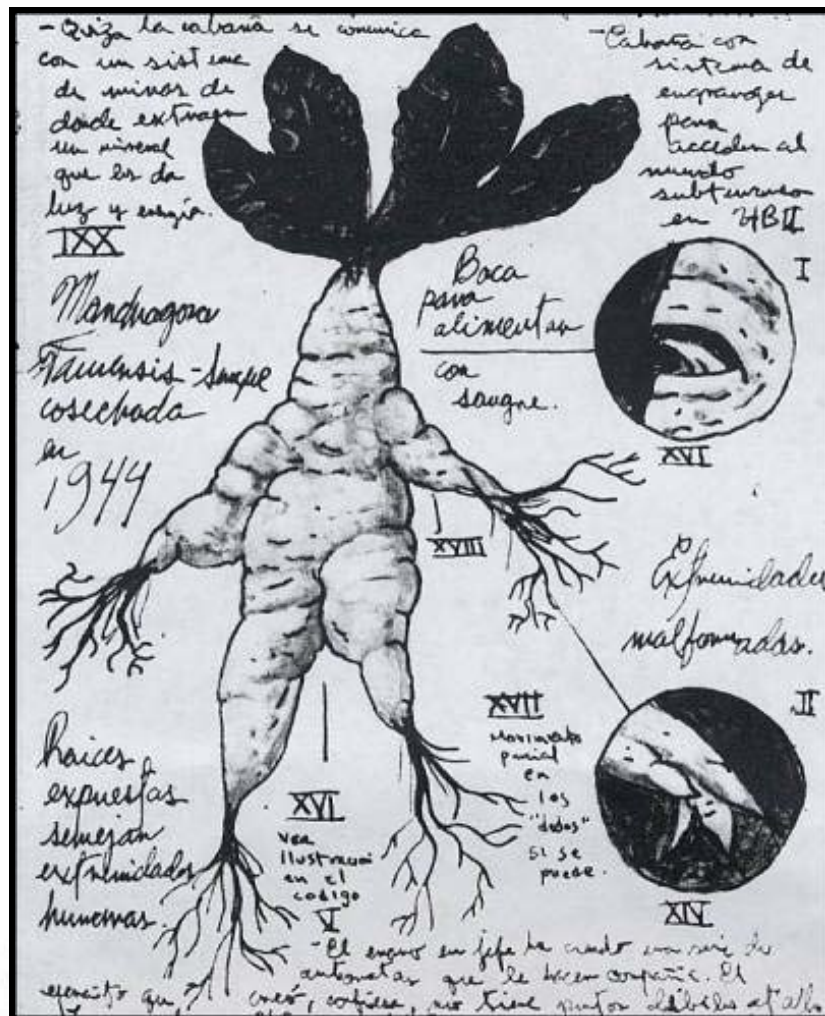


This story is an allegory; the android was primitive scholasticism, which was broken by the *Summa* of St Thomas, the daring innovator who first substituted the absolute law of reason for arbitrary divinity, by formulating that axiom which we cannot repeat too often, since it comes from such a master: "A thing is not just because Immortals will it, but Immortals will it because it is just." The real and serious android of the ancients was a secret which they kept hidden from all eyes, and Mesmer was the first who dared to divulge it; it was the extension of the will of the magus into another body, organized and served by an elementary spirit; in more modern and intelligible terms, it was a magnetic subject.

It was a common folklore in some countries that mandrake would only grow where the semen of a hanged man had dripped on to the ground; this would appear to be the reason for the methods employed by the alchemists who "projected human seed into animal earth".

Mandragora root	1 plant root	major magical component,
can become Manakin	150 + sp	30-50cn

Effects



Parasympathetic depressant, hallucinogen, and hypnotic. Most hypnotics produce low alpha and spindle alpha brain-wave activity, similar to that found in REM sleep, or the dreaming state. This rhythm does not allow deep sleep to occur although it does lower brain patterns into a dreamy visionary mode, known in magic as an astral plane experience. Mandrake root causes delirium and hallucinations. In high doses, it can even send the user into a coma.

When ingested mandrake root; usually taken as a tea can have some adverse effects on the user. The chemicals contained in the root are atropine, scopolamine, hyoscyamine and podophyllin.

In this account a young man took too much of the drug and ended up quite sick; almost requiring hospitalization. The drug apart from being a hallucinogen also acts as an emetic.

Animation

Would you like to make a Mandragora, as powerful as the homunculus (little man in a bottle)? Then find a root of the plant called Mandrake. Take it out of the ground on a Monday (the day of the moon), a little time after the vernal equinox. Cut off the ends of the root and bury it at night in some country churchyard in a dead man's grave. For thirty days water it with cow's milk in which three bats has been drowned. When the thirty-first day arrives, take out the root in the middle of the night and dry it in an oven heated with branches of verbena; then wrap it up in a piece of a dead man's winding-sheet and carry it with you everywhere.

The Manakin, or Mandragora, is a rare plant in its original form. The 10" to 20" long root has a gnarled humanoid shape, with few leaves growing on the top. It feels warm to the touch. If uprooted, it oozes blood and shrieks horribly. To uproot it, one must save vs., death spell or die in agony as the plant shrieks. Looping a rope around it and thus pulling it out does not spare one from the dire effects, nor does deafness, or silence spell. It seems as if the plant wants to avenge its death, and no defensive measure can stop it. Mandragora is usually harvested by tying a dog to a plant; the dog dies when pulling out the plant, but the root can then safely be picked up. Most wizards find the unseen servant spell useful in harvesting this plant.

Mandragora grows within dense foliage while being rare, thus an intelligence check is needed to spot the plant (it takes 10 years to grow to a useful size.). Glantrian hills are a favorable terrain for Mandragora.

The root can be treated by an alchemist well-versed in Mandragora science to produce various compounds, such as soporifics, narcotics, anesthetics, hallucinogens, aphrodisiacs, or medications that improve conception. Only one compound can be produced from each root, and the effect is up to the DM. the root is also a component for potions of Treasure finding, Heroism, invulnerability, plant control and various philters of love.

Eating raw Mandragora necessitates a saving throw vs. poison. Success means the taster falls ill for 1d6 hours; failure means that after this time, the taster dies.



Mandrake Manakin (*Mandragora Officinarum-Humanis*)

Plant	Manakin
Type	Lowlife (Plant)
Climate/Terrain	Any land
manakin	wizard laboratory
Frequency	rare
Organization	Solitary
Activity Cycle	Any,
Diet	Sun, Soil, Water
AL	N
NA	variable
Size	T; 10" to 15" tall
ST	15
IN	1
WI	15
DX	16
CO	22
CH	3
Languages	0
Spellcaster Limits;	0
AC	6
AV	1
HD	1/2 *
HP	1d4
MV	120'/40'
Wood fade	10'/r
Stonefade	5'/r
THACO	na
Attacks	na
Damage	na
Special Attacks;	Dying Shriek
Special Defenses;	HIS 65% Melding
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	0
AM	0
Save as;	MU1
ML	6
XP	50



Wizards familiar with *Mandragora* science (Skill; Herbalism) can create a Manakin from a mandrake (Alruin) root. The enchantment requires a permanent create normal monsters spell effect.

A Manakin is a 10" high humanoid with a grey or brown rubbery skin. It smells of freshly turned earth. It does not speak nor write and has mere animal intelligence.

Combat

The Manakin cannot fight effectively, so it avoids combat. The creature seems quite fast for its size. In addition, it has the ability to blend with wood (and move around within its fibers at a rate of 10' per round, and with stone (natural and unnatural) at 5' per round.

A wizard must designate a specific point of his or her laboratory to the *mandragora's* spiritual tie (any unmovable item—often a large pot holding soil). This location can never be changed. The creature remains within 1000 feet of the area throughout his life unless destroyed or its creator dies. When alone, the Manakin hides in shadows as a 10th level thief and observes unexpected visitors in its creator's laboratory. If discovered, it can blend into wood or stone and escape. A manakin's dexterity is rolled on 1d4+14.

Food and water

Remember even an animated mandrake root needs to rest, and it does so at least 1 hours per day, rerooting into a place containing earth (fresh soil, not dead or barren), often its tether point in the laboratory. It will create such a spot itself, if need be. It also takes care of water for itself. If forced to refrain from earth it will lose 1 hp each day after the 7th day not able to root, until death occurs.

The manakin's creator can read its mind and memory as clearly as a book. He mentally controls the Manakin and often uses it as an assistant when working in his library or laboratory. When the wizard is performing a complex experiment, the Manakin automatically senses its creator's needs and performs that task. Using the help of manakins when making alchemical products or magical items increases the chance of success with 3% per Manakin to a maximum of 12%. A mage can enchant as many manakins as desired (as long as he or she can find the roots). A dying Manakin produces the same shriek as the *mandragora's* root and its creator suffers a loss of hp equal to his manakin's. A Manakin expires instantly when its creator dies (but will revive—if still existing—when he or she is raised). Senses; all as human, Tremorsense 60'



Main predator; lowlife slimes, insects, humanoids, main prey sun, soil.



Rainbow Plant, Giant (*Mychorhiza gigantes*)

Plant	Giant Rainbow Plant
Type	Lowlife (Plant)
Climate	Temperate Tropical
Terrain	Forests and Swamps
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1d4 each
Size	L; 10" tall
ST	14
IN	3
WI	8
DX	5
CO	18
CH	12
Languages	1 local
Spellcaster Limits;	0
AC	7
AV	0
HD	6*
HP	6d8
MV	0
THACO	15
Attacks	2 hooves
Damage	1d6 each
Special Attacks;	adherence
Special Defenses;	Dazzling
Immune to;	Fire/Missiles 50% Charm, Hold, Illusion Blunt weapons
Extra Vulnerable to;	0
AM	0
Save as;	F12
ML	11
XP	500
TT	0
Body Weight	700-1000 LBS



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

Combat:

Like the giant sundew, this plant has developed an awareness of its surroundings and is selective about its prey. It will not attack anything under 4' in height. The leaves and the stem are coated in thick mucilage produced by glands throughout the plant.

This mucilage gives the plant a shimmering appearance during the day and under intense light causes a nonmagical dazzling effect on those who view and fail to save vs. petrification. The effect lasts for 1d4 rounds and makes the dazzled creature -2 on attack rolls.

Also like the giant sundew, the rainbow plant strikes with its leaves, with 1 to 6 branches lashing out at each victim within reach and striking for 1d2 hp damage

from the knob at the end of each leaf. Each leaf adheres to the object struck, reducing the victim's ability attack by -1 for every four leaves adhering to him.

If the plant rolls a natural 20, the plant's leaf struck the victim's head, clogging the victim's mouth and nostrils with mucilage. Suffocation results in 1-4 rounds unless the sap is dissolved with vinegar or alcohol.

The leaves also produce a mild enzyme causing 1 hp damage per round per leaf unless the leaf is broken. The chance for breaking a leaf making a strength check against the creature (penalized by 50% of damage sustained), checking for each leaf separately. Fiery attacks and missiles do only half damage because of the plant's mucilage covering. Blunt weapons do no damage.

Habitat/Ecology:

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

Senses; Tremorsense 30', carbon-dioxide (exhale air) 30', other senses only tactile.

Main Predator;

Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid or animal.

Memory Gourd (*Espertifixia memori subterreanus*)

Of the many plants the elven wizards brought from the surface, this is the most enigmatic. The memory gourd is actually a thickly-rinded, spineless cactus which was altered magically so it could survive on a "diet" of mineralized wafer and a little organic matter—a few drops of blood. The plant can live on bioluminescent light as exchange on sunlight. The wizard who altered it had many of his family murdered in humanoid raids and his emotions seem to have affected the plant, which became widely kept for the beauty of its single white flower, produced annually. The plant seems to respond to the emotions of the elves, and changes color from pale yellow (fasti days) to pale green (ne fasti days), being otherwise of an intermediate shade. Since the slaughter of 448 BC, the memory gourds kept in the City of Stars have always flowered on the anniversary day—Names 2—and the flowers are usually plucked and taken to the temple steps on the commemoration of that dreadful massacre. Some say this plant is steared by Rafiel himself to flower when 'needed'. This plant' statistics are listed eith the Mindthorns (next page).



Mind Thorns (*Cactoideaus parasites*)

Plant	Mind Thorns	Memory Gourd
Type	Lowlife (Plant)	
Climate/Terrain	Forest/Moist Subterranean	
Frequency	Tropical/Subtropical only	Common
Organization	Rare	
Activity Cycle	Day	Any
Diet	Special	
AL	N (E tendencies)	N
NA	2d4	5d30
Size	S; 6" to 16"	S; 3" to 14"tall
ST	15	14
IN	8	1
WI	6	1
DX	22	1
CO	11	18
CH	14	17
Languages	0	0
Spellcaster Limits;	0	0
AC	8	7
AV	0	0
HD	1*	1
HP	1d8	1d10
MV	0	0
THACO	19	na
Attacks	1d4+1 thorns 3'distance	na
Damage	1d3 each	na
Special Attacks;	Control victim	na
	Trance inducing poison	na
Special Defenses;	50% vs Cold	
Immune to;	Charm, Hold, Illusion	
Extra Vulnerable to;	Cutting Weapons, Fire, Heat, drought	
AM	0	5%
Save as;	NM	
ML	9	12
XP	13	5
TT	0	
Body Weight	10 cn	



Mind Thorns look much like tan or olive-green cacti, with thorns or prickles in clumps of two to five all around it. Around these are small, round mirror-like spots which are thought to be optical organs. These creatures have low optical senses, Tremorsense 15'; all other senses are virtually none-existent). During the summer or late spring, flowers blossom on them which are purple-black or deep red. Some rare individuals are more pink colored, but some sages say this is a sign of water deprivation, and the plant grows flowers in a last attempt to reproduce before death, and it is due the low amount of water that the plant does not create enough pigments to color it

correctly. If the thorns are removed, these plants make excellent eating, tasting rather like watermelon and supplying a person with water for one to three days (after that, any remaining liquid will evaporate).

Combat

This creature appears harmless enough at first glance; however, it has several defenses other than the sharpness of its prickles or thorns. These small thorns can be thrown by the plant with a strong, thin stream of water ejected from the small holes beneath the thorns. These thorns contain a part of the creature's "entity," as well as a strong, sedative-like substance which puts the victim into a trance. This makes him susceptible to control by the Mind Thorns through the tiny prickles in the victim. The Mind Thorns then take over the victim unless he makes his saving throw vs. spells.

It will then make the victim do one of two things: If it is of the more intelligent sort (IN 8+, average IQ) it will make the victim go and get it either more beings (to be controlled by the plant) or a lot of water, or it will simply kill the victim, making him stay peacefully there while the plant absorbs all moisture from his body (40% chance).

If it is of the less intelligent sort (below IN 8) it will simply kill the victim as described above. Note that the victim is allowed another saving throw if the plant tries to kill him, and if he makes it, all control is released. Fortunately, these thorns have a shooting range of only about three feet, and a control range of about two miles (anyone passing beyond this is out of the plant's control—and thus suddenly breaks free, unknowing how he came there). No two plants can control the same creature. The creature will thus be free; other plants sense this and do not attack this victim anymore. Note that certain creatures (undead, demons, devils, and creatures with magic resistance of 35% or more) are immune to the effects of the thorns.

Habitat/Society

These cactus-like plants are found primarily in forest areas, though they are not unknown in wet, subterranean places. Though their outer appearance is that of a cactus, the resemblance ends there, for these creatures do not have the ability to withstand droughts and hot conditions like their distant relatives.

They exist primarily on water and organic moisture and need very little sunlight (indeed, they avoid areas of intense sunlight because of the heat there). This water they store inside themselves for future use and to keep their somewhat sensitive inner tissues from drying out. Because of this, they avoid heat and are extremely fearful of fire (which evaporates the water keeping them alive, making them comatose and very susceptible to burning). Cold, on the other hand, has little effect unless it is very extreme—this freezes the water inside them, causing them to go into suspended animation and take some damage (50% of the usual amount for cold spells and such).

Senses; Tremorsense 30', carbon-dioxide (exhale air) 30', other senses only tactile.

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid or animal.

Moonflower (*Lunaria nocturea-ilumea*)



Plant	Moon flower
Type	Lowlife (Plant)
Climate/Terrain	Hills. Grasslands, forest Tropical to Temperate
Frequency	Uncommon
Organization	Patch
Activity Cycle	any
Diet	Carnivore, Sun, Soil
AL	N
NA	1d10
Size	T; 5"to 8" high
ST	13
IN/WI/DX	0
CO	11
CH	18
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	1/8
HP	1
MV	0
Attacks	0
Damage	0
Special Attacks;	0
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons, Fire
AM	0
Save as;	NM
ML	12
XP	0
TT	0
Body Weight	5 to 10 cn /bush

Moonflowers are small, delicate plants sometimes found next to wolfsbane. Their primary value lies in their biolumiscent blossoms, which bloom every full moon from spring thaw to first frost. Each plant has a 50% chance of producing 1d4 blossoms each month.

Something within the blossoms inhibits the transformation processes of Lycanthropy. Eating a blossom within one hour of an involuntary transformation adds a +4 to a were creature's saving throw to resist the transformation. Consuming ten blossoms makes the save aromatic, and prevents voluntary transformation for 6d4 hours.

Although moonflowers may be cultivated, transplanting plants have a 50% chance of dying within a week. Those that survive will bloom the next moon. It is extremely important to keep the same angle of solar and lunar light fall towards the plant. Also the ground has to be equal in sediments, nutrition value, and moisture.

These plants have an age of 3 years, and reproduce quite easily.

Senses; carbon-dioxide (exhale air) 30', other senses only tactile, (low).

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid or animal.

Pilfer Vine (*Vitis columnaris*)

Plant	Pilver Vine									
Type	Lowlife (Plant)									
Climate/Terrain	Cinabryl deposits, Graves									
Frequency	Rare									
Organization	Bed									
Activity Cycle	Day									
Diet	Special									
AL	N									
NA	2d4									
Size	S to M;									
ST	6									
IN	8									
WI	6									
DX	8									
CO	11									
CH	13									
Languages	0									
Spellcaster Limits;	0									
AC	6									
AV	0									
HD	1*	2*	3*	4*	5*	6*	7*	8*	9*	10*
HP	1d8	2d8	3d8	4d8	5d8	6d8	7d8	8d8	9d8	10d8
MV	12/3' vines 90/30'									
THAC0	19	18	17	16	15	14	13	12	11	10
Attacks	1 to 6 vines									
Damage	1d4/vine									
Special Attacks;	Strangulation									
Special Defenses;	minumum dm vs blunt weapons resistant to cold									
Immune to;	Charm, Hold, Illusion									
Extra Vulnerable to;	Cutting Weapons									
AM	0									
Save as;	NM	F1		F2		F3		F4		F5
ML	9									
XP	13	25	50	125	300	500	850	1200	1600	1750
TT	special									
Body Weight; cn	25	50	75	125	200	300	450	650	900	1250



A pilfer vine is a large mass of tangled and twisted vines, not unlike those of a creeper. The vines of the plant are dull green or greenish-gray in color, while the leaves are broad and of green-brown coloration. Tiny, dark splotches appear

on the leaves; these are the sensory organs used to see bright objects. The plant is almost always found coiled about a tree, column, post, or pillar.

Combat

A pilfer vine will attack only if attacked first. It can lash out with its whip like vines, doing 1d4 hp of damage per strike and gaining one attack for each mobile tendril it possesses. Up to six vines may attack a man-sized creature at a time. A vine can take 5 hp damage from edged weapons before it is severed and becomes useless. These hit points are in addition to those of the plant's central body. The plant's structure makes it resistant to blunt weapons, which do 1 hp of damage plus magical bonuses per strike. When a tendril's hit roll in combat is a natural 20, the vine has wrapped itself around the victim's neck. The creature so hit takes 1d6 hp damage, and will continue to take this damage each round until the vine is broken (only possible by those with 18+ strength; use one-half of exceptional strength rounded up as the base number) or severed. A being with a 19 strength has a 75% chance to snap the vine, and 20 strength or greater means automatic success at breaking the vine.

Fire (magical or non-magical) does double damage to pilfer vines. Because of this, a pilfer vine will never send its tendrils towards anyone carrying a torch or other heat source. A pilfer vine takes normal damage from electricity, but cold only does half damage and slows the plant's movements by 50% for 2-5 rounds.

Habitat/Society

Pilfer vines are sentient plants that have an unusual affinity for bright, shiny items. They are usually encountered in jungles or forests when wild, but the plant may also be found near a settlement or monster lair, for it otherwise would have little chance to acquire the items it has such an intense desire to filch.

Why a pilfer vine 'steals' is a question no one has been able to answer, as it will take things for which it has no apparent possible use. Some sages speculate that it needs some of the metal's oxides to blossom.

A pilfer vine is able to find shiny objects with visual organs located upon its broad leaves. The images that the organs receive are transmitted to its vegetable brain, which is surrounded by a tough mass of twisted vines. The plant is color-blind. Two mobile tendrils are possessed for each hit die that it has. These tendrils can reach out up to 5' away and can lift up to 5cn in weight per vine.

A pilfer vine's base chance to steal any item from a being is 70%. Some of the modifiers to this chance are: victim standing still, 0%; walking, -20%; running, -60%; sleeping, + 15%. More modifiers can be devised if needed. A victim will notice the attempt if the die roll is 25% or more over the number needed to pilfer an item. Characters of 5th level and above have an increased chance to foil the attempt; subtract 1% from both the base chance to steal and notice the theft for each level over the 4th. Thus, if an 8th level fighter was the victim, the base chance of a successful theft is now 70% - (8-4) % = 66% and the person will notice the attempt on a roll 21% over what is needed.

Tendrils can dig into pouches, backpacks, and the like to find items, and more than one tendril can help steal an item. Lifting an item from a victim takes 1 round per attempt. If the plant is successful in stealing a random item from someone, it will hide the item amongst the gnarled vines of the main plant.

Ecology

A pilfer vine's treasure is hidden in or around the plant. It consists of treasure types Qx2 (gems of less than 500 gp base value), and 20 to 200 coins of various types. There is a 40% chance for the plant to have 1d4 pieces of jewelry, and a 10% chance for a small magic item (dagger, scroll in metallic case, glass potion bottle, etc.) to be present. There will also be various shiny items such as bits of broken glass, metallic darts, small mirrors, holy symbols, etc., from 5d4 in number. Sometimes a druid or magic-user will grow and feed a pilfer vine, as well as supply it with shiny items, in return for the protection of his or her abode. Being semi intelligent, the pilfer vine will recognize its benefactors and not steal from them or their friends, if so instructed (though it takes time for the pilfer vines to understand that, even using speak with plants spells).

Senses; Tremorsense 30', carbon-dioxide (exhale air) 30', other senses only tactile.

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid or animal.

Pimpernel, Scarlet (*Anagallis avensis-Cinnibar*)

Plant	Scarlet Pimpernel
Type	Lowlife (Plant)
Climate/Terrain	Cinnabryl deposits, Graves Savage Coast only
Frequency	Rare
Organization	Bed
Activity Cycle	Day
Diet	Special
AL	N
NA	2d4
Size	T; 2'-3'tall
ST	6
IN	3
WI	6
DX	8
CO	11
CH	13
Languages	0
Spellcaster Limits;	0
AC	10
AV	0
HD	1
HP	1d8
MV	0
THACO	19
Attacks	0
Damage	0
Special Attacks;	Legacies
Special Defenses;	Legacies
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	NM
ML	9
XP	13
TT	0
Body Weight	15 cn



This elegant-looking orchid grows on *cinnabryl* deposits and the graves of dead, Legacy-using creatures, often along with Vermilia. When eaten, scarlet pimpernel temporarily boosts the effects of Legacies. The effect lasts one turn, during which time all Legacy effects (duration, range, damage, etc.) are boosted by 10%. The dried form is three times stronger (lasts three turns, boosts Legacy effects by 30%) than the fresh form, but it also causes delirium. Anyone who eats dried scarlet pimpernel must make a successful saving throw vs. poison with a -3 penalty or suffer a hallucination. This hallucination lasts for 1d6 turns, during which time the victim is unable to respond to events in the real world, even those that are potentially deadly.

The crimson delight, on the other hand, is an identical-looking plant often found mixed in with scarlet pimpernels. The crimson delight is deadly in its fresh form; anyone who eats fresh crimson delight must make a successful saving throw vs. poison or die. In its dried form, it

prevents the use of Legacies for 24 hours. Voats can also be found near scarlet pimpernels.

Each bed of these plants has a Legacy appropriate to the region where it is found; they can be offensive or defensive. These plants use their dim intelligence to control the Legacy. If its Legacy is used more than three times in one day, the pimpernel acquires a different Legacy (selected randomly from the list), which it can use it up to three times, and so on. A bed of scarlet pimpernels can continue to use its Legacy-of-the-moment as long as at least one plant is left.

A bed of plants depletes *cinnabryl* at the normal speed (one ounce per week). Without *cinnabryl*, the plants quickly dry up. If this happens, they release spores that ride the wind in search of new deposits. Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any cinnabryl, sun, soil, water.

Pitcher Plant, Giant (*Nepenthes distillatoria gigas*)

Plant	Pitcher Plant
Type	Lowlife (Plant)
Climate/Terrain	Hills. Grasslands, forest Tropical to Temperate
Frequency	Uncommon
Organization	Patch
Activity Cycle	any
Diet	Carnivore, Sun, Soil
AL	N
NA	2d4
Size	L: 5' to 8' high
ST	18
IN/WI	1
DX	21
CO	18
CH	6
Languages	0
Spellcaster Limits;	0
AC	6
AV	1
HD	12*
HP	12d10
MV	0
Attacks	1 grab
Damage	0
Special Attacks;	Drowning Dissolving
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons, Fire
AM	0
Save as;	F6
ML	12
XP	2175
TT	0
Body Weight	6000cn full, empty 1900 cn



The most passive of all known carnivorous plants, the normally small-sized pitcher plant has sometimes evolved into a much larger and more aggressive creature, though it is still not as dangerous as others of its kind. The plant is shaped like a giant green vase made up of toughened base leaves tightly woven together with small vines. There is an opening at the top of the vase, and the plant is usually half to two-thirds full of rainwater.

Combat

A whip like organ, about four inches thick, extends from the lip of the vase's mouth; this whip is 20 feet long and able to attack and coil about a creature (rolling to hit as a 6 HD monster), lift up to 80 lbs- 800cn., and drop the prey into the vase. The victim usually drowns in 3 to 6 rounds unless it can swim; however, the plant releases acids into the water which do 1d4 points of damage per round to the victim until it is eventually killed and dissolved. The acids are not strong enough to harm metals or other inorganic compounds except over very long periods of time, so a victims' money, armor, and weapons will often be found inside the vase. The plant detects nearby prey through a series of pressure-sensitive vines buried within a 10' radius around it. Only those creatures light enough to be lifted up will be attacked.

Rescuing victims trapped inside a pitcher plant can be difficult. If 12 hp of damage can be inflicted on the walls of the plant's vase, the acidic water will leak out, but the victim will still not be able to escape, since sharp spines grow along the inside walls of the plant and prevent all climbing attempts (unless the victim IS very determined, in which case 6d4 points of damage will be inflicted during the escape attempt, successful or not). If 48 hp of damage are inflicted on the walls of the plant, the vase will fall apart, and the victim may escape easily.

Ecology

The seeds of the pitcher plant are teardrop shaped and range in color from brown to pinkish gray. Like the Venus' flytrap, this plant may reproduce asexually by means of a rhizome; resulting in colonies of pitcher plants connected to the mother plant).

The giant pitcher plant can also reproduce asexually in a manner similar to that of the strawberry plant. The pitcher plant possesses a root which acts as a central node for its thick, branching roots. Some of these roots form foliage leaves above ground in the shape of a rosette. In the fall, a pitcher plant embryo forms around the center of these rosettes. As the embryo grows, the runner leaf stalk lengthens, taking the embryo away from the mother plant. Soon, the leaf stalk ceases growing and the embryo plant rests on soil where it takes root.

The pitcher plant may have been the first carnivorous plant to evolve because its method of catching prey is the simplest of all: a pitfall trap formed by the plant's leaves, which have grown together so that water collects in the bottom of the pitcher and drowns whatever falls in. An intermediate stage in the evolution of the pitcher plant can be seen in the common teasel plant, whose cuplike leaves grow together around the stem, allowing water to collect and form miniature pools that protect the plant against insect pests crawling up the stem. The pitcher plant took this means of defense and evolved it into a means of trapping prey.

The more primitive species of pitcher plant rely on natural decay to break victims down into necessary nutrients for the plants to absorb. Other species of pitcher plant have developed digestive glands and wetting agents in the water inside the trap which help waterlog the victim and hasten drowning. There is some speculation among botanists that the nectar of the plant may contain a narcotic; this increases the likelihood that exploring insects fall in due to drunkenness.

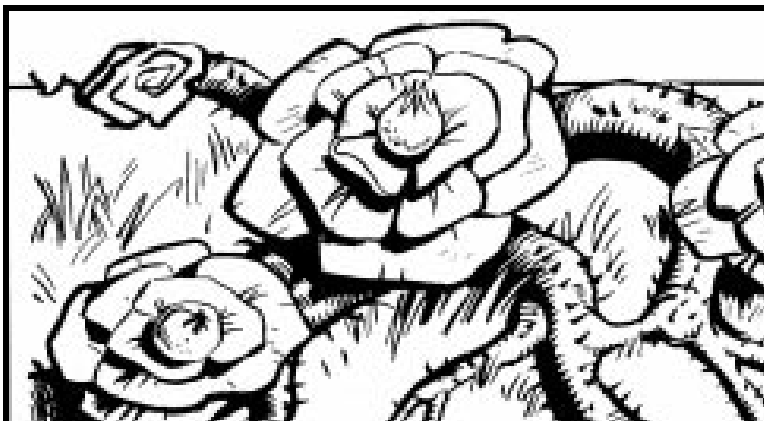
The giant pitcher plant may have retained the narcotic qualities of its nectar. Thus, those characters that fall prey to the plant may become unconscious from the fumes inside the plant's stomach. Characters should save vs. poison each round they are inside the plant. Failure results in unconsciousness lasting until the victim is either consumed or removed from the plant. In the latter case, the victim remains unconscious for an additional 1d6 turns. After regaining consciousness, the victim suffers slowed reactions for 3d10 rounds, with all attacks, defenses, reactions, and dexterity bonuses at -1.

Senses; Tremorsense 30', carbon-dioxide (exhale air) 30', other senses only tactile.

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid or animal.

Poisonweed (*Sasperiola elegansa*)

Plant	Poisonweed
Type	Lowlife (Plant)
Climate/Terrain	Forests Davania Tropical to Temperate
Frequency	Rare
Organization	solitary
Activity Cycle	day
Diet	Carnivore, Sun, Soil
AL	N
NA	1
Size	S; 2'area
ST	14
IN/WI	0
DX	2
CO	9
CH	15
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	10*
HP	10d8
MV	0
THAC)	na
Attacks	na
Damage	na
Special Attacks;	poison spray 1d6+sleep
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons, Fire
AM	0
Save as;	F6
ML	12
XP	1750
TT	0
Body Weight	1 to 3 LBS



Poisonweed is found within the forest areas of Davania. Along the roots of this weed grow large, beautiful flowers, bearing bright orange-colored petals and light green-tinted leaves. The flowers of a Poisonweed plant are from four to six inches in diameter and are very hard to miss. A single Poisonweed plant will bear up to 30 flowers, which are spread over a 20 foot radius.

These flowers tend to extend out towards foot trails and paths which are commonly used by animals and man-sized travelers in the forest. At the center of a flower is a poison sac, filled with poisonous dust.

Combat

As a victim touches or brushes against one of these flowers, a large cloud of poison is released into the air affecting all within 15 feet of the plant. Every being inside the affected area must save vs. poison or fall fast asleep, taking 1d6 points of damage as they do so. Those who successfully save remain conscious, but still take the damage.

Once asleep, the victim is covered with the dust, which, as the victim breathes it, continues to keep him unconscious. Once the victim is asleep, the Poisonweed roots quickly grow around and on its body, until it is completely entangled by them. It takes 3 turns for a Poisonweed plant to completely entangle a human-sized victim. The Poisonweed roots then secrete a corrosive enzyme that slowly eats away at the victim's flesh, eventually killing it. These corrosive enzymes do 1d10 points of damage per round.

Habitat/Ecology

Poisonweed plants are difficult to kill, since each time they are hit, they disperse another cloud of poison dust. Each flower on a given plant can generate two clouds of dust before its poison sac is emptied. This means an average plant can create up to 60 poison clouds before being depleted. For each new cloud created, any creatures within the area of effect must again save vs. poison or be rendered unconscious. Each Poisonweed flower has only 2 hit points, but the whole plant has a total of 10 Hit Dice. Poisonweed is immune to cold attacks, but takes double damage from fire-based ones. When a Poisonweed plant is killed, it will automatically disperse as many poison clouds as possible before it dies. The only known method of safely killing a Poisonweed plant is through the use of magic. When the life source of the plant is drained, it is unable to disperse its dust clouds, and like all plant life within range of magic, it is instantly killed.

Razorweed (*Elodea serratus*)

Plant	Razor weed
Type	Lowlife (Plant)
Climate/Terrain	Any land
Frequency	rare
Organization	patch
Activity Cycle	Any,
Diet	hemovore
AL	N
NA	1
Size	L; 2d20 x 10 sq. Yard
ST	12
IN	0
WI	3
DX	5
CO	15
CH	12
Languages	0
Spellcaster Limits;	0
AC	0 land, 4 water
AV	0
HD	1/4/sq. Yard
HP	1d3/sq. Yard
MV	0
THACO	special
Attacks	special
Damage	special
Special Attacks;	destruction armor
Special Defenses;	diffraction water -1 THACO
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	25%
Save as;	NM
ML	12
XP	5/sq. Yard
TT	Incidental
Body Weight	15 cn/sq. Yard



Razorweed looks like normal aquatic grass, but both the sea and freshwater varieties are more blue in color than their normal counterparts. A player character has a chance of noticing its saw-toothed, sharp edges by casual inspection; this chance is equal to a percentile roll of 5% per intelligence point of the character. Anyone who deliberately examines the weed or who has encountered Razorweed before has a 95% chance of knowing it for what it is. Razorweed occurs most often in tropical seas and lakes, though occasional patches appear in temperate climates. A dry-land species that resembles a Spanish bayonet in size and shape is known as well.

Anyone falling or walking into a patch of Razorweed suffers immediate slashing damage from the hundreds of bladelike leaves on the plant. This damage varies with the size and surface area of the victim. Human-shaped beings take 1d4 hp damage if they are 3' or less in height; for every foot of height over 3', an extra 1d4 hp damage is taken. Four-legged beings take 2d4 hp damage if 3' high or less at the shoulders, and an extra 2d4 hp damage for every 1' over that height. All cloth, leather, and paper goods exposed to razor-

weed attacks must save vs. normal blow each round or else be cut to pieces. Ropes and items of thin wood (½. or less in thickness) must also save or be destroyed. Leather and padded armor are reduced in AC value one step for each round exposed to this growth, and ring, scale, and studded leather armor are reduced one step every three rounds they are in Razorweed.

Other armors are immune to this effect, as they cannot be so easily slashed apart. Any damaged armor remains in damaged condition until repaired by qualified armorers, tailors, and leather-workers. Magical armor loses its magical powers if the saving throw noted above is failed. Any treasure found in a patch of this material is purely incidental, left over from previous victims.

Patches of strangloweed often grow in and around Razorweed, making for a deadly combination in certain oceanic areas. Razorweed burns easily if dry, but wet Razorweed takes only half damage from fire. Submerged Razorweed is, of course, immune to fire. Razorweed is immune to lightning and electrical effects, but it can be chopped apart by bladed weapons. Blunt weapons do not affect Razorweed at all, and it cannot be affected by bare-handed attacks. Destroying a square yard of this weed is sufficient to protect a humanlike being from further attacks (unless a new patch of Razorweed is entered). A horse-sized quadruped can be affected by up to 10 square yards of Razorweed, or by lesser amounts if smaller.

Senses; Touch only, and taste.

Main Predator, Turtles, main prey any.

Rock Cactus (*Cactoides umbulatus*)

Plant	Rock catus	Bloodsucking
Type	Lowlife (Plant)	
Climate/Terrain	Any dry land on Skothar	
Frequency	uncommon	Rare
Organization	plant	
Activity Cycle	Any,	
Diet	Carnivore	
AL	N	
NA	1d10(1d30)	1
Size	T; 1' ball	
ST	9	
IN	0	
WI	3	
DX	15	
CO	15	
CH	9	
Languages	0	
Spellcaster Limits;	0	
AC	7	
AV	0	
HD	2*	3+3
HP	2d8	3d8+3
MV	0	
THACO	18	17
Attacks	1d4+1 spines	
Damage	1d3 each	
Special Attacks;	Impale	
Special Defenses;	0	
Immune to;	Charm, Hold, Illusion	
Extra Vulnerable to;	0	
AM	0	
Save as;	F1	F2
ML	12	
XP	25	75
TT	Incidental	
Body Weight	10cn	



Rock cacti are small; spherical plants that can be found anywhere water is not plentiful. They are generally brown in color, but deepen to black as they increase their fluid storage. During spring and summer rock cacti produce a bright yellow flower that lasts only a few hours. The rest of the time, rock cacti appear to be roughly spherical rocks, about 1 foot in diameter.

Combat:

The preferred method of attack for a rock cactus is to wait until its prey is within a few feet, and then quickly extend 2.5 spines. Each spine that hits inflicts 1.3 points of damage. An attack roll of 19 or 20 means the victim has been impaled by a spine for double damage. If a cactus fails to impale, it retracts the spines and fires again the next round.

If a cactus does impale a victim, it retracts the spine, which pulls the plant to its victim. It then drains 1 hp of moisture per round until it is removed, to a maximum of 12 hp. A cactus that is feeding does not attack again until it is dislodged. The excellent camouflage of the rock cactus gives. It a +3 on all surprise rolls for the first round of combat.

A rock cactus is interested only in food. If it finds it has attached itself to something more than four times its size, it normally lets go and drops to the ground it continues to fight only in self-defense.

Habitat/Society:

Rock cacti are found near game trails in small clumps of as many as 10 plants. They are non-ambulatory and so have no territory. They have been successfully transplanted to the gardens of Tyr, where they keep the rodent population in check. Rock cacti exude a perfume that is undetectable by demihumans but attracts small rodents and mammals. Like most plants, rock cacti rely on insects to assist them to reproduce.

Ecology:

The rock cactus is at the top of the Plant Life food chain and toward the middle of the animal food chain. It can be peeled and eaten. Each plant produces 1 pound of edible material. The flesh of a rock cactus tastes vaguely like apples and is of similar consistency. As many as 4 pints of fluid can be obtained from a large plant. The plant uses its defense mechanism to stop any casual attempts to eat it.

The plants can be farmed and harvested by holding a bag full of straw in front of them and teasing the plants to attack. The spines are severed before the plants can retract them, making the plants defenseless and easily peeled. Live rock cacti, for planting in gardens, bring 5 cp each. In most markets, a pound of rock cactus flesh is worth 1.2 cp, depending on the marketplace it is found in.

Rock Cactus, Bloodsucking (*Cactoides umbulatus Hemovores*)

One in 500 rock cacti is a bloodsucking plant, with 3+3 HD. This plant looks the same on the outside as the normal version. Unlike its less deadly cousins, this plant does not release a victim, no matter how large, until it has sucked its fill of blood. Each tendril that hits absorbs 1 hp of blood each round it is attached. It has a maximum capacity of 100 hp worth of blood, or as much as 10 pints. It swells to allow the fluid to be stored. Once it has attached itself, the bloodsucking cactus does not let go unless all its spines are severed. Spines that break off inside a victim work their way slowly through the victim's body until they strike a vital organ and cause an agonizing death. These spines may be removed by a cure disease spell or by quickly cutting the spine out.

Bloodsucking rock cacti have no aesthetic or monetary value.

Sand Cactus (*Cactoides idolus*)

Plant	Sand Cactus
Type	Lowlife (Plant)
Climate/Terrain	Sandy wastes Skothar
Frequency	rare
Organization	solitary
Activity Cycle	Any,
Diet	special
AL	N
NA	1
Size	M; 6' across
ST	15
IN	0
WI	3
DX	12
CO	16
CH	4
Languages	0
Spellcaster Limits;	0
AC	Body 8 Needles 3
AV	Body 2 Needles 0
HD	5*
HP	5d8
MV	0
THACO	15
Attacks	1/appendage
Damage	1d3 each
Special Attacks;	Blood drain
Special Defenses;	camouflage
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	0
AM	0
Save as;	F1
ML	12
XP	25
TT	Incidental
Body Weight	10cn

Sand Cacti are a vile form of plant life that dwells anywhere there is sand. It feeds on the blood of its victims. Sand cacti are well protected; the entire plant (except the needles) is hidden below the sand. The body is from 5-8 feet across and about 4 feet thick. It has many barbed needles attached to it with long, thin, fibrous strands. The bulbous body of the plant and the strands are sickly white, while the needles very closely resemble the color of the sand in the area.

Combat:

A sand cactus attacks very passively. Its needles lie thrust up an inch out of the sand. Since the needle exactly resembles the sand around it, there is only a 10% chance of noticing the needles, 20% for those actively searching for them. A sand cactus has 26-50 (HDx5+1d10) needles in a circumference equal to its Hit Dice times 3 feet. Anyone who walks over a sandy area with sand cacti has a 25 % chance of stepping on a needle. If this happens, the sand cactus then makes an attack roll. For AC purposes, only magic that protects the whole body is considered.

(A set of hide armor +2 would not add a magical plus to the victim's Armor Class, but a ring of protection would. Also, no dexterity adjustments to AC are made. A thri-kreen is treated at its natural AC of 5, unless it wears magical protection.) A hit indicates that a needle has gone far enough into the appendage (about 1/2.), for its 'barbs' to spring out. The needle is very thin going in (about the size of a pin), but the barbs spread out to about an inch across.

When the cactus hits, it causes 1d3 points of damage and snags a barbed needle in the victim's foot/appendage. On each successive round, it drains blood from its victim. It drains 1d3 points of blood per round, only stopping when a victim is dead. The strands connecting the needles to the plant are very tough and nearly impossible to break by pulling. The needle can be pulled free of the victim's foot, but such an action causes 1d6 points of damage. Since the barbs actually hook onto nerve tissue, this also causes the victim quite a lot of pain. The victim must make a constitution check or pass out from the pain. Unconsciousness lasts for 5-10 (d6 + 4) rounds. Pulling the needle out requires an Open Doors roll. The strands can be cut, requiring 1 point of damage against an AC 2.

A victim who is cut free still has the needle in his foot. If not removed it will fester. Removing it can be accomplished by the casting cure disease on the wound, which dries up the needle, or by cutting it free, which causes 1d6 points of damage to the victim. If it is not removed, the victim eventually gets blood poisoning, weakens and dies. The blood poisoning may take up to a week (d6 + 1 day) to kill the victim. Once the victim is dead, a new sand cactus sprouts from the body.

When a needle lodges in an appendage, the victim feels a sharp pain and his appendage is snared. Bipedal creatures must make a Dexterity check or fall down in the midst of the sand cactus. This subjects the victim to 0-5 (d6-1) more attacks from other needles in the area. When blood drain reaches 50% of the victim's hit points, the victim must make a system shock roll each round or pass out due to blood loss. A victim who is rescued from a sand cactus after passing out from blood loss recovers normally. All attacks, defense, and proficiencies suffer a penalty of -2 until the victim has a chance to rest and recover, such recovery taking 2d4 days. This recovery time is cut one day for every level of healing spell cast upon the victim. (i.e., four days of weakness requires four cure light wounds or one cure serious wounds.)

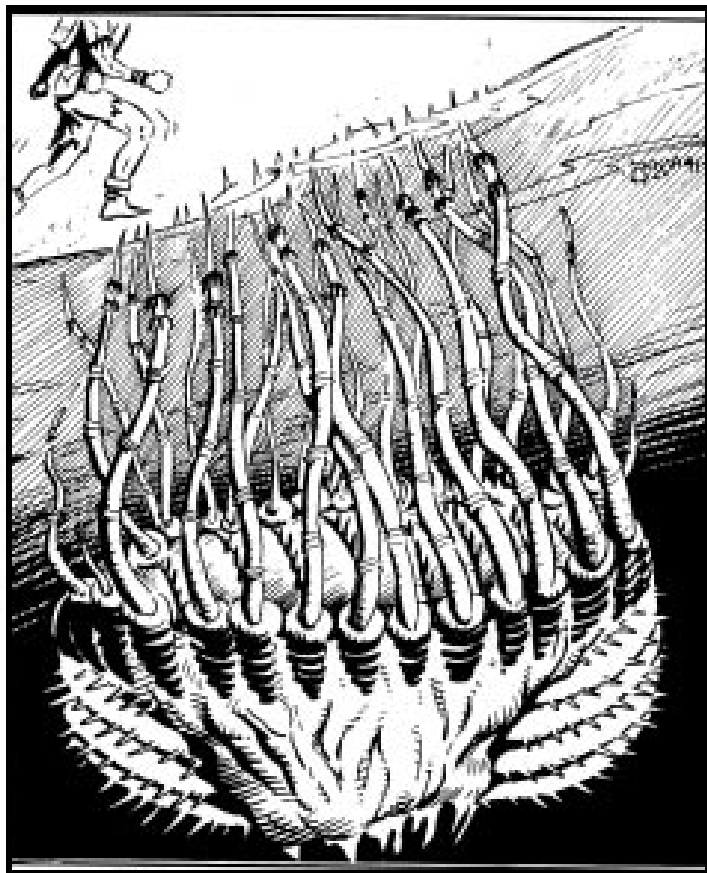
The cactus is very difficult to attack since its body is 5-10 (d6+4) feet below the sand. If the body is exposed, the sand cactus is easy to kill. Unless it is dug out by magical means, however, diggers are exposed to attacks from 0-5 (d6-1) needles for each round of digging.

Habitat/Society:

The sand cactus is a solitary creature, existing wherever the sand blows, but is solely found on the continent of Skothar.

Ecology:

The sand cactus is a trapper, existing on any food that comes along. It is unable to digest reptile blood; a cactus releases a snagged reptile after one round of blood draining. Anything else is fair game.



Serpentweed (*Rasphilia serpentum*)

Plant	Snappersaw
Type	Lowlife (Plant)
Climate/Terrain	Any land
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any,
Diet	Carnivore
AL	N
NA	1d2
Size	H; 5' to 7' radius
ST	11
IN	0
WI	6
DX	14
CO	12
CH	8
Languages	0
Spellcaster Limits;	0
AC	Stalk 4, Blade 7, Base 9
AV	1
HD	5 (*blade)
HP	5d8
MV	0
THACO	15
Attacks	1d4+2 Blades
Damage	1d4+1
Special Attacks;	Trapping
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F1
ML	9
XP	3 blades = 5* = 300 4 blades = 5** = 425 5 blades = 5*** = 550 6 blades = 5**** = 675
TT	V
Body Weight	20 LBS=5 LBS/blade



The giant Serpentweed is a flesh-eating plant (carnivore) found in bogs and areas of standing water. Much of the plant lives underwater, rooted to the bog bottom, but it has 1d6 stalks that reach above the water surface. These sticky, scaly stalks each end in a digestive sac that resembles a toothed mouth. From a distance, the stalks look like giant snakes.

The stalks normally lie just under the surface of the water. From there, they detect the vibrations of passing creatures on the nearby shore or water surface, which they then attack. The stalks can attack anything within their reach, which is up to 20 feet away from the water surface above the plant. The plant never roots itself at a depth of lower than 20', so the maximum length of its stalks is never more than 40', of which only 20 feet can act above the surface.

Each stalk has only 9 hit points. When a stalk loses all its hit points it is severed. When all the stalks are severed, the plant can no longer attack, but the plant itself is not dead. The only way to kill a Serpentweed permanently is to uproot the underwater roots and burn or otherwise destroy them. A severed stalk or stalks will grow back in 6 months.

Senses; Tremorsense 30', carbon-dioxide (exhale air) 30', other senses only tactile.

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid, fish or animal.

Spider Cactus (*Cactoidus arachnoides*)

Plant	Spider cactus
Type	Lowlife (Plant)
Climate/Terrain	Tablelands
Frequency	uncommon
Organization	patch
Activity Cycle	day
Diet	Carnivore
AL	N
NA	2d4
Size	M; 6'-7'tall
ST	13
IN	0
WI	4
DX	11
CO	15
CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	1
HD	3*
HP	3d8
MV	0
THACO	17
Attacks	8 needles
Damage	1
Special Attacks;	Paralysis
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F1
ML	9
XP	50
TT	incidental
Body Weight	20 LBS=5 LBS/blade



Spider cactus patches look like any patch of harmless cacti until a victim is showered by their needles. The victim is then dragged into the cactus, where the feeding needles make a slow feast of the hapless being. The spider cactus has a barrel-shaped body, 2 to 3 feet across, and from 6 to 7 feet tall. It is bright green in color, with streaks of white along the barrel. The needles are purple and green.

Combat:

The spider cactus sits unmoving until a victim or victims are within range. Anyone that moves within 15' of this deadly cactus is subject to attacks from its tethered projectile needles. Spider cacti can sense living creatures and anything with liquid. The spider cactus has 5-8 (d4+4) sets of barbed purple projectile needles and 3d6 larger green feeding needles. It always attacks with a set of 8 purple needles. They attack only one victim at a time. It takes three rounds to pull strands which miss back in and a full day before they can fire again. If some of the strands are severed, it does not use that set again until all eight are restored.

Damaged needles regrow at the rate of three per week. In combat, the cactus first fires a set of purple needles, attempting to capture a victim. The victim is then dragged to the body and impaled on the feeding needles. The cactus feeds until it has drained all available liquid from the victim, and then releases the husk.

Each cactus in range attacks with its purple projectile needles. A normal attack roll is required for each needle. If the needles hit, they cause 1 point of damage. The victim must also save versus poison or be paralyzed, paralysis occurring in 2d4 rounds. The needles are coated with a weak poison, so saves receive a +2 bonus. A saving throw is required for each needle that hits. The projectile needles are retracted at a rate of five feet per round.

A being impaled on the green feeding needles takes 2d4 points plus it's AC in damage. Shield adjustments do not count towards the victims AC, and if the victim is paralyzed, he also loses dexterity adjustments. Until then, he can squirm and try to avoid the feeding needles. The tethers are very strong and pull with a strength of 17. It requires a strength greater than 17 to have any chance to break free. If the victim has the required strength and spends a round doing nothing else, he can pull out a needle or break a strand. It requires an open doors roll to pull the needle out and a bend bars roll to break a strand. The strand can also be severed; each strand is AC 5 and takes 5 points of damage to cut. Blunt weapons have no effect on a strand. Since the needles are barbed, pulling one out causes an additional 1d4 points of damage to the victim. Note that the poison is administered on contact. Therefore, if a victim has failed its saving throw, the paralysis will occur even if the needle is pulled out immediately. The spider cacti are competitive. If one victim is in range of several cacti, it is fought over by all of them. If one victim is snared by several cacti, the cactus with the most needles in him is the one that finally gets him. However, the other cacti pull as long as they can until their needles finally rip out, causing another 1d4 points of damage to the victim for each needle that is thus removed.

Habitat/Society:

The spider cactus grows in patches, usually along roads where there is food. The spider cactus blooms when it rains, and within the same day thousands of eight-frond seeds are released. The first seed to hit the ground is the only one to sprout, quickly absorbing any liquid in the air. This means that a spider cactus patch usually only gains one new plant for every rainstorm. A young spider cactus grows at a rate of one foot a month until it reaches full growth.

Ecology:

Spider cacti have few natural enemies. It is perhaps the only cactus creature that can even feed on Reptiles. If the needles are rendered ineffective (fire is the most likely way of doing this), the cactus can be tapped for its liquid. It produces a honey-like liquid. Up to a gallon of this liquid can be tapped from a spider cactus. This liquid provides both food and water. A gallon of this liquid can be used to replace one gallon of water, or it can be used to provide nourishment for up to four man-sized beings for one day.

Shambling Mound (*Humus hominoides*)

Plant	Shambling Mound			
Type	Lowlife (Plant)			
Climate/Terrain	Swamps, Wet Subterranean			
Frequency	Rare			
Organization	Solitary			
Activity Cycle	Any,			
Diet	Omnivore			
AL	N			
NA	1d3			
Size	M; 6'	M; 7'	M; 8'	M; 9'
ST	12			
IN	6			
WI	9			
DX	10			
CO	10			
CH	5			
Languages	0			
Spellcaster Limits;	0			
AC	0			
AV	1			
HD	8*	9*	10*	11*
HP	8d8	9d8	10d8	11d8
MV	60'(20')			
THACO	13	12	11	10
Attacks	2 strikes			
Damage	2d8 each			
Special Attacks;	Suffocation			
Special Defenses;	Special			
Immune to;	Charm, Hold, Illusion			
Extra Vulnerable to;	Cutting Weapons, Fire			
AM	0			
Save as;	C8	C9	C10	C11
ML	9		10	
XP	1200	1600	1750	1900
TT	B			
Body Weight	800LBS	900LBS	1000LBS	11000LBS



Shambling mounds, or shamblers, appear to be heaps of rotting vegetation. They are actually an intelligent form of plant life, with a roughly humanoid shape, and a brain-like control center in its "chest" area. A shambler has a height of six to nine feet and a 6-foot girth on its lower half, tapering to about 2 feet at its "head." It has always-crude facial features. Digits are usually present on the hands, but this is less common on the feet. Shambling mounds are thought to be the creations of an immortal of decay, considering that they are made of rotting vegetation.

The head of a shambling mound is merely ornamental. The level of detail of a mound's facial features varies from individual to individual. Some have no features whatsoever, while others redistribute their vegetable mass in order to come up with the best possible 'face' they can—berries or flowers where their eyes would be, large leaves for ears, and so on. Some have gone so far as to include twig 'teeth' or 'beards' made off moss. This might be a deliberate attempt at deception, or it might be instinctual behavior.

Even though shambling mounds maintain a humanoid appearance, don't let the fool you into making assumptions about their body make-up. First of all, with the exception of the brain, a shambler's body parts are all roughly homogenous. The vegetation making up the head is basically no different from the vegetation making up the arms, legs or torso. Therefore, cut and arm off a



shambling mound, and it merely redistributes the vegetable mass to grow a new one.



Combat



Shambling Mounds are fearless attackers and are perhaps the most deadly form of plantlife known (according to many sages).

A shambling mound attacks with huge, arm-like appendages, causing 2d8 points of crushing damage each time they hit, and an unlucky hit by both arms in the same round is entangled in the creature's slimy vines and rotting vegetable matter. Entangled creatures suffocate in the rotting debris and slime in 2d4 rounds unless the shambler is killed, or the victim breaks free with a successful Strength check against the creature penalized by 8 due to the stickiness and other entangled stuff inside.

The Shambler's powerful attacks are supported by a combination of defenses that make Shambling Mounds invulnerable to most normal attacks. The vast amount of thick vegetation covering the important inner body protects the Shambling mound very well, thus its AC 0 and AV 3.

Immunities

All edged, slashing and piercing weapons that strike the Shambling Mound tend to cause little damage to shambling mounds. Only half damage is sustained since the blows are greatly weakened, as they pass through layer upon layer of cellulose fibers and sticky slime. These weapons do only half damage when they hit at all, as the creature's AC 0 reflects the fact that most weapon strikes cause it no serious damage. Since the pliability of the mound's body—shamblers can collapse themselves at will—Blunt and Crushing weapons inflict no damage at all upon them.

In terms of magical attacks, the shambling mound is naturally affected by such plant-based spells as *charm plants*, *hold plant*, and *anti-plant shell*. There are some creatures (often fairy) who can summon shambling mounds after elaborate rituals.

Communication with a mound is possible with a *Speak with plants* spell, although the mound's low intelligence makes for limited communication. They have no language of their own and, in fact, make no vocalizations at all (not surprising, since they have no vocal cords).

Fire-based attacks are ineffective against the wet and slimy Shambling Mounds, and *Cold based attacks* cause only one-half (if the saving throw is failed) or no damage if the save succeeds) to these creatures, due to their essentially vegetable nature (most of the plants making up the body of a shambling mound are already dead and decaying, so cold has little to no effect on it.). For the same reason shambling mounds do not need sunlight to survive, unlike most plants.





Some spells affect shambling mounds in unusual ways. As part of the mound's body is composed of muck and mud, a *transmute mud to rock* paralyzes it a short while. *Transmute mud to rock* causes 2d8 points of damage to the mound and immobilizes it for 1d4 rounds. During this time it shifts the plant fibers of its body around the petrified mud caused by the spell, until it has reformed its entire body away from the rock formation. Until this is done, the mound is unable to attack, but this is a once-per-encounter effect, as once the mound has freed itself from the rock it no longer has mud making up part of its body and therefore the spell has no further effect if cast on the mound thereafter. However, over time (1 to 6 hours, depending on conditions), exposure to its natural environment restores the muck part of its body normally found in these creatures.

A *part water* spell cast at a shambling mound sends the water soaked into the plant mass flowing out to its sides. While this causes no damage to the

creature, it makes it more vulnerable to fire than normal. Shambling mounds finding themselves in this predicament suffer half or no damage from fire, depending on the saving throw. This effect also lasts until the mound has a chance to soak up water again in its natural environment (this can last 1d4 rounds if near water, or much longer, to 24 hours at most).

Perhaps the most famous unusual spell effect associated with shambling mounds is the *lightning bolt* and similar spells. Due to the creature's affinity for lightning, electricity-based attacks cause the mound to grow in size and power, adding one foot to its overall height. Each electrical attack also adds one HD and the associated hit points, THACO and saves to the mound. This extra material is taken from its surroundings and the expansion the creature has due to the electrical charge.

The mound suffers no damage from electrical spells, absorbing the entire energy of the spell to trigger their growth. This is the only way shambling mounds ever grow larger, for they don't grow naturally with age.

Spells that normally affect plants are effective against Shambling Mounds. Spells such as *Plant Control* and *Charm Plant* have proven the most successful so far.

Decapitation

The Shambling Mound is an animate clump of vegetation with a small brain-like control center located deep within the "chest" cavity. Because of the location of its brain, the shambler cannot be killed by lopping off its head or limbs, therefore, does not harm it the least.

Since a Shambling Mound's "limbs" are merely aggregated clumps of vine and moss, the removal of one or more does not hamper the creature either. The remaining vines along the torso join together to form a new extremity within the next single round. Such a redistribution of the mound's vegetable mass leaves the mound the same size it was initially, but the vegetable fibers making up its body are now not quite as tightly packed together. As a result, each time a shambling mound 'regrows' a missing appendage, it suffers a +1 penalty to its AC. Appendage regeneration takes a full round of concentration, during which the mound cannot engage in melee. Only when enough of the shambling mound has been hacked away, will it finally die.

A wounded shambler need only rest in a dense clump of wet foliage to heal; it rises again in 12 hours, fully healed, and probably angry.



Camouflage



Shambling Mounds are almost totally silent (heard only 1 on 10) and invisible as hide in shadows 90%) in their natural surroundings. They are not above creeping slowly into the camps of unsuspecting travelers at night. They are excellent swimmers as well. (See last picture.

It should come to no surprise that shambling mounds have a heavy odor of decay about them. In swamp-like environments, this is not a disadvantage, since the surrounding area generally smells more or less the same as the mound. In such areas, due to the creature's ability to blend in with its

environment and remain silent. Shambling Mounds often lie in shallow bogs waiting for hapless creatures to walk on top of them. The usually surprised beings are struck and smothered, often before they can even call for help. Its enemies suffer a penalty of -3 to surprise (surprise 1-4 on 6 instead as normal 1 on 6). However, in underground locations, the odor of decomposition that always accompanies a shambling mound often gives it away. This adds a bonus of +2 to its opponents surprise rolls (1 on 10 instead 1 on 6).

Senses

A shambling mound's face is not the center of its senses. Rather, its sensory organs are spread evenly throughout its body. The senses of a shambling mound are unusual. It is a well-documented fact that they can hear. Their bodies are covered with tiny plant fibers able to pick up sound waves in the air. Thus they are able to hear in all directions at once, which make it difficult to sneak up behind one. The sense of hearing is unique in that they are not discomforted by loud noises, whether the irritating scream of a Shrieker fungus or the painful blast of an adult sphinx.

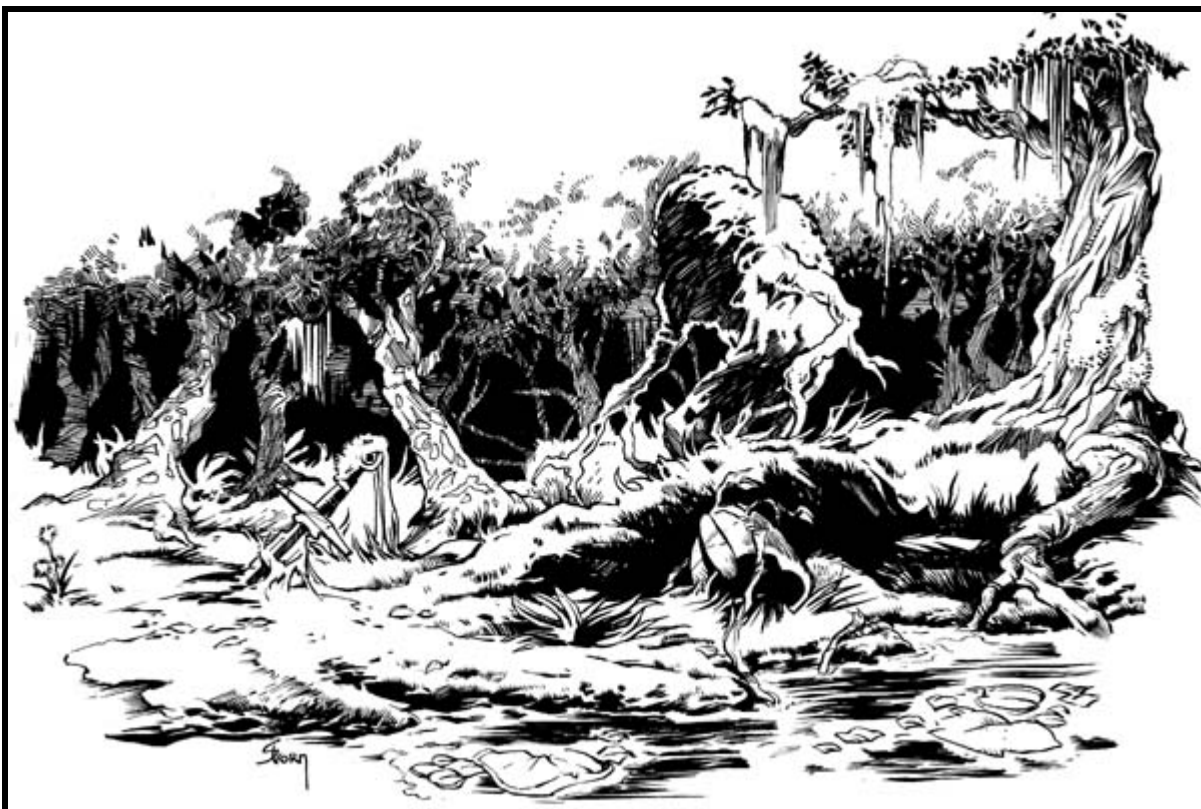


As with their hearing, shambling mounds are able to "see" in all directions at once, but their 'sight' is not as we know it. Instead, they sense electrical fields. It is a known fact (perhaps more well known to sages than the local populace, but a fact nonetheless) that living beings generate fields of electricity around them, and these are the fields that the shambling mounds' electrical sense is somewhat like being able to see a three-dimensional contour image of everything around it. It is unlikely that a shambling mound is able to distinguish colors and delicate features, but they seem to differentiate between light and dark.

While shambling mounds can use their senses in all directions at once, they operate as if they were normal humanoids—turning to 'face' a threat, attacking from the front, and so on. Certainly, it seems that the mound could attack someone directly behind it as easily as it could someone in front, but for one reason or another it will always turn around and face its enemy before attacking. The reason for this may have much to do with the reason it adopts a humanoid form in the first place.

One speculation is that the shambling mounds are, in fact, inhabited by the spirit of a deceased human or demi-human, but this would also make it a form of undead, and no shambling mound has ever been successfully turned by a priest. It is not affected by holy water as well, so the odds are that there is no truth to this supposition.

Habitat/Society



Shambling mounds are found only in wet areas where vegetation is abundant, with dense rainfall. Dismal swamps, marshes and rain forests are their favorite living areas, but some wet, subterranean places also serve as shambler lairs. They are solitary beasts, rarely living in the same area with other shamblers -- usually only in areas where the food source is constant (e.g. near famous ruins, or abandoned gold mines, etc.).

Each mound is a separate entity, unique to itself, and having very little to do with others of its kind. When there are more than one in the same area, it is usually because there is an abundance of food. Mounds are omnivorous, eating a variety of plantlife, and any animals (or adventurers0 foolish enough to get in their way. Mounds eat through a network of roots and tendrils located throughout their bodies, so it isn't uncommon to see one feeding with its appendages or torso, usually immediately after crushing its victim into its body and waiting for it to suffocate. In fact, the head is used least of all in feeding, as it is impractical for the creature to do so.

Shambling mounds have been around for a long time. Because the way they are brought to life, they may have been a part of the planet much longer than any of the intelligent humanoid races. Indeed, some priests consider the shambling mounds an experiment of the gods, a trial life form before they committed themselves to the creation of the humanoids.

In any case, the mound existed in mankind's early history, for recent archaeological digs have unearthed records of a god worshipped by a tribe of savages. By the description of the god, his powers, and the ceremonies performed by the savages, it seems likely that the 'god' was a shambling mound, worshipped as a god of death, decay, and disease, and fed a series of sacrifices to appease its anger. The odds are that this wasn't an isolated incident, and that this type of 'deification' of the mound occurred before in many cultures. (This can be seen in the rare—by immortals limited—locations in the Hollow World where these creatures reside).

Healing

Continued contact with water and/or rotting vegetation has a beneficial effect upon the mound; 12 hours of immersion in water (including exposure during a rainfall) or among damp foliage completely heals any damage suffered by the creature, and the mound emerges fully restored and at the peak of its abilities.

Mounds need no sleeps but often spend hours immersed in their elements, whether they need to be healed or not. This may have a soothing effect on the beasts, or they might need to do so in order to maintain the composition of their forms. Often, they remain flattened and immobile in their shallow pools of water or bogs, waiting for some unsuspecting creature to walk over them, at which point they rise up and attack.

A full 12 hours in contact with damp, rotting vegetation restores the mound to its normal AC. During this time, the mound incorporates new foliage into its body, making it as dense as it once was.



Growth

Since shamblers gain power from electrical attacks, there are rumors of shambling mounds with 20 or more Hit Dice. Since they often live in the same areas as will-o'-wisps, there may be truth to such rumors, and giant shamblers may inhabit deep, dark swamps and jungles.

Fungus Symbiosis



Rotting vegetation is a breeding ground for many types of mold and fungus, and the shambling mound is no stranger to either. Often these growths compromise a part of the vegetation that makes up a mound's body, living in a kind of symbioses with the mound. Such growths can consist of but are not limited to brown mold (on subterranean shambling mounds only), russet mold, Yellow mold, (small patches, never a colony); phycomids, and Obliviax, however, most mold growths found on a shambling mound are of the small, harmless variety. Shambling mounds are immune to the spore effects of the russet and yellow strains of the mold. Obliviax patches a symbiotic relationship with a shambling mound will not drain the creature's memory (as it almost has none). Similarly, a Phycomid will use a shambling mound as a host creature, sprouting its mushroom growths in the mound, but this does not harm the mound (nor controls it).

Creatures like green and olive slime will not become symbiotic partners with a shambling mound, as these eat away the plant material in the mounds body at an alarming rate, eventually killing it. Violet Funghi is usually too large a growth to make up part of a mound's body; the mound would have at least 15 HD before such an arrangement was feasible.

There shouldn't be more than one type of 'monster' fungus or -mold in symbiosis with a shambling mound at any given time, as the mycelia (root system) growing through the shambling mound will hinder their growth so greatly only one species will survive.

Animal symbiosis

Unfortunately, shambling mounds are often the homes of various forms of animal life, as well while some of these are relatively inoffensive; others add an extra dose of danger to an otherwise already dangerous creature. These include small earthworms, bugs and compost devouring insects, spiders (normal-sized, as well as the "hairy" and "large" varieties—surface only), centipedes (Huge, giant and normal types), rot grubs, throat leaches, ear-seekers and giant ticks. There can't be too many types of creatures on or in a single shambling mound. Ecology and feeding behavior will prevent that. When the near-helpless victim is being smothered into the body of a shambling mound, he is vulnerable to attacks by any animals living in or on the mound.

Shambling mounds are solitary creatures, seldom found together in groups. They are completely sexless, and do not reproduce at all, not even by budding or other asexual methods common to plants. While they do not reproduce, neither do they age. Shambling mounds are near immortal, and while they can be killed, if left alone they have the potential to live forever (continuously replenishing their vegetable body mass). This is because they are not made up of living material, which ages and dies over time, but rather decomposing material, which is already dead. The rotting vegetation compromising a mound's body is constantly being replenished by its time 'healing' in water, bogs, or damp vegetation. As long as the environment exists to support these periodic 'baths' the shambling mound can live indefinitely.

Ecology

Shambling mounds are born during intense electrical storms, when the full fury of the elements strikes at a patch of rotting vegetation and imbues it with a primal consciousness, an awareness of self, and the ability to alter its shape, to move, to grow.

Exactly why this is so remains a mystery. Certainly, all attempts at artificially creating a Shambling Mound have failed. Lightning Bolt, Chain Lightning and even lightning strike spells have proven ineffectual in providing the spark of life. Wizards say it needs energy from the plane of fire, or an outer plane of energy. Priest claim that only the gods can create shambling mounds.

The part actually struck by the initial lightning houses the creature's intelligence. For Luck of a better term, this is the creature's brain. The rest of the vegetation in contact with the brain is soon sculpted into a humanoid body; thus, the shambling mound as it is normally seen is formed. To the best of knowledge, no shambling mound ever started smaller than the basic dimensions. It is believed that a lesser amount of vegetation cannot hold the spark of life endowed by the lightning strike. Occasionally, though, a shambling mound will be born much larger than normal and while all shambling mounds have the ability to grow, they tend to keep the same basic body proportions.

Main Predator; Humanoid, Symbiosis; Insects, Bugs, Beetles, Funghi, Main Prey; any organic matter.

Possessed or Undead mounds



There is no reason the shambling mound couldn't be a form of undead, if that is what you wish in your campaign. An undead or possessed shambling mound would require the following modifications however; In all effects it become similar to a zombie, except its Hit Dice; It gains immunity to all versions of charm, hold, sleep, poison, death magic. Holy water causes it 1d8+2 points of damage, inflicting more damage than usual. It would attempt to flee if over half its hit points as having an average morale (ML 9). It is turned as a Mummy. It further has all abilities of a Normal Shambling Mound.

Even if a shambling mound are not normally undead creatures in your campaign, having a unique undead possessed mound as a result of a curse (The Curse of the Swamp—a curse aimed at a specific individual for some great mischief, makes for a memorable departure from the original shambling mound (remember the comic Manthing).

These possessed manthings are the result of a spirit of a recently deceased person to live in the body of a directly created shambling mound. This must be done in a lightning storm, in a swamp or very wet jungle, and the person in question, just must have died (no more than 24 hours ago) and must have done a great misdeed against nature that a fairy (of whatever kind) could curse it with this tremendous curse.

The person would remember all done in its former life, but not abilities, or identities of other persons. Its greatest memories would be basically emotions like; love, hate, despair, sorrow, anger. It is very possible that it would sense these emotions and react aggressively on it, as a form of disability to a proper reaction while still remembering it. It would not attack fairies of any kind.

These versions of shambling mounds would have more humanlike facial features, with clearly visible dark-red eyes, brow and nose (with tendrils). Its body is created around its former body, and would resemble its basically humanoid shape, but all material would sooner or later be exchanged by vegetable matter and muck. There are further no other differences.

To free the soul of this dreaded curse, the Manthing, or Undead Mound must first be slain (a great feat in itself), then a Remove Curse must be cast on it by a Cleric of at least 21st level and 100Pip first, then a Raise Dead (Fully) can be cast on it to revive the person, as he or she was before the curse. However, the curse is so strong, that if the person would continue his act that caused the curse, he would be drawn to the nearest bog, swamp or jungle (even when it is many miles away), being attacked by local animals or vegetation and transform again in an undead mound. The only way to permanently rid the body of the curse is to destroy it after removing the curse, or never attempting to do anything similar to the original misdeed again.

Creatures able to curse like this are Sprites of high level, Gakaraks, Treant druids of at least 15th level, or druids of any other race of at least 33rd level.





Shimmerweed (*Taraxum lunaria*)

Plant	Shimmerweed
Type	Lowlife (Plant)
Climate/Terrain	Any temperate forest/plain
Frequency	rare
Organization	patch
Activity Cycle	moonlit nights
Diet	special
AL	N
NA	6d6
Size	T; 6" to 18" tall
ST	7
IN	0
WI	5
DX	4
CO	11
CH	13
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	1/8*
HP	1
MV	0
THAC0	na
Attacks	na
Damage	na
Special Attacks;	confusion
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	0
AM	0
Save as;	NM
ML	11
XP	6
TT	0
Body Weight	5 to 25 cn



Shimmerweed is a most unusual, and beautiful, variety of plant that is found in temperate regions throughout the world. Although it is wholly inoffensive and has few natural enemies, Shimmerweed can be one of the most dangerous things a party encounters as it strolls through the wilds. Shimmerweed is a type of wildflower that grows in small patches. Although on first inspection it looks much like a dandelion gone to seed, a closer look reveals that the plant consists of a crystalline material much like fine spun glass. Its beautiful and delicate appearance is enhanced by the way it catches rays of moonlight and refracts them through its petals, unleashing a dazzling spray of brilliant colors on the area around it. An average plant stands six to 18 inches tall.

Combat:

Shimmerweed is unable to engage in any form of combat. It cannot move, has no means of inflicting damage on opponents, and is so delicate that the slightest of attacks instantly destroys it. Indeed, it has no motive at all to cause harm to other living things, as it feeds on moonlight. The defense mechanism a Shimmerweed patch has is its dazzling light show when the moonlight that feeds the plant is caught in its crystalline petals; it is enchanted and becomes so brilliant as to affect all creatures who gaze upon it with a confusion spell. The number of plants in the patch determines the effectiveness of this defense mechanism, with each plant able to affect 1 Hit worth of opponents. Thus a patch of 12 plants can bewilder up to 12 Hit Dice of creatures.

Shimmerweed cannot tolerate bright sunlight on its delicate petals, thus it opens only at night. Those who come across it by day, in fact, are unlikely to take notice of the patch, for it looks like nothing more than a grove of common weeds. The plant's sensitivity to light is, however, a great weakness for it. Sudden exposure to a bright light source, such as a continual light spell, overloads its ability to draw nourishment with its petals, causing it to instantly shatter into fine dust. A patch destroyed in this manner is forever dead and cannot sprout again. Plants destroyed by any other means grow back in about one month.

The dangerous thing about Shimmerweed patches is that many creatures use them to hunt prey. It is not uncommon for an intelligent monster or animal to set its lair near a patch of Shimmerweed and wait for it to confuse travelers. Once the travelers are helpless, these lurking hunters spring to the attack and slaughter their prey.

Habitat/Society:

Shimmerweed flowers are found in patches of 6d6 plants. Each patch grows from a single seedpod and all of the plants in it are linked together beneath the surface by fine tendrils that enable them to pool their stores of energy so that each may teed equally.

Ecology:

Shimmerweed is unique on the Prime Material plane for its unusual crystalline structure and its ability to feed directly on moonlight without use of photosynthesis. As might be expected, a plant as unusual as this has a most interesting means of reproduction. When a patch of Shimmerweed reaches full growth (36 plants that are 18 inches tall), it begins to form a seedpod at its heart. The seedpod takes roughly 14 days to form and, when complete, is a spherical, rainbow-hued crystal roughly four inches in diameter. When fully formed and charged with energy, the seedpod bursts with a flash of light and a loud crack, sending fragments of itself as far as 15 yards from the parent plant. Only the larger portions of the shattered pod (1d6 in number) are viable and begin to grow. A patch of Shimmerweed grows from podlings to mature adults in about eight months. The patch that spawned the seedpod withers and dies within days of the pod's explosion.

Shimmerweed seedpods are often used by wizards who are crafting magical palantirs such as crystal balls or crystal hypnosis balls. The petals of the flower, when ground into a fine sand, are used in the creation of inks and other materials that relate to light or hypnosis (such as a gem of brightness.)

Skullcap Ivy (*Hedera calva*)

Plant	Skullcap Ivy
Type	Lowlife (Plant)
Climate/Terrain	Any temperate land
Frequency	Very Rare
Organization	Solitary
Activity Cycle	day
Diet	sunlight, blood nutrients
AL	N
NA	1
Size	T; 1' to 2' long
ST	13
IN	0
WI	5
DX	5
CO	16
CH	13
Languages	0
Spellcaster Limits;	0
AC	10
AV	0
HD	5 (*blade)
HP	5d8
MV seedpod	12'/4'
MV	as host
THACO	na
Attacks	na
Damage	na
Special Attacks;	0
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	0
AM	0
Save as;	NM
ML	na
XP	15 harvesting only
TT	0
Body Weight	5 to 25 cn



Skullcap ivy is a symbiotic plant that makes its home on the scalps of sentient creatures. It begins as a floating wispy seed pod, borne in the air like dandelion fluff. When a seedpod lands on a human, demihuman, or humanoid head, it burrows (painless) into the scalp and takes root. As the plant matures, it spreads along the scalp, creating a vast network of ivy-looking shoots in the scalp, so as the host organism starts growing shoots of green ivy from the head, the host simultaneously loses his or her natural hair. In time, the hair is completely replaced with plant growth. If the ivy is later removed, the hair does not grow back, unless a cure-all spell is applied to the skull by a caster of at least 14th level which also has knowledge of hair and its treatment (skills).

Combat

Skullcap ivy is benign. While the loss of hair and the growth of plant shoots from the scalp can be a shock, the process does not truly harm the host. However, if the host does not wish to replace his or her hair with plant growth, the skullcap ivy can be permanently removed by pulling it from the scalp (Strength check against the plant—the amount of success is the damage sustained) and rubbing the head with any alcohol.

Those who allow or don't know how) the ivy to grow from their scalps must be ever vigilant against certain plant-based magic. The biggest fear is the spell Entangle, with which an enemy spell caster could cause the skullcap ivy to wrap around its host's neck. Strangulation occurs if the host fails a saving throw vs. spells; the ivy strangles for 1d4 points of damage each round until destroyed or the magic ends. The wearer must also make a constitution check each round penalized by a -1 cumulative each round or suffocate and lose consciousness. For this reason, many skullcap hosts keep the plant growths cut short, or else braid it to confine the ivy shoots.

Spells such as Hold Plant have no effect upon either the skullcap ivy or the host, as the plant does not move on its own, and the host remains a separate non-plant entity. Growing skullcap ivy on one's head does not make one a plant hybrid.

Habitat/Society

Skullcap ivy is an opportunistic symbiont, taking advantage of any chance encounter with its favorite environment; the scalp of an intelligent mammal. If the wind does not find a potential host, the seed pod sinks its roots into the soil and becomes a normal, earth-based plant. When the time comes for it to take seed, however, it casts its pods to the fortunes of the wind, trying once again to find a suitable host.

Many believe that the plant was coaxed into its present form by druids. While nothing has been proven, many druids and foresters actively cultivate the plant, nurturing it in their own scalps and encouraging its growth. Not only does this aid in the "Commune with nature", but it also gives the host a limited camouflage ability while within wooded areas. Nymphs and dryads are occasionally seen with manes of skullcap ivy and many elves like the plant too.

Ecology.

The benefits of growing Skullcap ivy on one's scalp are many. The plant is a true symbiont, bringing as much into the relationship as it takes. The plant's roots grow into the blood vessels of the host's scalp, allowing the ivy to feed upon nutrients in the host's blood if necessary. This allows the plant to thrive even in conditions where it is

away from sunlight for extended periods. In return, the host gains additional nourishment directly from the plant through photosynthesis, allowing him or her to thrive indefinitely on half the normal food and water supply as long as he or she has regular exposure to the sun.

In addition, both the skullcap ivy and the host are sources of gasses necessary for the other's survival. The skullcap converts the host's exhaled carbon dioxide, while the host breathes the oxygen and converts it to carbon dioxide. This alone makes the skullcap ivy a welcome symbiont among many interstellar spaceflight crews. In other words the host will not suffocate directly in airless environments, as long as he or she is in a small confined area (like an enclosed helmet).

On the downside, the skullcap ivy produces small blue flowers in the springtime, attracting bees and wasps. Host must prepare themselves for the ever-present attention of such insects during that time of the year.



Snapper-Saw (*Oximigenos alba*)

Plant	Snappersaw
Type	Lowlife (Plant)
Climate/Terrain	Any land
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any,
Diet	Carnivore
AL	N
NA	1d2
Size	H; 5' to 7' radius
ST	11
IN	0
WI	6
DX	14
CO	12
CH	8
Languages	0
Spellcaster Limits;	0
AC	Stalk 4, Blade 7, Base 9
AV	1
HD	5 (*blade)
HP	5d8
MV	0
THACO	15
Attacks	1d4+2 Blades
Damage	1d4+1
Special Attacks;	Trapping
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F1
ML	9
XP	3 blades = 5* = 300 4 blades = 5** = 425 5 blades = 5*** = 550 6 blades = 5**** = 675
TT	V
Body Weight	20 LBS=5 LBS/blade



This plant, also called foresters' bane, is a dark green, low growing shrub. It has a central bush with several greenish-white berries that are plump, smell delicious, edible, nutritious, and rich in protein. Several broad, tough dark green, leaves with sinewy ribs radiate out five to seven feet from the bushy center (with more thinner leaves), which hides 1d4+2 tough, purple stalks with saw-toothed edged stalks and thorny projections. A healthy plant has six saw-stalks, while damaged specimens have less.

Combat

Creatures stepping into the radius of the low-growing ribbed leaves risk attack. The leaves snap up one or two victims; armor is ignored for this attack, though dexterity and magical bonuses to AC are counted. A victim must make a successful Strength check to pull free. Trapping is automatic and subjects the victim to all the stalks, which immediately begin to saw away at the captured prey.

On successive rounds the victim may make a strength check against the creature at -2 to pull away and escape further attacks. A creature caught by the snapper leaves is attacked by the saw-stalks, even if the victim breaks free in the same round in which it was caught. Each saw-stalk attacks once per round for 1d4+1 points of damage, shredding the victim so its flesh and blood feed the snapper-saw. Clutched prey does not receive Dexterity adjustments to AC, though armor and magical protection apply normally.

Saw-stalks are AC 4 and require 1d8+16 points of damage a piece to sever. Each snapper leaf is AC 7 and takes 1d8+8 points of damage to sever. These hit points do not count toward the total of the central bush's Hit Dice. The central bush is AC 9, but it is completely protected from outside attack when the snapper leaves are up. A victim held by the snapper leaves can attack the saw-stalks or the central bush, but only with small piercing weapons. Lost leaves and stalks grow back in 2d4 weeks unless the central plant is slain.

The bushy central plant grows luscious-smelling berries of white, greenish, golden, or bright yellow color. They are large, plump, and delicious, being very nutritious and rich in protein.

Senses; Tremorsense 15', carbon-dioxide (exhale air) 30', other senses only tactile.
Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid or animal.

Somnastic Plant (*Seductae pacifismus*)

Plant	Somnastic Plant
Type	Lowlife (Plant)
Climate/Terrain	Hollow World Only
Frequency	Isolated Foest valleys Extremely rare outside Gentle Folk Valley
Organization	Common in Gentle Folk Valley
Activity Cycle	Solitary but sometimes beds
Diet	Any (feeding mostly night)
AL	Carnivore
NA	N
Size	1d6
ST	M; 3 yards across
IN	18
WI	0
DX	0
CO	6
CH	12
Languages	15
Spellcaster Limits;	0
AC	6
AV	0
HD	2*
HP	2d8
MV	0
THACO	18
Attacks	2 petal strikes
Damage	1d3 each
Special Attacks;	Sleep inducing Scent
Special Defenses;	Sleep inducing Scent
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire
AM	0
Save as;	F1
ML	12
XP	25
TT	K (lying around or within core)
Body Weight	60 LBS



The plant firmly rooted in place. Looks like a very large pink-reddish rosebud, three yards across, sprouting from the ground, surrounded by a bed of its leaves (diameter 10 yards). It exudes a sweet aroma which induces drowsiness.

Ecology

Its leaves, when chewed for an hour or so, make the user enter a sleepwalking state. He is aware of his surroundings and what is going on around him. He can answer questions when purr o him, but will not if they are not the questions he would ordinarily answer (the Gentle Folk are so passive, of course, that they'll answer anything (truthfully or not, distorted or not).He does not think or feel any emotion in this state, which lasts 2d6 days.

Someone forced to chew the leaves or to take a drug based on the plant can make a saving throw vs. poison ~2 to resist the effects (he will feel drowsiness thus instigating the right to resist the effect). It's fairly easy to resist; most Gentle Folk using the leaves voluntarily forfeit their saving throw, because they desire the leaf's effects.

If a character under the leaf's influence is attacked or confronted with a situation where he definitely would break out of its effects, he must make a normal saving throw vs. poison: success means he breaks out. He may only make one such attempt each Turn however.

Combat

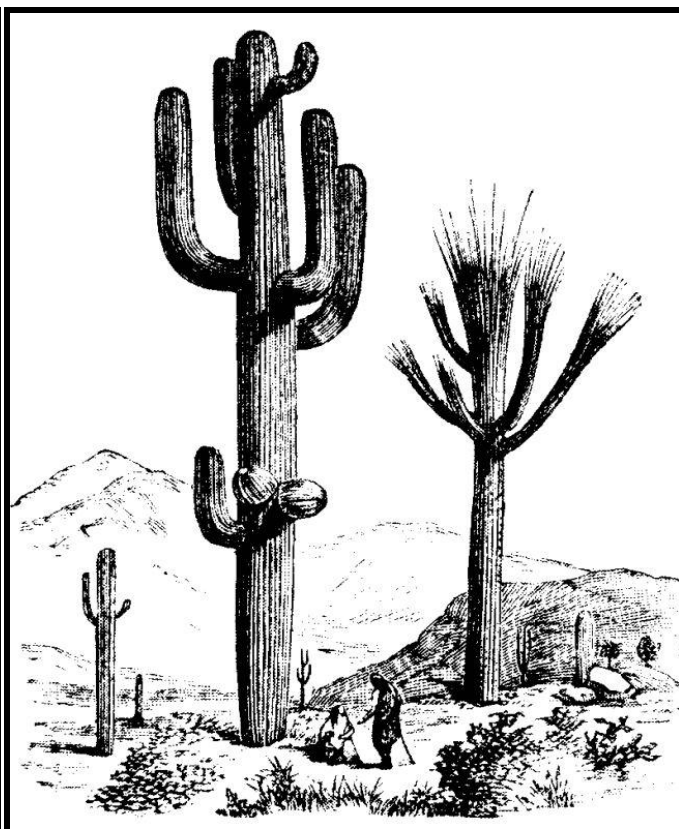
The Somnastic plant is carnivorous. It waits until its prey is lulled to sleep by its odor, and then opens the bud of its flower and releases the thin tendrils around it. These tough flexible, yet almost invisible tendrils can reach 30 feet from the bud and grasp a prey there or anywhere in-between. They do this gently and slow (taking 1d10 rounds to do it) and then lower the prey into the bud. It senses the prey but a combination of CO2 breathed out, corporeal heat and sweeping around and feeling the prey (warmth and breathing). After that, the prey suffers pressure and digestive juices damage at the rate of 1d3 each round. (It will only attack and digest one target per fully digestion-attacking the next only after it has fully digested the prey—hp at -10.... But the damage is completely painless, anesthetic and a sleeping prey will never feel anything/or even be aware of a touch.

When a potential victim comes within 30' of one of these plant, he will smell its bewildering flowery fragrance. At that time he must roll 1d6. This will be the number of Turns the scent comes to him—the incubation period so one says. When that time is past, the victim rolls a saving throw vs. poison or fall asleep—he feels drowsiness approaching and the need to go to sleep. (Adjusted by Prone/sleeping). If he fails he will fall asleep, and will not awaken for an hour. If he makes his saving throw that specific plants' smell can't affect him for a period of a day, until he will leave the area (breathing fresh clean air again) and re-entering the area and smell it again.

Tremorsense 30', carbon-dioxide (exhaled air) detection 50', mother senses only tactile (medium) Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid or animal.

Stolari (*Ophimangus Gilles-Leblancii*)

Plant	Stolari
Type	Lowlife (Plant)
Climate/Terrain	Adri Varma Plateaux
Frequency	Uncommon
Organization	Solitary or patch
Activity Cycle	day
Diet	Photosynthesis and heat
AL	CN
NA	1 or 3d4
Size	M; 8'tall
ST	15
IN	5-7
WI	5-8
DX	8
CO	14
CH	12
Languages	0
Spellcaster Limits;	special clerical
AC	8
AV	1d2
HD	5+5*
HP	5d8+5
MV	60'/20'
THACO	16
Attacks	1 limbs
Damage	1d6 each
Special Attacks;	Heat Drain
Special Defenses;	Spines
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	0
AM	0
Save as;	F5
ML	8
XP	400
TT	special
Body Weight	250 LBS



The Stolari are a race of magical sentient Saguaro cactus. Legends tell that the Stolari were once created by a powerful Jadugerya (wizard) of Sind who wanted to adapt a species of cactus for life in colder climate. He would then have given them life, intelligence and

their magical heat draining power.

What can be known for sure though, is that the Stolari have lived on the plateau for hundreds of years maybe more. These creatures are only found on the Adri Varma plateau. These creatures are about 8 feet tall and look like perfectly normal saguaro cactus from a distance. Upon closer inspection, one notices that several (1d20) needles of the cactus are larger and longer.

Also noticed is the fact that the cactus trunk is actually composed of two smaller trunk, which the Stolari keep close together. The Stolari have always three other "trunks" leading upward. The central has a strange yellow fungus sprouting from it, almost like a cactus flower. This detects vibrations and smells and acts as the cactus primary sensory organ. Stolari are also able to hear sound but communicate with each other by emitting various barely detectable spores from their sensory organs. This forces the Stolari to stay close together for communication. The Stolari are also able to detect heat sources from a distance of 120'.

Combat:

In battle, the Stolari will first try to appear as inconspicuous as possible and try to attack by surprise. If someone does not know how to spot a Stolari he receives a -2 penalty to his surprise roll. Someone who knows what a Stolari looks like cannot be surprised by this method and can use the Stolari immobility during it's surprise attack to their advantage. When attacking the Stolari will first try to club it's opponent with it's two spiny limbs. Usually attacking several targets. The Stolari will then fire one of it's larger spine at the nearest heat source. These detachable needles can be fired up to ten feet where they stay linked to the cactus by some tendril like appendage. The cactus can draw back a needle it fired. It only fires one such needle at a time, and once one has hit a living target it doesn't fire anymore until this needle is cut off or has finished draining heat. These needles have the same chance to hit as the limbs and do 1 point of damage on the first round. On each subsequent rounds the needles drains heat from it's victim doing an additional 1 hp of damage. The tendrils have an AC of 4 and 10 hp each. The Stolari regrows lost needles at a rate of 1 per week.

Habitat/Society:

The Stolari are a semi nomadic race who either travel in patches of alone. They travel and hunt during the day where the heat is the greatest and try to conserve heat and energy as much as possible during the night. For a Stolari life is tied with much needed heat and every day is a constant struggle to stay alive. Stolari are often found near warm cave entrances and volcanic vents which are found on the Adri Varma plateau. From there they bask in heat. Others are more nomadic and tend to travel the colder desert, but even the most sedentary Stolari leave their spot every few months as they are lured away by wanderlust and the promise of more prey. During their travels, these usually find shelter from the wind during the night and sometimes during the day by hiding near large rocks. Due to difficulty in communications and the fact that they prey on most species, the Stolari haven't developed ties with any other species. Some rare Stolari, normally the more nomadic and solitary ones have learned to understand a single language, although they cannot speak it.

The Stolari worship the sun which they call the Heat Giver (Ixion). They see themselves worshipping forces rather than immortals. Other forces worshiped are Death (Hel) and Plant Life (Ordana). Some Stolari shamans are known to exist, they are able to reach level 3. No Stolari wotan are known to exist.



Ecology:

To Stolari is a predator which most often feed on wild foxes, rabbit, mouses and other small animals on the plateau. If it has the chance it will often feed on larger creatures, including travellers and Ungolwaith. Few creatures eat or attack Stolari on the plateau. Stolari Shamans

Although it is a rare occurrence, some Stolari can be shamans. Stolari believe in supernatural forces of infinite greatness. Although they have no concept of the immortals as individual beings, their prayers and devotion is no less answered by the appropriate immortals. The greatest force in Stolari mythos is the precious Heat, which is given by the Heat Giver. The Heat Giver is a force responsible for creating the powerful heat and sending it on the lands below. As the Stolari do not possess a sense of sight, their concept of the sun is very limited. The Heat Giver is of course the immortal Ixion.

The Stolari also holds dear the life force of the flora. This life-force is represented by the immortal Ordana. Finally the Stolari also acknowledge the fact that a great power terminates the life force of all living things. The Stolari perceives the power, which humans, demi-humans and humanoids would qualify as death, differently. For them it is a force that removes the life force and the heat from an organism imbued with the force of the Heat Giver and Plant Life/Life Force. Death of a creature from the animal / monster / humanoid kingdom is seen in a less dramatic way as no Plant Life force is extinguished. In importance it can be compared to the death of a small non-sentient plant and the Stolari shamans teach other Stolari that this process of death is different on the cosmic level.

The Stolari shamans worships all three of these immortals and receives different spells from each.

First Level

Cure Light Wounds (Ordana) *
Resist Cold (Ixion)
Predict Weather (Ixion)
Cause Light Wounds (Hel)**
Bless (Ixion)

Second Level

Speak With Animals (Ordana)
Hold Person (Hel)

* Affects only other Stolari or other plant-like monsters ** Affects any kind of creature

Strangle Vine (*Vitis vinifera strangulatum*)

Plant	Strangle Vine
Type	Lowlife (Plant)
Climate/Terrain	Temperate Forests
Frequency	Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1
Size	L; up 20 20'long
ST	16
IN	0
WI	6
DX	14
CO	18
CH	6
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	1/foot square
HP	8/HD
MV	0
THACO	by HD
Attacks	1
Damage	1d4
Special Attacks;	strangulation
Special Defenses;	camouflage
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	NM
ML	12
XP	10/1'square
TT	U
Body Weight	1 LBS/ft square

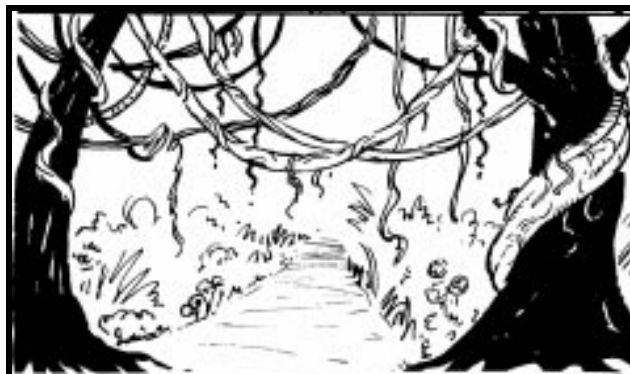


A Strangle vine looks like 1 to 10 ordinary creepers) up to 20 feet long dangling from the branches of a tree or rock, usually stretched between three or four trees, most often crossing over footpaths and trails in the forest. The vines have approximately ten leaves per five-foot section; the stalk of a strangling vine is brownish-green in color, while the leaves are a shiny, moss-like, deep green. A strangling vine usually lies drooping between trees, waiting for a victim to pass by. As any prey passes beneath the vine, activating its Tremorsense or touch, it will

drop suddenly and wrap itself around the prey's neck, strangling it. It will then attempt to pull the victim off the ground, hanging it until it dies. It is touch sensitive, and attempts upon contact directly to entangle an individual moving into or through it.

Because a strangling vine looks natural in its surroundings, creatures attacked by it suffer a -1 penalty on their surprise rolls.

Entangled victims suffer 1d4 strangulation damage each round (Thorned variations cause 1d10 damage each round due to the thorns) and since the vine is firmly anchored above to the rock or tree, can be lifted from the ground and break their neck in 4 minus plus adjustment rounds. They also must follow the strangulation rules.



A character with a strength of 6 or more has a 5% of breaking free from the vine by tugging at it, but the more the victim struggles, the tighter the vine clings)increasing damage, by giving another 1d4 damage by each tugging act'. Thus weaker characters have a greater chance of escaping than strong ones. For each point of strength under 6, the chance increases by 5%.

An alternative way of breaking free is to cut away a sufficient area of vines (8hp per square foot) with an edged weapon. Characters caught in the vine may attack it at a cumulative penalty of -4 to hit roll each round.

Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid or animal.

Strangleweed (*Ascophyllum strangulatum*)

Plant	Strangleweed
Type	Lowlife(Plant)
Climate/Terrain	Any Water
Frequency	Uncommon
Organization	Solitary, or cluster
Activity Cycle	Any,
Diet	Carnivore
AL	N
NA	0(2d2)
Size	M; 4'-6'-diameter
ST	20
IN	1
WI	2
DX	14
CO	12
CH	2
Languages	0
Spellcaster Limits;	0
AC	1
AV	0
HD	12*
HP	12d10
MV	0
THACO	8
Attacks	Special
Damage	Special
Special Attacks;	Entanglement
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F6
ML	12
XP	2125
TT	J, N, L, + 50% 2 magic items)
Body Weight	45 LBS



Strangleweed is a semi-intelligent kelp found in relatively warm sea water. Strangleweed looks like normal seaweed, but if any creature comes within 10 feet of this carnivorous plant, it will reach out to grab it. While Strangleweed can be found in any aquatic area, it is most dangerous in shallower, coastal areas where potential victims may not be able to (or not be prepared to) breathe underwater. A Strangleweed patch will cover an oval area of 3d4 square feet, on the sea's surface; 3d4 fronds of varying lengths (1d6+6 feet) hanging downward from the patch.

Strangleweed consumes its victims by digesting them through its leaves. Its treasure is found on the seabed beneath it, buried amid the grisly remains of previous meals.

Combat

Strangleweeds attack only when a foe is close by, and often gain surprise on their victims. Their vines do not directly cause damage, but are rather used to grapple victims. Once a foe is grappled, Strangleweeds attempt to constrict it to death.

The player and the DM each roll 4d6 and add Strength adjustments.

If the victim's (player's roll total is twice that of the weed (DM), the victim has escaped. If the victim's roll is less than twice the weed's but still exceeds it, no damage is done but the victim is still entangled.

If the weed beats the victim's roll, the difference is the damage done to the victim (no AV deduction—unless magical) in hit points. Furthermore, all damage inflicted is subtracted from the victim's further rolls, but the maximum damage the Strangleweed can inflict upon its opponent is the total of its initial roll +4. Other characters can't pull a victim free, but may attack the weed, if so, each hit may (25% chance) hit the victim also. In this case the damage is divided equally between the two before AV is subtracted.

A plant creature possesses Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); poison, sleep effects, paralysis, polymorph, and stunning; not subject to critical hits; (so don't apply critical hit effects or double damage at a natural 20. Plants breathe and eat, but do not sleep.

Any victim entwined suffers a -2 penalty to attack rolls. Predator; Insects, Fish, Main Prey; any creature of Small to medium size.



Sundew, Giant (*Drosera capillaries gigantis*)

Plant	Sundew Giant
Type	Lowlife(Plant)
Climate/Terrain	Temperate tropical forest swamp moor
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d4
Size	M; 3'-4'tall
ST	22
IN	3
WI	18
DX	17
CO	14
CH	11
Languages	0
Spellcaster Limits;	0
AC	1
AV	0
HD	8*
HP	8d8
MV	0
THACO	13
Attacks	6/target
Damage	1d3 each
Special Attacks;	Suffocation
Special Defenses;	special
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F6
ML	12
XP	1200
TT	V
Body Weight	245 LBS



Unlike its smaller cousin, this plant is almost sentient. A giant sundew appears to be a 3 to 4 foot mound of grayish green, tarry ropes or rags. The air around one is fly infested and holds a thick odor like sweet syrup. Preferring shaded places in which to grow, the sundew has only hair-like roots that anchor it lightly in place. It can pull itself slowly along the ground using sticky tendrils. Due to the plant's sticky exterior, missiles and fire-based attacks inflict only half damage.

Combat

the sundew detects moving creatures by vibrations (Tremorsense 30'). When anything moves within 15 feet of it, it lashes out with its tendril-covered leaves. Its body is covered with hundreds of tendrils, and a maximum of six (Small victims by only 4, while large by 10) can attack each single creature in range, each round. The tendrils exude sticky globs of sap.

For every two tendrils that attach to a victim, the victim suffers a -1 penalty to attack

rolls. The sap contains a mild enzyme that inflicts 1 point of damage per round for each tendril striking the victim, regardless of whether or not the tendril is still attached. A successful Strength check against the plant with a -2 penalty for each tendril stuck to the victim—remember 6 is maximum for medium sized victims) to break a tendril; each tendril must be checked separately, up to once per tendril, per round.

If a sundew's attack roll is an unmodified 20, it has struck the victim's mouth and nose, clogging them with sap; suffocation occurs in 1d3+1 rounds unless the sap is removed. The sap may be dissolved by vinegar or alcohol.

Predator; Worms, Funghi, Main Prey; any creature of medium or smaller size.

The sundew's seeds are black and elliptical. Sundews living in the northern parts of the world or in mountainous climes form hibernacula to survive the winter. A hibernaculum is a small, tight, spherical cluster of budlike young leaves that are hairy in appearance. The butterwort also shares this feature. Similarly, the hangman tree's taproot, which allows it to survive the winter, may be a further modification on the use of the hibernaculum.

The same principle of controlled cell growth as the Venus' flytrap permits the sundew to curl its arm like leaves around insects held helpless in the plant's glue. It also allows the butterwort to curl the edges of its trapping leaves to form a cup to hold digestive juices used for drowning prey that succumbs to the lure of its sticky surfaces. In this a victim is enwrapped in the tentacle leaves and slowly digested (alive).

Ecology

Sundews, butterworts, and rainbow plants, by utilizing their mucilaginous surfaces to trap insect prey, are merely taking defenses used by plants a step further. Consider the South African roridgula, which has developed a carpet of sticky hairs over its stems and leaves as a defense against insect pests. The roridgula has also developed a symbiotic relationship with species of ambush bugs and spiders. Both of these creatures make their homes among the sticky strands of the plant and feast on insects caught by the glue. Such a symbiotic relationship might exist between the giant sundew (and other sessile carnivorous plants) and certain large insects or other creatures. These creatures may lure prey within the plant's reach in exchange for scraps from the plant's feeding; they may also find a safe home with immunity from the plant's attack.

Sword Grass (*Festuca gladius*)

Plant	Sword Grass
Type	Lowlife(Plant)
Climate/Terrain	Temperate tropical Sxhaded marsh/swamp
Frequency	Uncommon
Organization	Patch
Activity Cycle	Day
Diet	Carnivore, sun, soil
AL	N
NA	1d6/patch
Size	1d100 patches in an area S-M; 1' to 6'
ST	18
IN	0
WI	3
DX	17
CO	13
CH	9
Languages	0
Spellcaster Limits;	0
AC	8 (body 10)0 underground
AV	1
HD	1
HP	1d10
MV	0
THAC0	19
Attacks	1d8
Damage	variable
Special Attacks;	0
Special Defenses;	special
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	NM
ML	12
XP	10
TT	0
Body Weight	1 to 5 LBS



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

Combat:

The main body of the plant has hit points equal to the total number of blades it has. Each leaf also has 1 hp, but these hit points are in addition to those each plant already has, and destroying the leaf blades does not cause the death of the plant. Damage is incurred upon walking through patches of sword grass. The leaf blades are amazingly strong (AC 8) and extremely sharp; the body is AC 10 (AC 0 underground). Collective damage occurs as the blades slash at whatever passes through them. Damage varies according to the height of the blades (1' = 1d4 hp; 2' to 3' = 1d6 hp; 4' to 5' = 1d8 hp; 6' = 1d10 hp). Blades attack as 1 HD monsters. Blunt weapons and thrusting weapons do not harm the plant. The blades may be uprooted, but if precautions are not taken to protect one's hands, maximum

damage is automatic. The blades may be burned but will grow back at the rate of 6' a week.

Habitat/Ecology:

Sword grass is not a true grass, but is closely related to ferns. It reproduces by spores, and the plant's 'blades' grow from a central underground rhizome. Sword grass is a perennial; the leaf blades die during cold weather, and the root stalk goes dormant, becoming active again in spring. The usual prey for sword grass is small animals, with the plant using blood and decaying bodies to supplement its diet. Some people grow plots of sword grass in place of moats or in addition to them; sword grass has also been used to form defensive lines around farms and military bases.

Thornslinger (*Rosa ceratopsia projectile*)

Plant	Thornslinger
Type	Lowlife (Plant)
Climate/Terrain	Any Land
Frequency	Rare
Organization	Cluster
Activity Cycle	Any,
Diet	Carnivore
AL	N
NA	3d4
Size	M; 4' radius
ST	12
IN	0
WI	9
DX	14
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	8
AV	2
HD	4*
HP	4d8
MV	0
THACO	na
Attacks	1 Volley
Damage	2d4
Special Attacks;	Dew
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F2
ML	12
XP	125
TT	0



Thornslingers are carnivorous, spidery, white rose bush with dew-covered, pale yellow (almost white) blossoms. They average about 8 feet in diameter and lie very close to the ground. The color of the roses turns to black after feeding upon the blood of their prey.

Thornslingers attack living creatures by firing 2d4 thorns. Each thorn has a range of 30 feet and causes 1 point of damage. Since a large number of thorns are shot in a spread pattern at intended targets, being hit by one or more thorns is automatic. Damage from the thorns is therefore 2d4 to any creature within 30 feet, once per round.

They have virtually inexhaustible supplies of thorns, and are found in close clusters. Since the shower of thorns is their only defense, Thornslingers are often found in out-of-the-way places, such as pits or inaccessible caves, or growing on brick and stone walls.

They are always found in clusters of 3d4 plants, and all Thornslingers have virtually

inexhaustible supplies of thorns to hurl.



Plant	Thorny
Type	Lowlife (Plant)
Climate/Terrain	Warm, Wet Forest/Caves
Frequency	Very Rare
Organization	Pack
Activity Cycle	Any,
Diet	Carnivore
AL	N
NA	2d10
Size	M; 4' long
ST	11
IN	1
WI	6
DX	13
CO	13
CH	12
Languages	0
Spellcaster Limits;	0
AC	3
AV	0
HD	4*
HP	4d8
MV	150'(50')
THAC0	17
Attacks	1 bite
Damage	1d4+1
Special Attacks;	Thorn Rake
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F2
ML	8
XP	125
TT	0

The leaves and central stem of a Thornslinger are covered with a strong adhesive sap. Those who touch it are held fast if they have Strength 13 or less, until they are freed or digested. Characters with Strength 13 or greater can break free in 1d4 rounds. Once a victim is caught by the dew, the Thornslinger secretes digestive acids, causing 1d3 hp damage per round.

Thornslingers are not very flammable, but flame causes normal damage. Open flame is extinguished after one round and oil burns for only two rounds.

Senses; Tremorsense 60', other senses tactile low

Man Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid or animal.

Thorny (*Ceratoceratopse juniperi*)



Thornies are dog-like plant creatures looking like thorny lizards and trained as guards by Myconids. They are covered by a spiky bark. These creatures are descended from

the Thornslinger plant, and somehow fused with a local lizard, which thus—similar to a Yellow Musk Zombie—became a mobile plant. This was done by some unknown mage or wicca/wokani. Rumored is that the Myconids are responsible, but this aptitude and skill of plant magic is unproven.

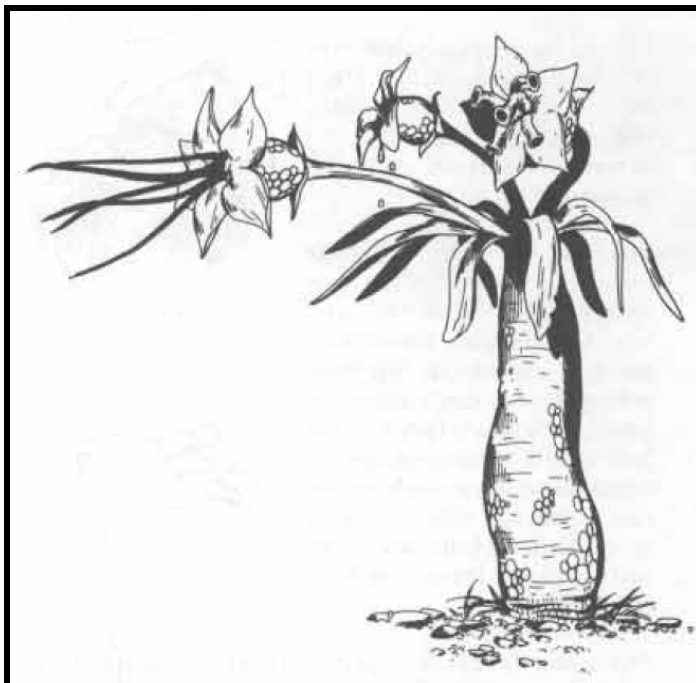
A thorny attacks first with its bite; if the bite hits, the creature tries to roll its body against its victim, causing 3d4 points of damage with a successful hit.

Thornies reproduce by laying egg-like seeds in the ground. A small tree sprouts from the seed, eventually producing buds which grow into small thornies. Thornies can be trained if raised from buds.

Senses; All senses medium, infravision 30'. Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any dead organic matter

Tri-flower Frond (*Urticus flora-tricolore carnisvorus*)

Plant	Tri-flower front
Type	Lowlife (Plant)
Climate/Terrain	Tropical Forest
Frequency	Very Rare
Organization	Stand
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d10
Size	M; 5'-8'diameter
ST/CO	9
IN/WI/DX	0
WI	6
CH	18
Languages	0
Spellcaster Limits;	0
AC	9
AV	2
HD	2+8*
HP	2d8+8
MV	0
THAC0	17
Attacks	1
Damage	0
Special Attacks;	special
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F1
ML	10
XP	35
TT	0
Body Weight	20-40 LBS



The deep green stalks of this plant are topped by trumpet-shaped flowers of vivid orange, bright yellows, and intense red; other color combinations are possible, but rare.

Each flower has its own function. The orange one shoots 2d4 pollen-covered tendrils, each 3 feet long; any creature struck must make a successful saving throw vs. poison or fall into a coma for 1d4 hours.

The plant's sensitive rootlets tell the yellow blossom where to find the slumbering victim; the yellow bloom bends over and trembles, shakes down a shower of sticky enzyme that causes 2d4 points of damage per round until washed off (damage is reduced by 1 point per flask of water; complete immersion in water removes the sap in one round).

The red flower extends tubular tendrils of 1 foot length, sinking them into the slumbering victim; first drawing body fluids at the rate of 1d6 hit points per round and then sucking up the residual matter after the enzyme has dissolved the victim's body.

Other color combinations of the plant's flowers are white, pale silver-gray, pink or golden brown, chocolate brown, and russet. But the functions never change, nor the fact that there are always three different colors. Sages speculate that the colors are basically yellow, red and orange, but metals in the ground or different soil components change the overall color of the plant, as its appearance and behavior never changes. Seeds of either variation will always result in the yellow, orange and red variant when planted in the best soil, whatever the parent's colors might have been. Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid or animal.

Twilight Bloom (*Albizzia nocturealis purpurem*)

Plant	Twilight Bloom
Type	Lowlife (Plant)
Climate/Terrain	Any temperate, or any swamp
Frequency	rare
Organization	stand
Activity Cycle	Day
Diet	Sun, Soil, carnivore
AL	N
NA	1d10
Size	L; 8'-13'
ST/CO	9
IN/WI/DX	0
WI	6
CH	18
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	3*
HP	3d8*
MV	0
THAC0	17
Attacks	1 drip
Damage	0
Special Attacks;	poison
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F1
ML	9
XP	75
TT	incidental
Body Weight	20-40 LBS



A twilight bloom, also known as the purple blossom plant, or purple death, is a poisonous plant.

This tall (8 to 13 feet) plant strongly resembles a palm tree. It has a scaled, thick-stalked branchless brown trunk topped by drooping, fern-like green foliage. These fronds droop a short distance. Mixed with these are cup-shaped purple flowers with silvery stamens; the flowers point towards the sun when it is out, and close up completely at night. Around the base of the plant is a fine, mossy mat which is actually the roots.

The flowers exude a very attractive pleasant scent perfume and sweet sap. The vibrations of any creature passing beneath the cupped lavender blooms will cause them to gently tilt and drip a syrupy poison from the flower.

Combat

There is a 25% chance of the creature being struck by this toxic sap. If the creature fails to save vs. poison, it dies in 1d3 rounds, by heart failure, and its decomposition in the upcoming weeks feeds the roots of the plant.

Habitat/Ecology

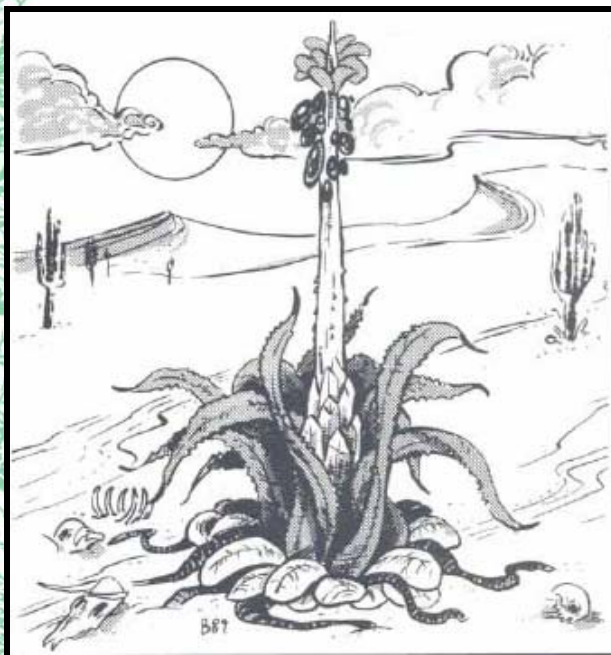
The twilight bloom reproduces like other plants. Insects are immune to its poison, but are attracted by its scent. If the poison is harvested safely, it remains potent for a full day.

Senses; Tremorsense; 30' other senses only tactile low.

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; Sun, Soil.

Vampire cactus (*Opuntia vampires*)

Plant	Vampire Cactus
Type	Lowlife (Plant)
Climate/Terrain	Any warm Desert
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any warm Desert
Diet	Carnivore, Sun, Soil
AL	N
NA	1d3
Size	M; 5'-6'tall
ST/CO	15
IN	1
WI	6
DX	13
CH	18
Languages	0
Spellcaster Limits;	0
	Core Leaf Thread
AC	6 7 8
AV	1 2 0
HD	3* 1+1 1/2
HP	3d8 1d8+1 1d4
MV	0
THACO	17
Attacks	12
Damage	1d2 each
Special Attacks;	Blood Drain
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F1
ML	11
XP	50
TT	0
Body Weight	20-40 LBS 12 LBS 6 LBS



and bitter (in contrast to its fruit). Anything warm-blooded is a potential victim for the cactus.

Senses; Tremorsense; 30'other senses only tactile low.

Main Predator; Insects, Bugs, Beetles, Funghi, Slimes, Oozes. Main Prey; Sun, Soil, Warm-blooded creatures.

Vampire cacti are plants of the deep desert that supplement their water supply by draining liquids from animals that come within range.

Vampire cacti resemble century plants, with 12 fleshy leaves, each tipped with a sharp needle about one inch long. Sprouting from the plant's central core is a single spike rising to a height of five to six feet. The leaves are about five feet long, but droop toward the ground so the main body of the plant stands about three feet high. The leaves are dusty green with a narrow band of yellow around their margins. The needles on their tips are white.

The central spike is golden yellow. Once every midsummer a single small flower blooms at the top of the central spike. This flower is blood-red in color. After this flower has been pollinated, a small blood-red fruit forms. The fruit is moist and sweet-tasting, almost irresistible to most birds.

The plant itself is rooted to one spot, but it can move its leaves rapidly. Vampire cacti are usually surrounded by the skeletons and drained corpses of warm-blooded denizens of the desert (kangaroo rats, etc.).

Combat:

The vampire cactus attacks by shooting the needles at the tips of its leaves into its victim. These needles have a range of three yards. They remain attached to the leaves by a thick, rubbery thread that unreels from within the leaf. This thread is the vessel through which the plant drains its victim's bodily fluids.

The needles inflict 1-2 points of damage when they strike. Each subsequent round, the plant drains 1d3 points of liquid (i.e., blood) through each needle that remains in its victim's flesh. The victim can tear free or pull the needles loose, but they are viciously barbed and pulling them out of flesh causes 1d3 points of damage each. The plant can fire all 12 needles simultaneously, but no more than six can be directed at a single target. Any needle that fails to penetrate its target is reeled in and is ready to be fired again by the beginning of the next melee round. Once a target is dead, the plant reels in the needles from that target and readies them to fire at any other victim that presents itself. The plant becomes satiated after draining 50 hit points. When it reaches satiation, it reels in all its needles and does not attack anything again for 48 hours.

The threads connecting the needles to the leaves are AC 8 and can suffer 4 points of damage before being severed. The leaves are AC 7, and each has 1 + 1 Hit Dice. Damage to threads or leaves does no permanent harm to the plant, since it can regrow a damaged leaf in 1d4 + 1 day (although destroying a leaf or severing a thread decreases the plant's number of attacks, of course). The only way to kill

the plant is to destroy its core. The core is AC 6 and has 3 Hit Dice. Damage done to the leaves doesn't count against this total. Because the core is surrounded by leaves that move, any attack directed at the core has a 75% chance of hitting a leaf instead (providing, of course, that all of the leaves have not already been dealt with).

Vampire cacti are immune to lightning and electrical attacks (they ground the electricity into the desert through their roots). They're very vulnerable to fire, however, and fire-based attacks inflict double damage. Since they have no minds, sleep, charm illusion, and other mind-affecting spells have no effect.

habitat/society

Creatures of the Izondian Desert, vampire cacti evolved their blood-draining ability to help meet their water needs. Other adaptations to life in the deep desert include the dusty-looking surface of their leaves (to help slow down evaporation), the single small bloom (to minimize water loss), and a conductive root system (vampire cacti are often the tallest objects around, and hence frequently struck by desert lightning). Migrating birds seem to have carried the seeds of vampire cacti to the margins of the Desert, because some of these deadly plants are found there.

The only treasures to be found near a vampire cactus are the possessions of any unlucky victims.

Ecology:

Almost nothing eats the vampire cactus; its tissue is too tough

Vampire Moss (*Tillandsia hemoptera -usneoides*)

Plant	Vampire moss
Type	Lowlife (Plant)
Climate/Terrain	Swamps, Woods
Frequency	Rare
Organization	colony
Activity Cycle	any
Diet	Life energy.
AL	N
NA	1d6
Size	T-S; 1' to 4' long
ST/CO	9
IN/WI/DX	0
WI	6
CH	18
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	1/2"
HP	1d4
MV	0
THACO	0
Attacks	1
Damage	special
Special Attacks;	
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	NM
ML	9
XP	7
TT	0
Body Weight	20-40 LBS

Vampire moss hangs from trees and branches in marshy or tropical environments, waiting for other creatures to wander past it so that it can feed upon them. It is normally pale green in color, and from 1'-4' in length. The moss grows in a netlike mass but is not as thick as rock-dwelling moss.

Combat

Vampire moss lives off the life energy of other creatures, although it prefers mammals—especially intelligent ones, possibly because their living essence tends to be more vibrant. The moss is an "air feeder," requiring no contact with the other creatures in order to draw life energy from them. However, victims must be within 10 yards of the moss.

When a vampire moss attempts to feed on a person (or animal), it feels a prickling sensation at the back of the neck (where the nerves cross and come together); at that point, the victim must make a constitution check. If the check succeeds, the moss is unable to establish a feeding link, but it will continue to try to magically attach itself until the intended victims leave its area of effect, requiring constitution

checks each round until that happens. If and when the victim fails a constitution check, the moss has "latched on" to the PC and begins feeding at the rate of 1 hp per round until the victim dies or leaves the area. When the moss has consumed four times its own hit points in energy, it is sated and releases its victim.

If several vampire mosses attack a single character, the damage can mount quickly; these creatures always attempt to n establish feeding contact with the nearest being in preference (intelligent mammals, then non-intelligent mammals, intelligent other creatures, non-intelligent creatures). It can't feed on slimes, oozes, small nonintelligent insects, and similar creatures, for either they have too low amount of life energy, or can't be linked too. A Vampire moss feeds on the life energies of nearby trees only if it is starving to death.

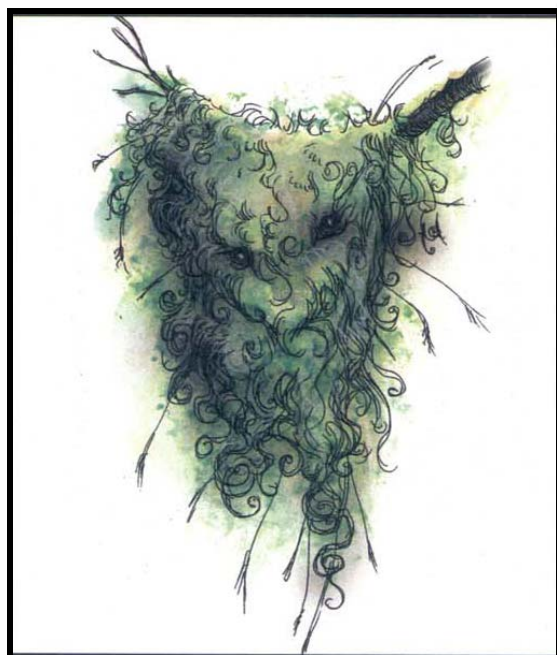
When a victim is reduced to half his maximum number of hit points, he must make another Constitution check or fall unconscious. The victim must continue to make checks each round until the draining stops or the victim falls unconscious. **(The DM should not at any time inform the character why the checks are necessary or what the results of failing them are until they occur. Nor should the DM identify the source of the energy drain—as no form of magic can detect this and neither normal senses.)** The victim dies when reduced to 0 hp. As the moss feeds, it turns a brighter and brighter shade of green. A fully sated moss is a vivid emerald green. The only ways to kill vampire moss are by ripping it into tiny shreds or burning it. The moss regenerates all other damage at a rate of 2 hp per week.

Ecology

Vampire moss serves no particular purpose in the ecology of the local area; it's more a parasite than anything else. Unfortunately, it does not die if deprived of higher life forms upon which to feed—the moss can even feed on local plants, but it does so only if on the verge of starvation.

Vampire moss can be used as a component of energy draining magic, such as potions of harming (instead of healing) or Rings of Weakness.

Senses; Tremorsense; 30' other senses only tactile low. Main Predator; Insects, Bugs, Beetles, Funghi, Slimes, Oozes. Main Prey; Sun, Soil, Warm-blooded creatures.



Venus flytrap giant (*Dionaea muscipula gigas*)

Plant	Vampire moss
Type	Lowlife (Plant)
Climate/Terrain	Swamps, Woods
Frequency	Uncommon
Organization	colony
Activity Cycle	any
Diet	Life energy.
AL	N
NA	1d4
Size	15'to 20'diameter covera
ST/CO	9
IN/WI/DX	2
WI	6
CH	18
Languages	0
Spellcaster Limits;	0
AC	5
AV	0
HD	jaws 2, body 6
HP	jaws 2d8 body 6d8
MV	0
THACO	0
Attacks	3 to 8 (1 / victim)
Damage	1d6+4
Special Attacks;	Drowning
Special Defenses;	Concealment
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	NM
ML	9
XP	7
TT	C
Body Weight	20-40 LBS

The seeds of the Venus' flytrap are black and pear-shaped when it reproduces. The Venus' flytrap's asexual means of reproduction involves a fleshy, white, underground rhizome that elongates annually and from which new Venus' flytraps may grow. This underground rhizome also makes it very difficult for fire and other natural disasters to completely destroy the plant. Where temperature conditions are subject to uneven fluctuations (alternating warm and cool spring days, for example), the plant can also reproduce itself by budding. Through this process, the flowers of the plant are replaced by miniature plants which take root around the 'mother' and grow normally. As a result, Venus' flytraps may be found growing in colonies.

In the case of the Venus' flytrap, prey is attracted to the plant's trap either by the red color on the inside of the trap-leaves lobes (which resembles raw meat) or by the scent of nectar produced by glands along the edge of each lobe. (All carnivorous plants have nectar-producing abilities and,



except for the waterwheel and the bladderwort, use scent as a lure.) On the trap are several trigger hairs on each lobe. The victim must brush two of the trigger hairs or one trigger hair twice in order for the plant to react. The first brushing of a trigger hair causes an electrical impulse to be stored in the leaf tissue, readying the trap. The second brushing sends a second impulse that causes the outer cells of the lobes to grow an additional 25%, thus causing the trap to close.

This growth spurt is very rapid; closure time for flytraps has been clocked at one twentieth of a second. During cool weather, when the plant's reactions have slowed, the spikes that fringe the edges of the leaf lobes help contain the prey until the trap is fully closed. The 'teeth' that fringe the edges of the lobes act to trigger the trap and prevent the prey from escaping before the trap is fully closed. When fully closed, cell growth in the lobes continues, forcing the lobes together, pushing the air out of the trap, and squeezing the prey. To open, the inner cells of the leaf lobes grow an additional 25%, thus forcing the lobes to move apart from each other. The traps are capable of opening and closing several times a day; thus, rapid growth of individual traps is possible.

Venus' flytraps can survive periodic flooding, when their traps catch food in the form of insect larvae, tadpoles, and the like. A good-sized meal for the plant results in an overall growth spurt. The Venus' flytrap is capable of distinguishing between edible and inedible objects placed within its traps; it is also able to judge the size of objects so that it doesn't waste time on puny prey or things which it can't eat (as is also true for the giant Venus. flytrap).

Combat

Looking very much like a normal venus fly-trap enlarged to twenty times regular size, the giant fly-trap is usually concealed in forest undergrowth so well that there is only a 20% chance of seeing it before one walks into it. The plant's 3 to 8 jaws are each 1d4+2 feet across and rest on or near the ground.

The giant fly-trap is activated by contact, as a creature brushes (as described before) against the "teeth" sticking out from the jaws; the jaws immediately strike out in the direction of the prey with the odds "to hit" of a 2 HD monster, doing 1d6+4 hp damage and gripping the prey tightly. Prey up to 4' in height and 100 lbs. in weight can be enclosed in a 6' large set of jaws, which will then fill with fluid and drown small-sized victims in 2d4 rounds.

The enclosed jaws then fill with a mild acid that dissolves prey in 7-10 days. Once "swallowed" by the jaws, a victim may only attack with claws, teeth, or handheld daggers from inside. Each set of jaws will take 2 HD of damage before being destroyed (roll separately for each set), after which the prey inside can escape. Attacks on a set of jaws inflicted from the outside while it holds prey will inflict half the damage on the jaws themselves and the other half on the victim inside. A lost set of jaws will be regenerated by the main body of the plant in two weeks, unless the 6 HD plant body is also destroyed. One may try to force the jaws of the plant open, but a strength roll against the plant is required and can only be attempted once by a single character for a given set of jaws.

If a set of jaws latches onto a figure larger than they can "swallow," the jaws will continue to cling to the victim, doing 1d4 hp damage per round thereafter for 1-6 turns, and the jaws will then automatically detach themselves from the main body of the plant. The victim, if still alive, can then be pried out at leisure. If the main body of the plant is slain, all held victims will be released in 1d4+1 rounds from the jaws still attached to the plant. Treasure may surround a patch of giant fly-traps, or the plants may have been planted over a treasure hoard for protection. Giant fly-traps take +1 hp per die of damage done by fire attacks.

Viper Vine (*Vitis serpentes*)

Plant	Viper Vine
Type	Lowlife (Plant)
Climate	Tropical
Terrain	Forests
Frequency	Rare
Organization	Clusters
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1d10
Size	L; 20'-50' long
ST	14
IN	5-7
WI	8
DX	5
CO	18
CH	12
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	4**
HP	4d8
MV	30'/10'
THACO	17
Attacks	1
Damage	1d4
Special Attacks;	paralysis constriction
Special Defenses;	special
	Fire/Missiles 50%
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	0
AM	0
Save as;	F2
ML	10
XP	175
TT	0
Body Weight	12cn/feet long

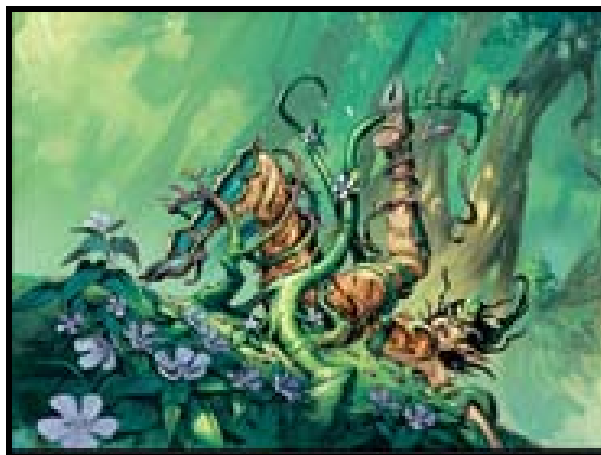
Viper vines are thick (three inches in diameter); rope-like vines that are brownish or green in color. They are a type of carnivorous plant indigenous to tropical forests, 90% indistinguishable from normal vines.

Viper vines hang from trees, trailing their ends on the ground to snare unwary animals. They have two forms of attack. The first is constriction as they wrap around

their victim, much like snakes, causing 1d4 points of damage per round. A successful bend bars/lift gates roll is required to free oneself from the constriction.

The second attack is a paralyzing poison exuded from the skin onto the ensnared creature (successful saving throw vs. poison to avoid). Viper vines can control this poison, generally not using it until after having constricted their victim for 1d4 rounds. The paralysis lasts for 2d4 rounds.

Viper vines are immune to all blunt weapons.



Wither weed (*Viduo sativa*)

Plant	Wither Weed			
Type	Lowlife (Plant)			
Climate	Non arctic			
Terrain	Ruins			
Frequency	uncommon			
Organization	Solitary			
Activity Cycle	Any			
Diet	special			
AL	N			
NA	1			
Size	variable			
ST	11			
IN	0			
WI	6			
DX	11			
CO	14			
CH	3			
Languages	0			
Spellcaster Limits;	0			
AC	8			
AV	0			
HD	3*	4*	5*	6*
HP	3d8	4d8	5d8	6d8
MV	0			
THAC0	17	16	15	14
Attacks	variable			
Damage	0			
Special Attacks;	dexterity drain			
Special Defenses;	smoke			
	Fire/Missiles 50%			
Immune to;	Charm, Hold, Illusion			
Extra Vulnerable to;	0			
AM	0			
Save as;	F1	F2		F3
ML	12			
XP	50	125	300	500
TT	0			
Body Weight	15LBS	25LBS	45LBS	80LBS

This weed appears as a dried-out patch of grass or weeds approximately 20 feet square (3 Hit Dice). Weeds twice this size have been found, and larger ones are theoretically possible (possessing 4, 5, or even 6 Hit Dice).

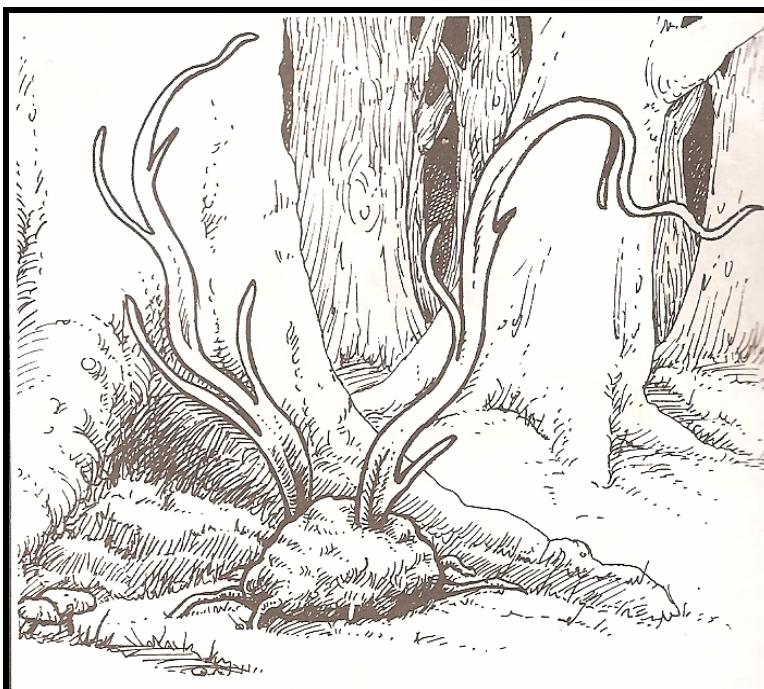
The witherweed attacks with its many equally spaced fronds. An average specimen has 1d12 + 12 so positioned that at least one frond can attack each person confronting it. A frond hit drains 1d4 Dexterity points from its victim. A successful saving throw vs. poison cuts in half the number of points of Dexterity lost. Any victim drained of the maximum of 4 Dexterity points in a single hit also suffers a nervous seizure' total collapse for two rounds, followed by a further five rounds during which he attacks with a -2 penalty to his attack rolls and moves at 75% of his normal rate. He loses all Dexterity bonuses during this seven-round period. A victim becomes incapacitated if his Dexterity is reduced below 3, and dies if it is reduced to 0 or below. Half of the Dexterity points lost are recovered by surviving victims naturally at the rate of 1 per day, but the remainder can only be regained by the casting of a cure disease spell on the victim.

The witherweed is dry and is therefore easily burned, but it produces a toxic smoke while burning. Anyone inhaling the smoke must roll a successful saving throw vs. poison or die in 1d4 rounds. The fire burns and the smoke streams forth for one round per square foot of vegetation. Only a strong wind blows the heavy, oily smoke away. Otherwise it forms a cloud of volume equal to nine times the area of the witherweed and takes at least four hours to dissipate.



Whipweed (*Laceratus terribile duonum*)

Plant	Whipweed
Type	Lowlife(Plant)
Climate/Terrain	Any Land non -arctic
Frequency	Rare
Organization	Solitary, or cluster
Activity Cycle	Any,
Diet	Scavenger
AL	NM
NA	1d3(1d3)
Size	M; 3'diameter 15'stalks
ST	13
IN	1
WI	2
DX	14
CO	12
CH	4
Languages	0
Spellcaster Limits;	0
AC	Stalks 5 Base 3
AV	Stalks 1 Base 3
HD	Stalks 3+1* Base 2
HP	Stalks 3d8+1 Base 2d10
MV	3'(1')
THACO	16
Attacks	2 stalks
Damage	1d10 each
Special Attacks;	Acid (1d8) Death Frenzy Entanglement
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F4
ML	8
XP	170
TT	U
Body Weight	100+2d100 LBS



This strange plant has two thin, whip-like stalks that look like small leaves growing from a roughly spherical, gourd-like base. The stalks are light green in color, with thin yellowish stripes running up their centres. The base is a nondescript brown with faint tan and cream-colored veining. In fully grown specimens, the stalks measure up to 15 feet long, and the base is about three feet in diameter, with many short, tough roots sprouting from underneath, though smaller specimens are just as common. The stalks are connected to a spheroidal base that contains a small brain and is equipped with eight small root-like legs; the creature is thus capable of limited movement and can pull the root-like appendages up underneath itself to permit locomotion. , albeit very slowly.

Combat

The plant will attack anything that moves within the range of its stalks, each one striking and attacking different targets if two or more creatures are within range, each stalk hitting with THACO of 16 and capable of inflicting 1d10 points of damage. Once hit, the victim suffers damage from the highly acidic sap secreted by the stalks in addition to normal damage and may also be entangled. If the whipweed hits a target with its stalk, the target must make a Dex check penalized by the amount of success the plant did hit the character or become entangled.

An entangled victim cannot move or take any action that requires physical movement. An entangled creature suffers 1d8 acid damage each round it is entangled. The creature can break free and move half its normal speed the next round by using a full-round action to make a Strength check against the plant's strength of 13 or an Escape Artist check. Once a stalk has entangled a foe, it cannot attack again until the victim is released, breaks free or dies.

Each stalk may be severed if it suffers 17 points of damage. If one or both of the stalks is destroyed, damage inflicted upon the stalks do not count toward the body's hit point total, the base is not affected, and will regrow new stalks in 1d4+1 days, the old ones lose their activity and only support the leaves for photosynthesis.

Death Frenzy

If a whipweed is killed and the stalks are still intact, each stalk whips around wildly for one round before they go inert, and can make up to three attacks against a random foe. These attacks receive a +2 bonus to hit and cause double damage per hit (although no acid damage and entanglement occurs).

The whipweed hates sunlight, so it is usually found underground or in the heart of deep forest. It draws its sustenance from the remains of animal prey, though it has no mouth and its food appears to be absorbed by the stalks and transferred internally to the body.

Habitat/Ecology

Its need to embed its roots into the earth is not fully understood. It is certain that the creature can survive apparently indefinitely in rocky areas containing virtually no soil, and a small crevice in a rock appears to be quite sufficient to cater to its need to root from time to time.

This strange creature was originally named in the belief that was a plant; though it displays behavior that supports this theory, it also has many qualities that are not plant-like (though druidical spells relating to plants affect it).

A plant creature possesses Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); poison, sleep effects, paralysis, polymorph, and stunning; not subject to critical hits; (so don't apply critical hit effects or double damage at a natural 20. Plants breathe and eat, but do not sleep.

Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid or animal.

Weed, Giant (*Laminariales intellegens*)

Plant	Giant Weed
Type	Lowlife (Plant)
Climate/Terrain	any water but cold
Frequency	rare
Organization	Solitary
Activity Cycle	Any warm Desert
Diet	Carnivore, Sun, Soil
AL	N
NA	1
Size	L; 12' tall
ST/CO	16
IN	5-7
WI	9
DX	19
CH	7
Languages	0
Spellcaster Limits;	0
AC	3 (brain) 9
AV	1
HD	8* brain
HP	8d8
MV	60'/20'
THACO	12
Attacks	1 strike
Damage	2d8
Special Attacks;	Water buffeting
Special Defenses;	Water buffeting hidden vulnerable part edged weapon resistant
Immune to;	Charm, Hold, Illusion Fire
Extra Vulnerable to;	blunt weapons Cutting Weapons
AM	0
Save as;	F4
ML	11
XP	1200
TT	incidental
Body Weight	1000-2000lbs

This creature is not a true giant, but is actually a composition of several hundred strands of semi-intelligent seaweed. The weed giant is not rooted and, although it gains food in the manner that regular seaweed does (i.e., through nutrients in the water), it also feeds by entrapping creatures or other plants in its strands and decomposing them with its digestive secretions.

The weed giant then absorbs its victim(s) through its strands. In this manner, the weed giant is similar to an aquatic variation of a shambling mound.

Though composed of vegetable matter, the weed giant is an intelligent life form; it thinks and acts with the same instincts and drives that many animals do. The brain of this creature is at the center of its weed structure; it is from this point that the strands emanate.

Combat

In order to kill a weed giant, a successful attack must be made against the creature's brain rather than against its kelp strands. Attacks made against the creature's brain are against AC3; all other attacks are against AC 9, but do not effective hit-point damage to the monster, merely cutting away strands of weed which grow back in full in 1d4 weeks. The brain can be attacked at random 10% of the time (roll this chance before rolling to hit the necessary armor class); because the brain is mobile, it is virtually impossible to attack directly (in a nonrandom fashion).

In combat, the weed giant does 2d8 hp damage on a strike with its weedy appendages ('arms' or 'legs'); if the creature misses, the displacement of water forces the victim away from the weed giant (a distance equal to 4d6 away) unless a save is made vs. paralysis. This water buffeting can also be employed by the weed giant to deflect any missile fire from any engine smaller than a ballista. However, unless the missiles strike the brain, they cause no damage to the weed giant at all.

All edged weapons (except magical) cause only half damage against this creature; blunt weapons cause no damage at all.



Waterwheel Plant, Giant (*Aldrovande visiculosa gigas*)

Plant	Giant Weed
Type	Lowlife (Plant)
Climate/Terrain	temperate marsh
Frequency	rare
Organization	Solitary
Activity Cycle	any
Diet	Carnivore, Sun, Soil
AL	N
NA	1d2
Size	H; 20'long
ST/CO	16
IN	5-7
WI	9
DX	19
CH	7
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	5**
HP	5d8
MV	0
THAC0	19
Attacks	3d4 snapping leaves
Damage	
Special Attacks;	suffocation dissolve surprise
Special Defenses;	Water cover
Immune to;	Charm, Hold, Illusion Fire blunt weapons
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F2
ML	8
XP	425
TT	incidental
Body Weight	300 lbs



The giant waterwheel is a rootless plant that floats just below the water's surface (except when flowering), drifting with the currents. It has a single curved stem about 20' long; 3d4 trapping leaves, resembling open clamshells, grow in whorls about the stem like spokes on a wheel. During high summer, the plant's white flowers may be seen just above the surface of the floating wheel, borne up on narrow stems.

Victims have a -2 modifier to be surprised, both underwater and on the surface, and might not detect this plant until they have blundered into it. Small items may be found buried in the silt beneath where a giant waterwheel floats. The traps open 1 to 2 days after prey has been digested, allowing indigestible parts to fall out.

Combat:

Anything of small size brushing against any one of the many trigger hairs inside a trap causes it to close in less than a second. The lobes of the trap then press together, forcing the victim down to the bottom of the trap and forcing the water out, creating a hermetic seal that requires a successful strength check at -6 against the plant to break. Anyone caught inside the trap must act immediately, or he will be unable to brace himself to attempt to break the seal. The trap accepts small-size creatures up to Halfling size) only; larger objects are released in the next round. Each trap attacks at a single target at THAC0 19. The body of the plant has 5 HD. When closed, the trapping

leaf begins secreting digestive fluids, causing 1d4 hp damage per round. Suffocation occurs in 2d2 rounds unless the victim is able to cut free with a small hand weapon by doing damage equal to half the trap's hit points. Attacks from outside inflict half their damage on the trap itself and half on the victim inside.

Habitat/Ecology:

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



Wolfsbane / Acolyte / Monkshood (*Aconitum species*)

Plant	Wolfsbane
Type	Lowlife (Plant)
Climate	temperate to warm
terrain	hills, plains forest, river, lake edge
Frequency	common
Organization	clutch
Activity Cycle	any
Diet	sun, soil
AL	N
NA	4d10
Size	LS-M; 3'to 5' tall
ST/CO	9
IN	0
WI	2
DX	3
CH	15
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	1/8
HP	1
MV	0
THACO	na
Attacks	na
Damage	na
Special Attacks;	na
Special Defenses;	Water buffeting
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	NM
ML	12
XP	0
TT	0
Body Weight	10

colors.

Aconite, the active poison within the plant, can be extracted from the roots. Weapons coated with aconite do +1 damage (due poison), whether or not the opponent is a lycanthrope. Lycanthropes hit by an aconite coated weapon must save vs. poison or run away in fear (and pain) (uses were creature's saving throws).

Distillate of wolfsbane

Alchemical poison. This liquid is poisonous to lycanthropes. Any werecreature who smells or touches the liquid must save vs. poison or run away in fear (and pain) as per fear spell. Lycanthropes in human(oid) form get a +2 to their save. If a werecreature drinks it, he must save vs. poison or die in 1d3 rounds. If the save was successful, his constitution is halved; he can't voluntary transform, and has only 1 hp left, remaining in the current form. This lasts until the poison has no more effect. Check (SV again) once a 14-current constitution days. Any non-lycanthrope who drinks distillate of wolfsbane feels a tingling in hid mouth lips and throat. Within none turn he becomes nauseous and dizzy (-2 to attack rolls, saving throws, and ability or skill checks) the next turn he has difficulty breathing (-4 to all actions); he collapses unconscious the following turn. Bed rest alleviates the symptoms and complete recovery occurs in 24 hours.

Distillate of wolfsbane retains its potency for only 1d4 days if kept in a bottle or 6d4 hours in open air. (150 gp/vial 10cn)

"Even a man, who is pure in heart and says his prayers by night, Could become a wolf when the wolfsbane blooms, and the autumn moon is bright."

There are several varieties of this plant; the two that are most popular for the garden are *aconitum carmichaelii* and *aconitum napellus*. *Carmichaelii* is a little over 3 ft. and is sometimes sold as *A. fischeri*. *Aconitum napellus* is about 4 ft. tall with more finely divided leaves. Native throughout temperate and subtropical regions, it can be found growing wild in shady places such as stream courses, ditches, or in highland meadows. The fleshy taproot puts out new daughter roots annually. The erect stem is covered with soft down; the leaves are dark green and glossy above, whitish green beneath. The purple or blue flowers are borne in summer.

Wolfsbane is used by werewolves to cure themselves of their affliction. Also, if you wrap an aconitum seed in lizard skin, it will apparently allow you to become invisible at will. (But the knowledge of which lizardskin had to be used is lost in history) Witches were reputed to have used chips of flint coated in the plant extract to throw at intended victims, who at first would probably not notice anything except a scratch, but would shortly become ill and die. These darts were known as 'elf-bolts'. Some also believed wolfsbane would neutralize the poison of scorpions, and that just the smell would kill rats and mice from a distance. These are rumors based on the fact that the plant is used in poison treatments and rodent poison (often poisoned grain).

The actual history of wolfsbane is much darker than mystical lore, however. The name wolfsbane comes from the fact that it was used as a poisonous bait to eradicate wolves from the world. In ancient times, it was used as a human poison, either to taint the water supplies of enemies or in the euthanization of older citizens who had "outgrown their usefulness."

This is not a plant you will commonly find in nurseries, as it is notoriously difficult to grow from seed and is also temperamental about being transplanted. And, as you've probably surmised from the above, wolfsbane is extremely toxic. But sometimes the lore behind a plant is fun to know, whether it's in your yard or not.

Wolfsbane, known as acolyte in New Averogne and as monkshood in other nations, is a poisonous plant related to buttercups. The flowers are helmet shaped and come in blue, yellow, white, and occasionally a mixture of two



Wolfsbane 1 sprig
Warding of Lycanthropes (poisonous) Antidote to Lycanthrope
Not Winter Temperate No Mountain
In winter use dried version instead 50% effectiveness

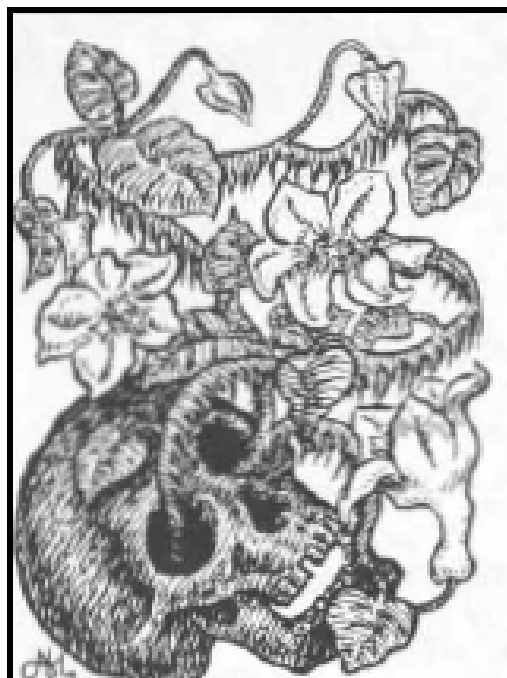
250sp 10 cn

Yellow Musk Creeper (*Asphinxia aureum*)

Plant	Yellow Musk	
	Creeper	Zombie
Type	Lowlife (Plant)	
Climate/Terrain	Temperate Forest or Subterranean	
Frequency	Rare	
Organization	Solitary	Squad
Activity Cycle	Any.	
Diet	Carnivore	none
AL	NE	NE
NA	1	1 per 2 flowers as Host
Size	L; 20'square	
ST	13	as host or 13
IN	0	1
WI	8	10 or as host
DX	13	as host -4
CO	16	11
CH	9	1
Languages	0	0
Spellcaster Limits;	0	0
AC	7	9
AV	2	as host
HD	3**	2 (special)
HP	3d8	2d8 (special)
MV	0	60'(20')
THACO	17	19
Attacks	2d6	1
Damage	0	1d8 Or by weapon
Special Attacks;	Pollen	Slam
Special Defenses;	0	0
Immune to;	Charm, Hold, Illusion	
Extra Vulnerable to;	Cutting Weapons	Plant Magic
AM	0	
Save as;	F1	F1 or Host
ML	12	12
XP	65	20
TT	B	0
Body Weight	180 LBS	as host+5 LBS

The yellow musk creeper is a plant that attacks humanoids, draining Intelligence and turning them into yellow musk zombies. Both creeper and zombie are immune to *charm, hold, illusion, sleep,* and other mind-affecting attacks.

The creeper is a large, light green climbing plant with leaves like ivy, 1d4 dark green buds, and 2d6 bright yellow flowers with splashes of purple. It can cover an area up to 20 feet square from its single bulbous root. The creeper has a sweet, entrancing odor while dormant.



Combat

Creepers are dormant until a creature approaches within 10 feet; then the nearest flowers turn toward the prey and puff pollen that smell like musk and strikes the face of the victim if the hit roll is successful.

A victim hit by the pollen must make a successful saving throw vs. spell or be *entranced* and walk toward the plant, resisting all those who try to prevent it. When the victim reaches the creeper, a green bulb extends its dozens of roots into the victim's head, and reaches the brain in two rounds, and injects a seed into the victim's skull, where it is to germinate. The victim loses 1d4 points of Intelligence per round after that, as his brain is devoured. If the victim's intelligence is reduced to 2 or lower, it immediately becomes a yellow musk zombie under the control of the creeper. Its skin

becomes more yellow and it gets a fixed, glazed look. A fresh zombie has no unusual odor, while those close to death smell strongly of creeper musk.

The hit points listed above reflect the main root only. The creeper can be cut back with slashing weapons, burnt, frozen, or otherwise damaged by anything that would harm a vine. However, it will eventually grow back from the main root unless the root is directly damaged. Points of damage are only recorded if done to the bulbous root just under the surface of the soil (3/4 hard cover).'

Habitat/Society

The creeper is found primarily in soil areas underground, or in the depths of forests and jungles where little light strikes it. It can climb trees or rock (in growth), like common ivy. It is occasionally planted to guard a particular area.

Ecology

The creeper attacks any creature larger than a housecat, but it can only create zombies from man-sized humanoids. It feeds on the bodies and on the soil in which it grows (or is planted). The bones and personal items held by those it kills are buried close to the root (by the plant itself at developing into a creeper from a zombie, or by its zombies).

Typically, the plant will have one yellow musk zombie for every **two** flowers; specimens have been identified in the heart of thick forests. The Intelligence loss in those not killed or transformed into yellow musk. If a victim dies, a new flower opens from a bud in 24 hours, and a new bud appears.

The yellow musk creeper has no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration (Tremorsense 30', scent/sound medium, other only tactile (low).

Main Predator; Insects, Bugs, Snail, Main Prey; any Humanoid, or creature of 18" or greater.



Yellow Musk Zombie (*Corporea fructi-Asphinxia*)



The yellow musk zombie retains all the natural attacks, manufactured weapons, and weapon skills but not mastery of the base creature. In fact it becomes a 2HD monster. It loses all ranged manufactured weapons skills. Natural and manufactured weapons deal normal damage. No bonuses to saves by intelligence, Wisdom, or dexterity are allowed.

A creature gains a slam attack if not using a weapon; at hit roll -4 (adjusted by strength and carried magic). A slam attack deals damage depending on the yellow musk zombie's size. Small 1d4, Medium-size 1d6, Large 2d4. Always add full strength of the zombie, and any carried combat magic, but initiative is lowered by 6 to attack this way.

Special Attacks: The yellow musk zombie loses all special attacks the base creature once enjoyed.

Special Immunities: The yellow musk zombie loses all specials the base creature once had. Its type changes to "Plant" and it gains all immunities associated with the "Plant" type.

Skills: The zombie loses all skills once possessed by the base creature.

Magical items and spells still keep functioning as normal, except when they are alignment oriented towards the host. Those spells or items stop shedding magic or start even oppose the zombie (as with intelligent weapons).

Only man-sized humanoids become yellow musk zombies; the creeper can control one zombie for every two flowers. A zombie acquires yellow skin and a glazed look, but otherwise looks as it did before, wearing the same clothes and armor and wielding any weapon it had held at the time of its conversion. It has the same hit points as before, but attacks as a 2 HD monster. It can cast no spells, nor receive bonuses for high ability scores. The zombie can move up to 100 feet from the creeper. Yellow musk zombies are not true undead and cannot be turned. A zombie serves the creeper for about two months before moving off at least 200 feet and dying; the seedling that has been growing in its head quickly sprouts, flowers, and becomes a new creeper.

Yellow musk zombies are the victims of the yellow musk creeper whose intelligence has been reduced to 1 or 2 points. When this takes place, the victim becomes mindless, his skin turns yellow and his eyes become fixed and glazed. The draining process stops and the plant Yellow musk zombies retain the same hit points, armor, weapons and belongings as they had prior to their 'capture'; however in melee they attack as monsters with 2 hit dice. They will not be able to use any of the spells or abilities they controlled when 'alive' and will receive no dexterity or wisdom bonuses, though strength bonuses and penalties still apply. They also cannot speak, and any sounds they make are no more than a gurgling response from deep down their bellows.

The zombie will fight on the plant's behalf, attempting to find new victims for it and drag them or tempt them into its clutches. If the plant dies before reducing its prey to zombie status, 1 point of Intelligence is regained per day, or a *heal* spell will restore lost Intelligence instantly. If the mother plant is destroyed first, a zombie can be cured by a *neutralize poison* followed by a *heal* spell and four weeks of complete rest. Yellow Musk zombies are not true undead, and therefore can't be turned by priestly turning. However, like undead, it is immune to the effects of all mind-influencing spells such as charm, hold, illusion, sleep and so forth.

They serve the parent plant for two months before wandering off to drop lifeless in some quiet corner, unless they are killed beforehand. In either case, the implanted seedling sprouts from the decaying corpse, growing quickly (within an hour after 'death') into a new—albeit small—Yellow musk creeper.

A yellow musk zombie can be cured of its affliction by the death of its master plant and the use of *neutralize poison* and *heal* cast on the creature in either order, one spell immediately after the other. The victim will thus be restored to his former self, though he will need four weeks rest before his original characteristics are restored.

Senses; as original Host, except infravision, darkvision or magical senses.

Main Predator; Decay and Yellow Musk Plant seedling, Main Prey; any Humanoid.



Wooded plants

Archer Bush (*Crateagus volitile terribilis*)

Plant	Archerbush
Type	Lowlife (Plant)
Climate/Terrain	Wood/Scrublands well-lit caverns
Frequency	Rare
Organization	Solitary, Patch, Colony
Activity Cycle	Any,
Diet	Carnivore
AL	C
NA	0(1d20)
Size	M; 4'-6' diameter
ST	13
IN	2
WI	11
DX	8
CO	16
CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	2
HD	2
HP	2d8
MV	3'(1')
THAC0	18
Attacks	1 Volley Thorns
Damage	1d4 from 1d40 thorns
Special Attacks;	0
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F1
ML	12
XP	20
TT	V
Body Weight	20-40 LBS



The thick, stunted trunk of this wild bramble bush pokes out from a high mound of leaves and twigs. Sparse, sickly green and brown leaves hang from its gnarled branches. The stem can be thin and slender or sturdy and thick, but all have a beak that reveals itself as a hole in the stem. Numerous small, sharp thorns cover these branches, pointing outwards in every direction. The archer bush appears as a normal bush, five to six feet tall, that has many thick, supple branches, sparse leaves, and small pale buds of golden or purple hue. Closer examination reveals 6" long thorns spaced evenly apart on these branches. The trunk appears as a 3-foot tall mound of leaves. Hidden under the leaves is the archer bush's mouth, which it uses to digest its

prey. These bushes are more of a nuisance than anything else. They grow wild, quickly killing almost everything else that grows near them.

The ambulatory, carnivorous archer bush grows wild, and kills anything else nearby. Archer bushes grow best in woodlands, scrub areas, and occasionally mountains, but are never found underground except in well-lit caverns or near cave mouths. Druids sometimes cultivate and command archer bushes to guard their sacred groves or perform other tasks. Woodsmen and rangers periodically hide their valuables in the midst of archer bushes by taking cover behind large makeshift shields and sneaking up to the plants to deposit their goods some peasants or men of the woods occasionally hide treasures in the midst of many archer bushes. They simply shield themselves from the thorns by hiding behind a large makeshift shield, piece of wood or a clump of rocks, casting a handful of rocks at the bushes, entering the growth, hiding their valuables and then leaving the bushes before they have time to grow new thorns. Sometimes these bushes are used to hide openings in caves or other types of entrances.

Combat

This carnivorous plant can automatically sense the location of anything in contact with the ground within 60 feet of its body, thus sensing any creatures approaching on the ground and attacks anything that gets within range of its thorn spray attack (except for flying or incorporeal opponents, which it cannot detect). Archer bushes in the same area instinctively cooperate with each other to hunt prey. A single archer bush is mostly a nuisance, but a group of archer bushes proves to be quite deadly as the plants will fire in concert with one another. The thorns are a problem for magic-users and others who do not wear armor.

The archer bush attacks by firing a volley of thorns at any creature that comes within 20 feet. The creature can launch three volleys in one day. The thorns of an archer bush grow along the branches of the plant and volley of number in the thousands. Any creature within range can be struck by several of these small, sharp thorns, taking 1d4 points of damage (10 thorns hit per point of damage taken). Any creature struck by a volley of thorns will have a -1 THAC0 until they are removed. The small thorns work their way into the skin within one day, causing swelling and infections 1n 1d3 days unless the affected character makes a healing check and removes for each single thorn in 1 minute each.

An infected character suffers a further -1 modifier on all rolls for 1d6 days, at which time their body fights off the infection. A cure light wounds or Cure Disease will cure the swelling and infections, but the thorns must be picked out by hand. Thorn growth takes only 1 turn.

When an archer bush downs its prey, it uproots itself and crawls along the ground to devour its meal. The archer bush conceals a huge maw of hard thorns behind a pile of debris when motionless. Because this mouth-like orifice rests inside the bush, it only uses its bite attack on helpless or grappled prey.

Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid or animal.

Some peasants or men of the woods occasionally hide treasures in the midst of many archer bushes. They simply shield themselves from the thorns by hiding behind a large makeshift shield, piece of wood or a clump or rocks, casting a handful of rocks at the bushes, entering the growth, hiding their valuables and then leaving the bushes before they have time to grow new thorns. Thorn growth takes only 1 turn. Sometimes these bushes are used to hide openings in caves or other types of entranceways.

Variants:

Several variants of the archer bush are known to exist. They use the same statistics as the typical archer bush except where noted. A few are more deadly. They all are similar in appearance, unless otherwise noted.

Sniper Bush: (*Crateagus volitile directus*)

This variant archer bush lacks the thorn volleys of the standard bush, instead firing a single dart with deadly precision. A sniper bush possesses a special attack ability to determine weaker spots of a target, dealing an additional 2d6 points of damage, if successfully hit. Its single dart regrows in 1d4 rounds. A sniper bush does not have the thorns special quality.

Burning Bush: (*Crateagus volitile infernus*)

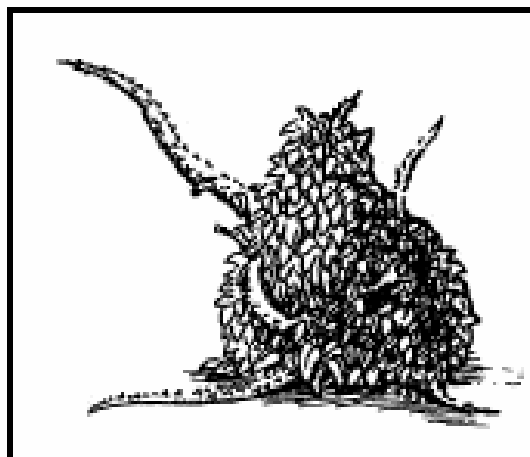
This bright-red variant of the archer bush secretes a chemical similar to alchemist's fire. Its thorn volleys catch fire once hitting living skin, dealing an extra 1d6 points of fire damage. It can't set flame to combustibles.

Arcane Archer Bush: (*Crateagus volitile arcanum*)

Elven wizards sometimes magically augment traditional archer bushes, granting them additional benefits. The thorns of an arcane archer bush are treated as magic weapons for the purposes of overcoming damage reduction. Once per day an arcane archer bush can fire a thorn volley at each and every target within range, to a maximum of 3 targets at once. Each enemy may only be targeted by a single thorn volley. Using this ability depletes all remaining thorn volleys.

Arquebush: (*Crateagus volitile semen*)

This variant launches hard, spherical seeds rather than sharp thorns. Its seed volleys function like thorn volleys, except they deal bludgeoning rather than piercing damage. It lacks the thorns ability of a standard archer bush. When it fires a seed, a puff of pollen is released accompanied by a loud pop.



Clubthorn (*Ilex sepastres*)

Plant	Clubthorn
Type	Lowlife (Plant)
Climate/Terrain	Temperate forest/swamp
Frequency	rare
Organization	Solitary
Activity Cycle	any
Diet	Carnivore, Sun, Soil
AL	N
NA	1d2
Size	L-H; 5'to 20'tall
ST/CO	16
IN	2-3
WI	7
DX	19
CH	7
Languages	0
Spellcaster Limits;	0
AC	5
AV	4
HD	6*
HP	6d8
MV	60'/20'
THACO	12
Attacks	variable
Damage	variable
Special Attacks;	
Special Defenses;	resistant to blunt weapons edged weapons stuck
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F3
ML	12
XP	1200

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

Combat:

The tree possesses a set of special root like tentacles concealed just beneath the surface of the ground, extending in a radius equal to half the tree's height. When a suitable victim approaches, these roots erupt from the ground and wrap around the victim's legs, holding him fast (they are easily cut with a single successful stroke against AC 6). The tree then attacks with its limbs, doing clubbing damage according to the age of the tree: 1d4 hp (x 2) for a sapling, 1d6 hp (x 4) for a young tree, 1-8 hp (x 6) for a mature tree, and 1-10 hp (x 8) for an old tree (the number in parentheses refers to the number of attacks the plant can make per round). Because of the hardness of its wood and bark, blunt weapons do only half damage against Clubthorn. Also, like the holly, the inner bark of the tree contains a sticky substance, similar to birdlime, that causes edged weapons to become stuck when they cut into the tree. A successful strength check against the plant is required to pull a weapon free. A vinegar solution will dissolve the gum.

Habitat/Ecology:

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



Helborn (*Laminariales intellegens*)

Plant	Helborn
Type	Lowlife (Plant)
Climate/Terrain	Sub-/tropical swamp/jungle
Frequency	Very rare
Organization	Solitary
Activity Cycle	any
Diet	Carnivore, Sun, Soil
AL	NE
NA	1
Size	L; 10'- 12' tall
ST/CO	16
IN	4
WI	9
DX	19
CH	7
Languages	0
Spellcaster Limits;	0
AC	Head 1, Trubnk 3 Tendril 5
AV	Head 2, Trunk 4, tendril 1
HD	8*
HP	8d8
MV	30'/10'
THACO	13
Attacks	1 strike
Damage	2d8
Special Attacks;	Spell-like powers
Special Defenses;	Conitnuos damage
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	30%
Save as;	F4
ML	11
XP	1200
TT	incidental
Body Weight	20-40 LBS



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

consists of a large, 4' long head (AC 1) formed by two lobes like hinged clamshells. The trunk (AC 3) contains the plant's stomach, and from the trunk grows from 4 to 12 large tendrils (AC 5). The Helborn can uproot itself, then travel short distances by using its roots to grasp objects and pull itself along. It is very cunning and uses treasure as a bribe or as a lure to trick prey into coming within reach of its tendrils. The Helborn might also try to nonverbally convince its victims that it wants to help them in return for 'food'.

Combat:

The tendrils of the Helborn are each able to club for 1d6 hp damage. A tendril can also wrap around an attacker on a to-hit roll, then crush for 1-4 hp damage per round thereafter. Each AC 5 tendril can sustain 8 hp damage before severing or breaking; this does not affect the plant's own hit-point total. A tendril can lift a man-sized victim. Prey is placed inside the helborn's mouth, where the victim is held in place by the spines lining the inside of the lobes. If the prey struggles while inside, it receives 1d3 hp damage per round from the spines. A mild enzyme causes 1 hp damage per round for four rounds after the victim enters the mouth, after which the victim is moved down into the plant's stomach where digestion continues. Inedible materials are later regurgitated and expelled.

The inside of the head is AC 5, and small edged weapons (short-sword size or less) may be used to inflict one-quarter of the plant's total hit points in order to escape. There are four stages to a helborn's growth, each stage taking a year to reach. A seedling consists of the head (6. across with 1 HD) surrounded by a rosette of leaves. The head of a young plant (2 HD) is 1' across, and there appear the beginnings of a trunk; some of the young plant's leaves have become tendrils capable of a weak grasp, easily broken by medium-size or larger creatures. The sub adult plant (4 HD) stands 6'-8' high, with a head 2' across and tendrils capable of 1-3 hp clubbing or 1-2 hp crushing damage. Mature plants live about 11-20 years. Helborn plants gain certain spell-like abilities as they grow (each power is usable once per day). A Helborn seedling possesses ESP; as a young plant, it can use hypnotism; a sub adult plant can use domination; and a mature Helborn possesses mass suggestion. These powers duplicate the mages' spells of the same name cost at the 12th level.

Habitat/Ecology:

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

Rose, Gargoñan (*Rosa gargonía*)

Plant	Gargonian Rose
Type	Lowlife (Plant)
Climate/Terrain	Forest Savage coast only(Gargonía)
Frequency	Rare
Organization	Solitary
Activity Cycle	day
Diet	sun, Soil
AL	C
NA	1
Size	T; 2'to 3'tall
ST	11
IN	6
WI	9
DX	9
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	10
AV	2
HD	2*
HP	2d8
MV	0
THACO	19
Attacks	0
Damage	0
Special Attacks;	legacies
Special Defenses;	singing
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F1
ML	12
XP	25
TT	0
Body Weight	15-20 LBS



This white rose has the ability to temporarily freeze the effects of the Red Curse. When plucked from its bush, the rose acts as one

ounce of cinnabryl, wilting as it depletes. At the end of the seventh day, the last petal drops and its protection ceases. Anyone currently protected by a Gargoñan rose cannot use his Legacies.

The Gargoñan rose bush is a sentient being, with senses based on smell and empathy. The Immortal Valerías originally created its species as a gesture of compassion toward the poor and the Afflicted.

The bush allows only one rose to be plucked each week. If more than one rose is removed or if someone attempts to dig it out of the ground, the bush activates its own Legacy defenses: Acid Touch, Entangle, Poison, and Weaken. In addition, the Gargoñan rose bush has the ability to sing. Its melody can charm monsters within a one mile radius, which it then uses to defend itself against foes.

The bushes grow in Shazak and Herathian forests, in the hallowed forests of Robrenn, as well as in Gargoña near places where the Afflicted have died. Gargoñans consider these bushes sacred gifts from the Immortals; tampering with one (attempting to uproot the bush or take more than one rose) is a capital crime in Gargoña.

A person who encounters a Gargoñan rose bush or uses one of the special roses should receive a one-time award of 35 experience points. No experience points are awarded for destroying one of these bushes.
 Predator; Insects, Bugs, Snail, Beetles, Funghi, Main Prey; any Red Curse effects.

Rose, Firethorn (*Rosa spinafurens*)

Plant	Firethorn
Type	Lowlife (Plant)
Climate/Terrain	Any not cold or dry Grasslands., saltwater swamps
Frequency	Rare
Organization	cluster
Activity Cycle	Any not cold or dry
Diet	sun, Soil
AL	N
NA	20d10
Size	M; 4'radius
ST	11
IN	0
WI	3
DX	1
CO	9
CH	15
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	6*
HP	6d8
MV	0
THAC0	15
Attacks	1d10
Damage	1d2 each
Special Attacks;	poison, Fire
Special Defenses;	Confusion
Immune to;	Charm, Hold, Illusion Fire
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F3
ML	12
XP	500
TT	0



The firethorn, or sea rose, is a rare plant that only grows along tropical or subtropical sea coasts. The only place it is known to grow in abundance is on several isolated tropical islands.

Firethorn can be found scattered in coastal seasonal grasslands but more commonly spread in clusters to form dense, matted carpets in

tropical saltwater swamplands. Resembling nothing so much as squat, broad rose bushes, firethorns produce about twenty brilliant scarlet blooms per plant. Each bloom has its attendant thorn (from 1 to 10 of them). There are no thorns on the main branches of the bush, nor are there any on the flower stems except near the bloom. Sea roses have a distinctive, heady perfume that is noticeable several hundred feet away.

Combat:

The scent the plant exudes is a powerful defense. Anyone approaching within ten feet must make a saving throw vs. poison or be affected. Those affected act as if under a confusion spell for 2d4 rounds. They may bring them into contact with the plant by accident, thus setting in motion its thorn attacks. When traveling through an area which has several plants, only one saving throw per half-hour spent in the terrain is needed. Subsequent saving throws in the same area are at a cumulative +1 bonus, as those affected build up a short-term resistance.

Though not intelligent, sea roses have effective modes of self-defense. Anyone plucking one of the blooms or brushing against one is subject to attack by one to ten thorns that spring out at the offending creature; doing 1d2 points damage each.

Two saving throws must then be made. A saving throw vs. paralyzation determines whether the thorns will inflict 1d3 points of fire damage per thorn (magic which protects against fire negates this damage). The second saving throw is made to resist the sea rose's extremely virulent poison: failure means immediate death, while success reduces the injury to 20 points of damage. Only one save vs. poison and one save vs. paralyzation are required, even if multiple thorns hit.

Sea roses trap and hold heat from the sun and are immune to both normal and magical fire.

Habitat/Society:

It is unknown whether the sea rose is a naturally occurring plant or the result of some botanically inclined, wizard's experiment. Sometimes thought to be the legendary roses of forgetfulness because of their confusion properties, firethorns are actually more like weeds than garden flowers. They resist being transplanted and cultivated, though they self-pollinate and spread over large areas when conditions are right. Perhaps the most intriguing quality is the glow they emit at night. Storing heat from the sun, the blossoms off the plant glow like banked embers in the dark. The heat given off from a single firethorn bush is about equal to that of a small lantern. Several bushes together emit about as much heat as a bonfire. They only radiate heat at night, with the excess warmth being stored in their thorns until evening, leading some people to speculate that this heat exchange is somehow necessary to their growth and propagation. Fire thorns respond normally to druidical spells which relate to plants.

Ecology

Aside from their role in anchoring soil in swamp lands, firethorns can be harvested (carefully) for several products. Chief among these is the scarlet dye which can be made from the blossoms. This is easily mixed with other ingredients to produce an array of colors from pale pink to deepest crimson, the blossoms also produce an attar which can be used in making a heavy perfume or, when correctly rendered, as an ingredient in a potion of dream speech. The thorns from an entire bush provide 1d6 doses of poison type E, but the toxin breaks down into harmless substance after about a week.

Vampire Rose (*Rosa nosferati*)

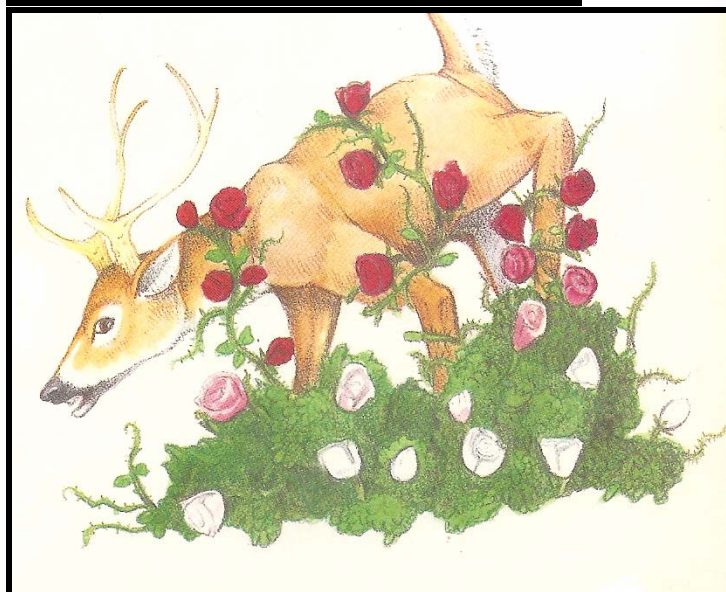
Plant	Vampire Rose
Type	Lowlife(Plant)
Climate/Terrain	Temperate Warm Forest, Ruin, Graveyard, Hill
Frequency	Rare
Organization	Solitary, or patch
Activity Cycle	Any,
Diet	Carnivore
AL	N
NA	1d8
Size	S; 3'-4'(+1/additional HD)
ST	14
IN	0
WI	13
DX	10
CO	16
CH	10
Languages	0
Spellcaster Limits;	0
AC	7
AV	1
HD	4 (can be up to 12 HD)*
HP	4d8 (or 1d8/HD)
MV	30'(10')
THACO	16
Attacks	Stalk
Damage	1d8
Special Attacks;	Blood Draining Entanglement
Special Defenses;	Anaesthetic scent Fear Shriek
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F2
ML	12
XP	25 (or by HD)
TT	U
Body Weight	15 LBS (+1 LBS/HD)



Vampire roses look appear as bushes of normal white roses of extraordinary beauty. A single bush has 4 HD (but there are records of versions with up to 12 HD in long abandoned ruins or graveyards). An average rose has 2d12 roses on each bush (+1d6/HD more), although the number of blooms does not affect it abilities. Despite their innocuous appearance, vampire roses can uproot themselves and move about slowly in search of prey.

Combat

A vampire rose waits for its prey to pass near it, at which time it will lash out with its thorny stalk. The thorny stalks are thus whipped at their victims and inflicting 1d8 damage. The hook-like thorns are hollow, and once a successful attack has been made, the vampire rose automatically drains blood in the subsequent rounds, causing 1d8



damage each round. The vampire rose must hit with its stalk attack. If it gets a hold, it can drain blood while the victim must succeed a strength check penalized by the damage done to escape. When fully sated (i.e., when it has drained a victim of all its blood), the vampire rose flushes red.

While the thorns perform this gruesome task, the rose blossom emits a hypnotic anaesthetic fragrance. Victims (and those within 10') must save vs. spells or lose all will to fight allowing the plant to drain blood until death. (Any spoilage of this scent will allow a new saving throw. When removed from the area this saving throw must also be made until successful).

A clear-headed victim can break free from the vampire rose's grip, but this will always cause an additional tearing damage of 1d8 as the victims flesh is ripped by the thorns.

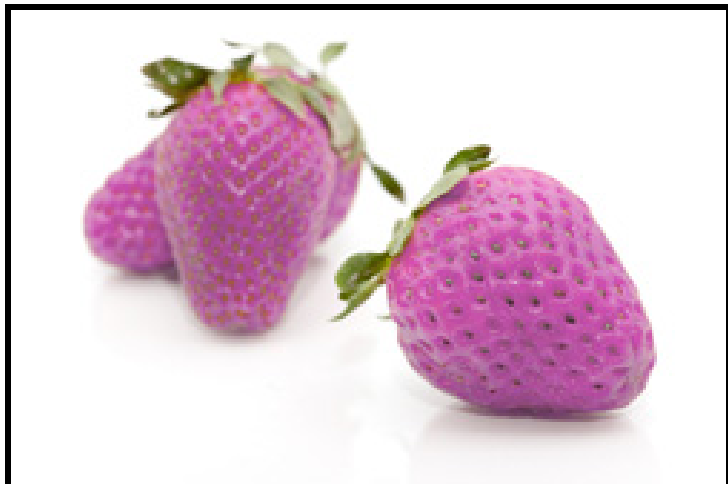
If any portion of a vampire rose is severed while it drains a victim's blood, the flower lets out a horrible shriek and blood will spray out of the severed stalk. Any character less than 5 HD who witnesses this for the first time must make a save vs. poison or be struck with fear as per spell, but a viewer who succeeds does not need to roll again each round. A fear check is allowed to all others. After a victim is completely

drained of blood, the vampire rose's petals turn from pure white to blood red. Vampire roses are often found in old graveyards. Not surprisingly, some of the flowers can be found near the crypts of vampires.

Since the vampire rose looks like a normal white rose bush when at rest. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills to notice the plant. Dwarves can use stonecutting to notice the subterranean version. Vampire roses have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration. Larger versions have HD5 300xp, HD6 500xp, HD7 850xp, HD8 1200xp, HD9 1600xp, HD10 1750xp, HD11 1900xp, HD12 2125xp. Predator; Insects, Bugs, Beetles, Fungi, Main Prey; any Humanoid or animal.

Zzonga Bush (Zzongha alphatia)

Plant	Zzongha Bush
Type	Lowlife(Plant)
Climate/Terrain	Alphatian lands only special underground domes
Frequency	Dimension Alphatia Rare
Organization	Solitary, or cluster
Activity Cycle	Any,
Diet	Scavenger
AL	NM
NA	1d10
Size	M; 4'diameter
ST	13
IN	0
WI	5
DX	6
CO	12
CH	18
Languages	0
Spellcaster Limits;	0
AC	9
AV	1
HD	1
HP	1d10
MV	0
THAC0	na
Attacks	1
Damage	sopecial
Special Attacks;	Drug
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons, Fire, Cold
AM	5%
Save as;	F4
ML	na
XP	0 (doesn't fight back)
TT	0
Body Weight	55 to 150 cn



The Zzonga-bush is a plant which grows to be about 4ft in diameter. It has short, spiky green leaves, white, yellow hearted flowers, and a large fruit which looks like a pale pink strawberry. The fruit gives off a strong, distinctive, sweet odor. A Zzonga-bush has 8 hp, and is vulnerable to fire (+50% damage).

This plant originally grows in the Dimension of Alphatia (Old Alphatia) and was bred for use with the air magicians. Were it not for this drug, the air mages would have severely crushed the flames (fire) wizards, instead of driving them away or into surrender.

It is rumored now that the plant is brought to Mystara by addicts and Flaemish (Glantrian) mages, and took much more effect than it had in the ancient wars. Otherwise the small Glantrian Principalities wouldn't stand a chance at battling the mighty Alphatian Army in 1004-1009 AC, even with Thyatian help. Since the war is past, and main Alphatia is sunk beneath the waves, the drug further takes on its destructive effects on (mostly Alphatian) persons elsewhere.



It is impossible to disguise the odor of the Zzonga fruit; one can't introduce it into someone's food without that person's knowledge, for instance' the fruits can be eaten raw, made into preserves and jellies, or fermented and distilled into wines and liquors. In any form they are delicious, but absolutely discernable as what they are.

Combat/use



They also have a potent and detrimental effect; one dose of Zzonga fruit (a dose constitutes the equivalent of one fruit or the equivalent amount in jellies or preserves; one glass wine; or one shot of Zzonga whiskey) will drug the consumer if he doesn't make a saving throw vs. poison at -6 (add a -1 for each extra dose consumed). The effects last 1d4 days.

During that time, the drugged party is pleasant and happy, but utterly and completely unambitious; he or she has no interest in furthering his or her career, earning a living or protecting the empire or other honorable goals. He can rouse himself or herself to protect his or her family or friends with a wisdom check, but when that also fails, the person will remain where he is and with a strangely pleasant uninterested look see how they are attacked. This wisdom check may be done each round. While under the influence of Zzonga, a spell caster casts magic with difficulty. To cast any spell successfully, he must make an intelligence check at -6. Clerics must make a wisdom check at -4.

A second dose consumed in the affected time will increase this period within full 4 days, instead of the unreliable 1d4 days. More doses in the same day have no further effect—except that the drugged party likes them a lot. One dose on each subsequent day will extend the duration of the drugged condition by one day. Subsequent doses on days when Zzonga has already been consumed have no further effect—except, again, to please the partaker.

In the Alphantian Empire there are many Zzonga addicts. They waste all their money on acquiring the stuff; under its effects they cannot work. Even mighty magic-users among them cannot defend themselves with their magic.

The drug effect is similar to being fascinated. The object of the fascination may change, and may even be the victim's own thoughts. While drugged, the creature blissfully stands or sits quietly, taking no actions other than to pay attention whatever is fascinating it at the moment. It takes a -4 penalty on skill checks made as reactions.

Also keep in mind that a person using Zzonga beverages can become Drunk and drugged at the same time. The character can thus become stuck in any one but single emotion and related behavior. When he becomes aggressive he will act as if becoming berserk (+2 to hit, damage, bewildered look on face, etc) until he becomes exhausted (make exhaustion fatigue checks at altered ability statistics as according Drunkenness) and falls into a comatose sleep (as with drunkenness). However, when he will become awake, he will have all hangover effects, but will not notice them as he is still under the influence of the Zzonga drug.

Main Predator; Snail, Insect, Bug, Main Prey; none. (Although mainly humans succumb to the effects—Troll and Gnoll are immune due their regeneration abilities).

Trees

Bohunn Tree (*Crateagus dendroites-violatile*)

Plant	Bohun Tree
Type	Lowlife (Plant)
Climate/Terrain	any water but cold
Frequency	rare
Organization	Solitary
Activity Cycle	Any warm Desert
Diet	Carnivore, Sun, Soil
AL	NE
NA	1
Size	Trunk 30'-60' tall Branches/roots; to 120' long
ST/CO	17
IN	3
WI	9
DX	19
CH	8
Languages	0
Spellcaster Limits;	0
AC	5 (Trunk) 9 (Root)
AV	2 (Trunk) 1 (Root)
HD	10(trunk)
HP	10d8
MV	0
THACO	12
Attacks	1d6 Thorn missiles
Damage	1d4+1 each
Attacks	1 root
Damage	1d6+1
Special Attacks;	Poisonous fruit Root Drain Entanglement
Special Defenses;	Water buffeting hidden vulnerable part edged weapon resistant Charm, Hold, Illusion
Immune to;	
Extra Vulnerable to;	0
AM	0
Save as;	F4
ML	11
XP	1200
TT	C
Body Weight	5000-25.000 LBS



The Bohunn tree, or "tree of death," (a treelike relative of the archer bush) is found only in deep woodlands. Such trees are always solitary, but are surrounded by other varieties of trees on which they feed. The Bohunn tree, usually brownish grey or greenish grey, can be distinguished by its massive trunk and unique blossoms. The Bohunn tree's branches (up to 120' long) usually start 10 to 12 feet above the ground and spread out horizontally from the top of the trunk; on them hang thick clusters of dark red, luscious fruits. These smooth- and soft skinned fruits resemble giant grapes, and if bruised or cut open, they exude a vapor with an odor resembling that of crushed apples or fresh cider, within a 60' radius, in which any creature must save vs. poison to avoid either of the damaging effects; Sleep (as creature must save vs. poison to avoid either of the damaging effects; Sleep (as

the spell) (0-80% chance), paralyzes the lungs and slays by suffocation (81-90%), or has no effect (91-00%) This effect (or lack of one) is determined separately for each fruit that bursts. A would-be victim is entitled to a. The tree will deliberately cause 1 fruit to burst every other round if it is attacked.

The flesh of the fruit may be fatally poisonous if ingested (eater must save vs. poison at -4), causing painful acidic reactions within the stomach. A victim will usually go into violent convulsions that will continue even after he has fainted from the pain, lasting 2d4 turns until death occurs. Ninety percent of all elves, centaurs, and satyrs are immune to the effects of the tree's poison. Fairies, Treants, Stirges, Slimes, Oozes, and Undead creatures are entirely immune.

Against creatures that approach too closely, a Bohunn tree directs the thorns that grow on its branches between fruit clusters. These 18-inch-long thorns are flexible, sharp, and weighted so they will fly true. They are fired from the tree by means of sap pressure. A Bohunn tree has 30-60 thorns at any time, and can regrow 1d4 per day after some have been fired. It hurls these with deadly accuracy and force (as a 10 HD monster hurling missiles) up to 30' / 60' / 90', firing 1d6 per round at targets within range. The thorns do 1d4+1 points of damage each.

The Bohunn tree has keen eyesight; hundreds of compound eyes stud fissures in the trunk and grow amid the fruit clusters. It uses this eyesight to home in on the targets of its thorn attacks and also to locate assailants that it can entrap with its roots. The Bohunn tree can send roots tunneling through the ground, breaking the surface where a target is located and (on a successful "to hit" roll) binding the target's arms or legs (50% chance of either). A target immobilized in this way is more likely to be hit by attacks from the tree's thorns (+4 to hit vs. any target in range). Only one root will attach to any single target, and a maximum of 1d4+4 roots will attack in this way during any single combat episode. A root is AC 9 and an opposing strength check at -1/Strength lower than 17 is needed to break free. Each root that attaches to a target will take 1d6+1 points of damage (determine separately for each root) before being severed.

A Bohunn tree will cease combat when all of its thorns are gone or after the loss of all of its attacking roots. It can be slain if the main trunk takes damage equal to its hit points (root damage does not count in this total), or by the application of a *power word kill* spell.

Dark Tree (*Cupressus animae Carnivorus*)

Plant	Dark Tree
Type	Lowlife (Plant)
Climate/Terrain	Biological Construct Sub-/Tropical Jungle Davania/Skothar
Frequency	Very Rare
Organization	Grove
Activity Cycle	Night
Diet	Carnivore, blood
AL	NE
NA	1d4
Size	H; 12'-15'tall
ST	17
IN	5-7
WI	8
DX	8
CO	13
CH	16
Languages	0
Spellcaster Limits;	0
AC	3
AV	3
HD	10*
HP	10d8
MV	30'/10'
THAC0	11
Attacks	2 claw branches or
Damage	3d6 each
Attacks	1 bite/blood drain
Damage	4d6
Special Attacks;	confusion
Special Defenses;	1/2 dm vs fire
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting weapons (no AV) Sv vs. Cold -2
AM	0.
Save as;	F5
ML	10
XP	2400
TT	incidental U, V
Body Weight	5000-6500 LBS



Dark trees are native to jungles, and they prey upon humans and other intelligent creatures. These resemble cypress trees, but their bark is darker, and little moss grows on them, they also have a tendency to grow its top more horizontally, though vertical examples exist too. They have two deep black eyes which are almost impossible to find, unless one knows precisely where to look. They superficially resemble Treants, but anyone who sees a dark tree can

almost feel the palpable hatred and evil emanating from it.

Combat

Dark Trees have a high AC due to its bark-like skin. They are not especially susceptible to fire, for their bark is wet and slimy, and fire does not easily ignite it. Hence, they suffer only half damage from fire-based attacks. On the other hand, they suffer a -2 penalty to their saving throws vs. any magical cold attacks.

In melee, dark trees can attack with their arms, inflicting 3d6 points of damage per successful attack. If both arms hit, the dark tree has grabbed the victim. On the next round, the dark tree can attempt to bite the victim with a +4 bonus to its hit roll. A successful bite delivers 4d6 points of damage as the tree drains blood from the victim.

Dark trees have the ability to cause confusion in a target, once per round, in addition to its normal attacks. This ability has a range of 50, and the target receives a saving throw vs. spells to avoid the attack. During combat this has the same effect as a confusion spell, but it is more insidious if cast on an unsuspecting target. It causes the victim to completely lose his sense of direction (thus dispelling spells giving direction), often becoming hopelessly lost in the jungle.

Dark trees are 90% likely to be taken for small cypress trees when they are not moving, but this blending effect is only 75% effective against, Druids, Foresters, Elves, Fairy and other naturalists.

Habitat/Society

Dark trees live deep in the jungles, under the forest canopy that keeps direct sunlight off them. They are solitary creatures, delighting in tormenting an unsuspecting group of adventurers before moving in for the kill.

Dark trees are failed experiments of a Renegade Alpathian wizard. The mage was intent on creating servants that would serve him as well as Treants. He invested a great deal of time and much research into necromancies and other foul magic, and he was delighted with the success of his experiments on the trees, until they turned against him and slew him.

Ecology



Dark trees can exist by photosynthesis, but they prefer the taste of blood. Furthermore, they must feed upon blood before they can bud. Budding is a process that takes one year. At the end of that time, the original dark tree breaks up into $1d4+1$ identical trees (divide hp equally—this will grow slowly to the normal amount. This is the only reproductive method these plants have. It may be the sole reason, it hasn't spread far. It can, however, be found on the great Jungles of both Continents Davania and Skothar, where this mage had planted them.

It can't get experience levels, but uses similar tactics as a normal Treant. Originated from a Cyprus tree.

Hangman Tree (*Capribex strangulatum*)

Plant	Hangman Tree
Type	Lowlife (Plant)
Climate/Terrain	Temperate/Subtropical Forest
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	NE
NA	1
Size	H; 20'Tall+1d3 feet/year
IN/WI/CH	6
ST/CO/DX	6
Languages	Hin/Lalor
Spellcaster Limits;	0
AC	3 trunk 5 vines
AV	5 trunk 1 vines
HD	6*
HP	6d8 (+1/year) trunk 1d8+12 vine
MV	Depending on age
THACO	7
Attacks	3 vines
Damage	1d3 constriction
Special Attacks;	Acid 3d4/r
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting weapons (no AV) Lightning, Darkness, Cold
AM	5%/decade age to 95% max
Save as;	F6
ML	12
XP	500
TT	V
	(1d10 coins 50% goods 50% items)
Body Weight	25 LBS/ foot diameter



This tree is named for its noose-like vines. Hangman trees are deciduous, resembling thick oaks with few branches and sparse foliage. Knot-like sensory organs are usually located high on the trunk. In the area where the tree's main branches split off, there is an opening which leads to the creature's acid-filled "stomach." The lower trunk has a slash-like opening for the expulsion of indigestibles. Saplings can move at 6 feet an hour, while older trees can move only 2 feet an hour.

Their shallow root systems and small number of leaves require them to supplement their diet by direct ingestion of protein, so each tree traps prey. During freezing weather, a taproot is put down and the tree is dormant.

A hangman tree can release a hallucinatory perfume at will, and it does so when prey is 30 to 80 feet away. Those who inhale the perfume believe the hangman tree to be a normal tree, or even a Treant, depending on the mood of the tree. Mature and older hangman trees can speak halting Common.

The tree attacks by dropping noose-like vines around prey. Although each tree has 1d4+5 appendages, it can control only three of them at any one time. It takes 1d8+12 points of damage to sever a vine; this is in addition to the damage needed to kill the tree. Vines are AC 5, while the main tree is AC 3. When in contact with a victim, the tree inflicts 1-3 points of damage per round as the vine tightens and lifts its prey (1,000-pound limit) to the opening in the upper trunk. This requires four rounds. One attempt at a bend bars/lift gates roll can be made to break free; victims who fail the roll cannot escape. On the fifth round after being picked up, the victim is dropped into the hangman tree's stomach. The victim suffers 3d4 points of acid damage per round until dead, and is then digested. Escape from the stomach is impossible. Many sharp growths surround the top of the opening, they point inward and down. About three man-sized victims can fit in the tree's stomach at one time.

A hangman tree draws power from its environment. It has 5% resistance to magic per decade of age, up to a maximum of 95%. However, the tree is vulnerable to elemental attacks. *Lightning* that passes its magic resistance inflicts double damage; extreme cold shocks the tree into dormancy until it thaws. Darkness also causes it to slow its activities, so it functions at half efficiency (three attacks per two rounds).

Hangman trees have no interest in treasure and, because they move constantly, it is unlikely that treasure would be found near one, although they do expel indigestible items periodically.

Age guide: 0-4 years, non-combatant sprout, 1 hp/HD, no attacks; 5-20 years, sapling, 2-3 hp/HD; 21-75 years, mature tree, 4-5 hp/HD; 76-150 years, old tree, 6-7 hp/HD; 151+ years, ancient tree, 8 hp/HD.
Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid or animal.

Karwana mulumba or Guardian Tree (*Metasequoia mertano mobile*)

Plant	Karwana mulumba (Guardian Tree)			
Type	Lowlife (Plant)			
Climate/Terrain	Shani Kijiji only			
Frequency	Rare			
Organization	Ring			
Activity Cycle	Any,			
Diet	Sun, Soil			
AL	N			
NA	8000 in 300 miles ring, 1 per 200' apart			
Size	G; 200' tall, trunk; 50; diameter, canopy; 100' radius			
ST	13			
IN	2			
WI	11			
DX	8			
CO	16			
CH	9			
Languages	0			
Spellcaster Limits;	0			
	Trunk	Branch	Root	Vine
AC	2	5	5	7
AV	5	4	3	2
HD	25	na	na	na
HP	25d10	10	10	5
MV	0	0	0	0
THACO	2	2	2	2
Attacks	max 15	1/target	1/target	1/target
Damage	1d4	1d8+5	1d6+5	1d4+3
Special Attacks;	0	deflect	delay	entangle
	Affect Plant Growth			
Special Defenses;	0	deflect	delay	entangle
Immune to;	Charm, Hold, Illusion			
Extra Vulnerable to;	Cutting Weapons			
AM	0			
Save as;	F25			
ML	12			
XP	9500			
TT	U			
Body Weight	180.000 LBS			



Guardian trees are huge, ancient trees magically enhanced to guard Karimari territory. They grow in a rough circle around Shani Kiliji (Karimari's "marvelous village"), surrounding an area nearly 100 miles in diameter. Each tree stands about 200' tall and has a trunk diameter of 50' and a 100' radius canopy. Each tree is spaced about 200' from its neighbors.

The canopies of Uimjwengu's 8000 guardian trees form an unbroken ring 300 miles in circumference.

Combat

Although guardian trees cannot move from their positions, they can animate their branches, vines, and roots to attack ensnare-with a weapon mastery equivalent to master level. Up to three attacks can be directed against a single target (one each from branches, vines, and roots).

A guardian tree can make as many as fifteen attacks in a single round, provided it has at least five opponents. Guardian trees use their branches as staves (each branch doing 1d8 + 5 worth of damage).

In addition, each tree can deflect up to three attacks against its branches per turn with successful saving throws vs. death ray. Guardian trees can use their roots as clubs (damage 1d6 + 5) with the special ability to delay rather than deflect, as normal clubs wielded at the master level would. A victim hit by a root must save vs. paralysis or lose initiative the next round.

The trees' vines act as whips. Damage is 1d4+3, and on a successful hit the victim becomes entangled. An entangled victim cannot attack; cast spells, or move until he makes a saving throw vs. death ray at a -3 penalty (one saving throw allowed each round).

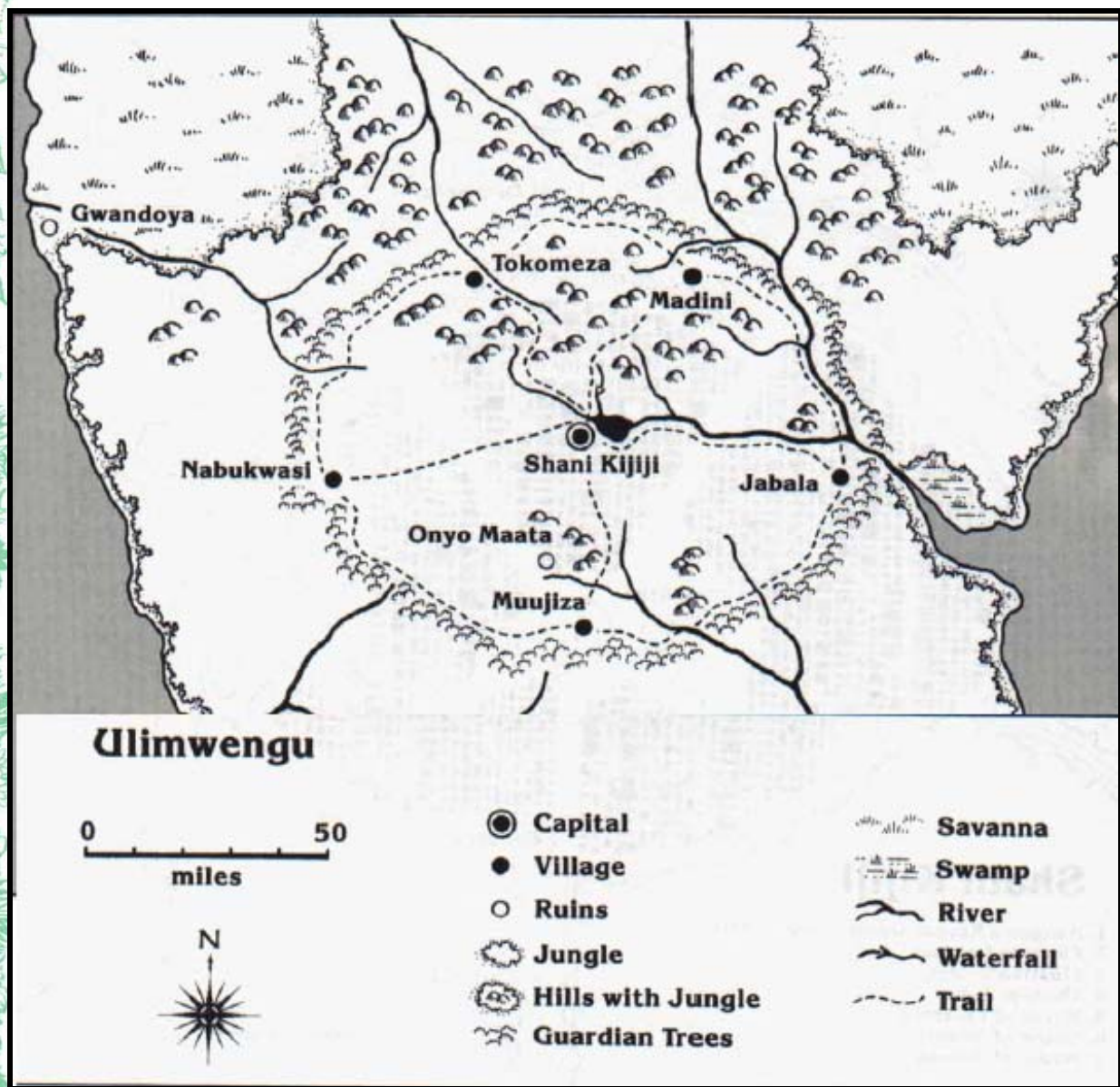
A guardian tree can also strangle a victim with any vine which hits with an unadjusted roll of 18-20 on 1d20. The victim must make a successful saving throw vs. death ray or become paralyzed and die in 1d6 + 2 rounds. If the victim is rescued or released, he survives the strangulation but remains paralyzed for 2d6 rounds.

Guardian trees also have the ability to affect normal plants around them. The effects are identical to the growth of plants spell and its reverse, shrink plants.

A guardian tree's trunk has an AC 2 and 25 hit dice. When damaged, it exudes a sticky sap that gradually hardens, restoring 1 hit point per hour.

Each branch or root has AC 5; 10 points of damage severs the branch or root from the tree. Branches and roots which are not completely severed also heal at the rate of 1 hit point per hour.

Vines have an AC 7, and can be severed with only 5 hit points of damage. They have no sap to restore their hit points. Instead, the damaged portions of a vine wither and fall off after about a day. The vine then grows at a rate of 1' per day until it's restored to its former length.



Damage done to branches, roots, and vines do not count against the 25 hit dice of the trunk itself.

Guardian trees can only be killed by massive damage to their trunk, or by the severing of all branches, roots, and vines (in which case the tree dies within a month if not restored by magic).

Severing five adjacent branches, five roots, and five vines clears a 10' x 10' area into which the guardian tree cannot reach to attack. Guardian trees understand and obey orders given by any Karimari and they know that orders given by the Karimari queen supersede all others.

They are polite (but firm in their duties) when spoken to with speak with plants spells. Guardian trees get a saving throw vs. spells to resist any charm plant spell, or to oppose the passage of a druid using a plant door spell. The druidical spells anti-plant shell, pass plant, and transport through plants work normally.

Main Predator; Insects, Bugs, Beetles, Funghi, small mammals, Main Prey; sun, soil, water.

Killer Tree (*Pseudo-dendroitus carnivorus*)

Plant	Killer Tree
Type	Lowlife (Plant)
Climate/Terrain	Temperate Tropical land
Frequency	Rare
Organization	Group
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	2d12
Size	H;
ST	15
IN	1
WI	6
DX	13
CO	18
CH	11
Languages	0
Spellcaster Limits;	0
AC	5
AV	4
HD	6
HP	6d10
MV	0
THACO	14
Attacks	4 limbs
Damage	entanglement only
Attacks	1 mouth
Damage	3d6
Special Attacks;	0
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F3
ML	12
XP	275
TT	0
Body Weight	8000 LBS

Killer trees look like normal trees, and can resemble any tree species (they mimic the local trees around them while growing up from twig size), so it is very hard to distinguish one from normal trees around it. Killer trees are unable to move since their roots are set into the earth like a normal tree.



Their only movement is in the autumn as fruits, small reddish berries eaten by local fauna and digested afterwards, as a seedling. They are edible to any species, and the tree will not attack the creature feeding from it in either autumn (when leaves are dropped or winter). In warmer areas without winter they still have in this season a rest period with fruit production, but this can be any where within the year. Often these tropical plants start bearing fruits one month after a hefty meal. Whatever the appearance of the tree, the fruits are always the same.

A seedling will in the beginning mimic the tree the parent tree resembled, but when other trees are around it will mimic these instead. The plant brings flowers forth that resemble the mimicked tree's flowers, in spring or early summer (or 1 week after a hefty meal in the tropics).

Killer trees have both animal and vegetable traits, needing both sunlight and animal matter to survive. Because of their need for meat, killer trees are often found by the side of animal trails, or along forest paths (they easily die when seeded elsewhere).



Some of the branches of a killer tree are actually tentacles with which the tree can reach up to 20 feet to grab victims and then drag them to its mouth (which is disguised as a large tree hole). Each branch has 1 HD and 1d10 hit points that don't contribute to the hit points of the tree. A successful attack on it with more damage than its hit points will sever it. One attack can only sever one limb, regardless of the further damage done. If the victim does not cut his or her way free, the victim will be dragged towards the mouth on the round after the limb hits, and will take an automatic biting and acid damage of 3d6 each round thereafter. Any organic matter except bones, armor and so on will be digested. The remaining matter will be expelled a day or so later. The strong crushing action of the mouth and the powerful sap of the digestive chamber leave nothing left of victims, and thus killer trees do not have even incidental treasure, everything will be crushed, mangled and wholly or partially dissolved, by the acid.

Predator; Insects, Bugs, Beetles, Fungi, Main Prey; any Humanoid or animal.

Killer Spruce (*Picea carnivorea*)

Plant	Killer Spruce
Type	Lowlife (Plant)
Climate/Terrain	Subarctic forests
Frequency	Rare
Organization	Grove
Activity Cycle	Any
Diet	Photosynthesis, soil
AL	NE
NA	1d4
Size	H; 30'tall
ST	18
IN	0
WI	5
DX	11
CO	13
CH	16
Languages	0
Spellcaster Limits;	0
AC	0 Trunk, 3 branches
AV	6 trunk 3 branches
HD	8* (+* if poison)
HP	8d8
MV	0
THACO	13
Attacks	6 branch strikes
Damage	2d6 each
Special Attacks;	Dying Blow Poison??
Special Defenses;	Camouflage blunt resistant
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting Weapons
AM	0
Save as;	F4
ML	12
XP	275
if poisonous	
TT	incidental
Body Weight	1000 to 10.000 LBS

A killer spruce is an ill-tempered tree that can stand no other kinds of life near it. It attacks all creatures passing under it by hitting downward and inward with its branches, which are equipped with seemingly normal but unusually hard and strong needles.

There is no way to distinguish a killer spruce from a normal spruce except to examine its needles carefully (at which point it will attack you anyway).

Young killer spruce behave in all ways like normal spruces until they reach full tree hood. All killer spruce show a marked preference for elven victims. If a killer spruce has been brought to zero or fewer hit points, it makes one final attempt to destroy its opponents by falling over onto them. Anyone hit by such an attack suffers 5d6 hp damage and must make a dexterity check on 1d20 or be trapped beneath the fallen spruce. A killer spruce does not care about treasure, but there might still be some valuables lying under it, left there by past victims at the DM's discretion.

Some of these fierce conifers (15%) also have a weak poison on their needles that requires a character to save vs. poison at +3. Anyone who fails the save falls into a comatose sleep for 1d4 turns and may be attacked at +4 to hit by the spruce.

Attacking a killer spruce with blunt weapons does only one-quarter normal damage. A killer spruce is very susceptible to fire, and all such attacks are saved against at -4.

Druids can only speculate as to how killer spruce originated, and they dislike the time they spend rescuing adventurers from their clutches.

Senses; 60' Tremorsense, 30' carbon-dioxide (exhaled air) sense, others only tactile.

Main predator, insects, main prey; Photosynthesis, with supplemental "organic enrichment" of the soil in which it lives. (Any creature killed by it).



Orcwort (*Dendrodionea vitifera*)

Plant	Orcwort	Wortling
Type	Lowlife Plant	
Climate\	Temperate to warm	
Terrain	Plains, Hills, Marsh	
Frequency	Very rare	
Organization	Crop	
Activity Cycle	any	
Diet	Living creatures.	
AL	N	
NA	1	5d4
Size	H; 40' tall	M; 5'- 7'
ST	27	15
IN	10	2
WI	16	11
DX	7	14
CO	27	11
CH	8	6
Languages	0	0
Spellcaster Limits;	0	0
AC	2	9
AV	4	0
HD	32	3
HP	32d8	3d8
MV	30'/10'	90'/30'
CL 45%	na	45'/15'
THACO		
Attacks	6 branches 25'	1 claw
Damage	4d6	1d3
Special Attacks;	entangling roots paralysis swallow	poison swarming
WR	35	12
Special Defenses;	resistant to piercing	
	Telepathy	
Immune to;	Charm, Hold, Illusion	
Extra Vulnerable to;	Cutting Weapons	
AM	0	
Save as;	F16	F1
ML	12	
XP		
TT	incidental	0
Body Weight	25,000 LBS	150-200LBS



An Orcwort looks like a gigantic, woody pitcher plant draped in thick creeper vines. It is crowned with a canopy of bramble-like branches and green, bushy foliage. Dormant wortling pods hang from the Orcwort's branches, resembling round, and oversized prunes.

An Orcwort is a bloodthirsty terror that prefers to make its home on the fringe of a populated area. This giant plant wanders by night, searching for five to twenty corpses of any animal (including humanoid) even if buried below the ground to a depth of 8'. It swallows these bodies (even if skeletal) as it needs these to later make the skeleton of its wortlings.

It then wanders on until it finds an appropriate spot to settle, then sinks some of its roots into the ground, making it seem that an immense tree has grown up on the spot overnight.

Over the course of the next week, the Orcwort produces five to twenty pods that, when mature, break open to release mobile fruits called wortlings. The parent plant then sends out its wortlings in hunting parties to bring back warm-blooded sustenance—usually livestock and humanoids.

An Orcwort is capable of devouring the entire population of a small village in a single feeding. Once it has stripped an area of warm-blooded animal life, it moves on in search of other population centers.

Combat

Both the Orcwort and its wortlings are effective combatants. They share the following qualities;


Piercing weapons deal only half damage to Orcwort and wortlings. The minimum damage per hit with such a weapon is 1 point.

They are also immune to poison, sleep, paralysis, stunning and polymorphing. It is also not subject to critical hits (thus not the 18, 19 or 20 effects if such rolled, but only normal damage) or mind affecting effects of any kind. (Charm, Hold, Illusion).

The creature can sense anything that is in contact with vegetation (a sort of electrical field sense) within 60 feet, even objects or creatures that are not in contact with the Orcwort itself, but other vegetation within range. This we call wood sense.

In combat, an Orcwort reaches out with its vines to entwine nearby (15') prey. This works exactly as the entangle spell. Any victims may try to break free by succeeding a strength check against the creature at -5, or an escape artist skill at -8. It then uses other tendrils to pick out choice victims one at a time and drop them into its open maw. A character may now try to wrestle free against the creature, but its rate is very high.

An Orcwort can also slam with its branches, dealing normal impact damage. But it also secretes digestive juices that can paralyze creatures in contact with it. Any creature swallowed by it must thus succeed a saving throw vs. Turn to stone or be paralyzed for 2d4 rounds.



An Orcwort can swallow any prey smaller than 10' whole. After it has succeeded its wrestling attacks. Then the victim is placed in its maw and will suffer 2d8 points of acid damage each round and is subject to the paralyzing effect. A successful wrestling attack from the victim allows it to climb out of the mouth (as long as it not paralyzed—at which point any wrestling is moot). Alternatively, a non-paralyzed victim may try to cut its way out with either claws or small cutting or slashing weapon in hand. Dealing at least 20 points of damage to the mouth will create an opening large enough to escape. Once a single swallowed victim thus exits, muscular action will close the hole, thus, another swallowed victim must cut its own way out. The Orcwort stomach can hold 8 large, 32 medium, or 128 small sized or smaller creatures.

The Orcwort can communicate telepathically with its wortlings within 15 miles.

An Orcwort recalls any wortling parties it has sent out by Telepathy whenever it is under attack.

These plants reproduce only when they sense that they will die. 1d3 wortlings will then root themselves in a hidden location to grow into an Orcwort.

Wortlings (*Fructi Dendrodionea carnivorus*)

Wortlings are the mature fruits of the Orcwort plant. When one of the orcwort's pods ripens, it falls to the ground and breaks open to release a wortling.

When first hatched, a wortling resembles a small, wrinkled orc (it has the bones of any humanoid or animals replaced to support this image). Its body seems pouty, and its arms and legs are somewhat lumpy compared with those of real humanoids. Although its face resembles a humanoid, a wortling is blind and cannot speak, hear, or smell—its apparent sensory organs are merely globs of plant tissue with no actual function.

A hungry Orcwort dispatches up to twenty of its ripe wortlings at a time to hunt food and bring it back. The wortlings navigate terrain by sensing 60'; away from it with their wood sense. When on the prowl, wortlings seek medium sized or smaller prey because such prey is easier to transport back to the parent plant than larger creatures.

The average lifespan of a wortling is 1d4+4 days. If any wortlings are left alive when the parent plant is ready to move on, the Orcwort commands them to arrange themselves well apart from each other at the extreme range of its telepathy and root themselves. If left undisturbed for one year, each of the wortlings grows into a new Orcwort, which pulls up its roots and begins looking for food. During its maturation period, a rooted wortling is fully immobile and helpless.

Combat

Wortlings use very simple tactics—overwhelm, subdue, and return with the food. In melee, they prefer to gang up on one foe rather than attacking separate enemies. They fight with a great sense of urgency, and when they do manage to bring down a foe, a few of them immediately carry off their prize to feed the Orcwort, leaving any remaining Orcwort to continue the hunt. They never willingly enter areas without natural vegetation because they are effectively blind in such places.

A wortling delivers poison with each successful claw attack. The initial damage unless saved vs., poison, is sleep for 6 rounds, then a new save may be thrown or sleep 1d10 minutes. Both effects work only against mammals, but otherwise functions as the spell Sleep.

Wortlings can swarm over and around each other with ease, so up to three of them can stand in the same 5' area. They are likewise adept at attacking as a group, for every wortling that is wrestling a foe it gets a +1 bonus to its wrestling rate. All wortlings within 15 miles of their Orcwort are in constant communication. If one is aware of a partial danger, they all are.

Main Predator; Humanoids, Dragon (see it as food rival), Main Prey; any warm-blooded creature.

Retch Plant (*Cocus purpureus Nauseatus*)

Plant	Retch Plant			
Type	Lowlife (Plant)			
Climate/Terrain	Warm Coasts			
Frequency	rare			
Organization	Solitary			
Activity Cycle	Day			
Diet	Photosynthesis, Sun, Soil			
AL	N			
NA	2d10			
Size	L; 16' tall	L; 18' Tall	L; 21' Tall	L; 24' Tall
ST				
IN				
WI				
DX				
CO				
CH				
Languages	0			
Spellcaster Limits;	0			
AC	8			
AV	4			
HD	5	6	7	8
HP	5d8	6d8	7d8	8d8
MV	0			
THAC0	0			
Attacks	0			
Damage	0			
Special Attacks;	Nausea			
Special Defenses;	0			
Immune to;	Charm, Hold, Illusion			
Extra Vulnerable to;	Cutting Weapons			
AM	0			
Save as;	F2	F3		F4
ML	11			
XP	175	275	450	650
TT	incidental			
Body Weight	2500 LBS	3500 LBS	5000 LBS	6500 LBS

The retch plant, or globe palm, appears to be a typical palm tree, except that each always has 1d4+4 globe-like, coconut-sized fruit growing at its top. Each globe is membranous, taut, and blue, violet, or lilac in color. Walking under a retch plant makes it 20% likely that one of the globes will fall.

If there is solid contact against the tree trunk (banging against it, running into it, or climbing it) 1d4+1 of the noisome fruits plop down. Randomly choose the target attacked; they are AC 9 against this attack. When the globes strike, they burst, and a nauseating fluid is splashed over a 5-foot radius. Those between 5 and 19 feet from the impact have a 25% chance of being splashed.

The sticky, foul fluid causes creatures to vomit and retch for the next three rounds. In addition to being nauseated, victims are at half normal Strength for one hour. No saving throw is allowed against either effect of the fluid. Creatures splashed must be washed in alcohol (including drinkable types) or they are more likely to attract carnivores in the area, doubling the frequency and chance for success of encounter checks. The odor (smelling like fresh carnage) is discernible within a 50-foot radius, and it persists for 1d4 hours unless removed as above.

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; Sun, Soil.



Whispering Pine* (*Pinus animae Fabulor*)

Plant	Whispering Pine*
Type	Lowlife (Plant)
Climate	Temperate/ Cold
Terrain	Mountains, arctic circle
Frequency	Rare
Organization	forest
Activity Cycle	day
Diet	blood
AL	N
NA	10d10
Size	L; 10'-100'tall
ST	12
IN	1
WI	5
DX	5
CO	15
CH	14
Languages	0
Spellcaster Limits;	0
AC	7
AV	3
HD	1*/HD
HP	1d8/HD
MV	0
THACO	na
Attacks	na
Damage	na
Special Attacks;	na
Special Defenses;	Whispering Susseration Regeneration nonmagical fire disintegrate nonmagical tool Paralyse wielder nonmagical tool
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting weapons (no AV)
AM	65%
Save as;	F6
ML	11

High in certain mountainous regions, there grows a species of magical pines. Every branch grows perfectly straight and carries an inherent charm.

Subsequently, magic-users and manufacturers of fine bows, clubs, staves, and arrows intended for enchantment search these forests for this valuable wood (300 gp per board foot). Druids bent on preserving these pines sometimes arrange for a Treant (15% chance) to be located in or around a stand of the trees.

Combat

These trees do have their own special defenses. They can sense the presence of any blade within 50 yards, and begin a moderately loud susurration which resembles the sound of many voices whispering.

A character encountering these



trees must save vs. spells or be compelled to listen and attempt to hear what is being 'said'. The spell can only be broken by removing the affected person outside of the effective radius of the spell (50 yards); otherwise, the victim starves to death in 5-20 days.

Druids of 3rd level or higher are immune to the effects of the whispering. At 12th level, druids may communicate with the pines most of the time (70%), and thus learn the passage of creatures through the vicinity. However, this is like asking a question of a Treant, as the answer may take a week to complete.

Once the trees begin their susurration, a charm plants spell is the only thing that can cause them to stop. In such an event, the entire stand makes its saving throw as a group rather than each individually.

Only magical blades can fell these trees, and the lumber can be worked only with enchanted tools; likewise, the wood from whispering pines can only be burned by magical fire.

If struck by any nonmagical blade, the trees regenerate instantly and the tool must save vs. disintegration. The wielder must also save vs. spells or be paralyzed for 1d4 rounds, after which he must save vs. spells at -5 or be enthralled by the whispering as above.

Ecology

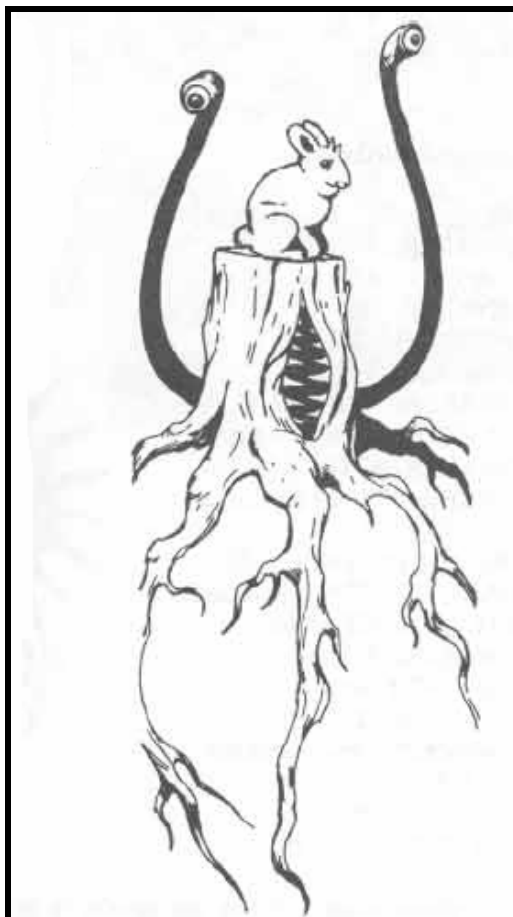
In the fall, some druids harvest the needles of the pines with silver hand sickles, while chanting special prayers to the gods of nature. To accomplish this, they trim the ends off the lower branches, dry them for 10 days, and pluck the needles from the boughs. Druids then use these needles to create a tea which offers a state of mind which has spell-like scrying abilities similar to those of a reflecting pool (of course, no pool of water is necessary for scrying while in this frame of mind). Anyone who attempts to harvest and use the needles without the sacred chants is stricken in 1d4 rounds after consuming the tea with severe cramps (as per the magic user spell symbol of pain).

Any weapon manufactured from the wood of the whispering pines is automatically +1 in value. Also, any wand, rod, or magical scepter has one extra charge or is 10% more effective.

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; Sun, Soil.

Wolf in Sheep Clothing (*Caprilex superbus allurens*)

Plant	Wolf in sheep clothing		
Type	Lowlife(Plant)		
Climate/Terrain	Any Land non -arctic		
Frequency	Very Rare		
Organization	Solitary, or cluster		
Activity Cycle	Any,		
Diet	Scavenger		
AL	NM		
NA	1		
Size	M; 3'diameter 15'stalks		
ST	13		
IN	1		
WI	2		
DX	14		
CO	12		
CH	4		
Languages	0		
Spellcaster Limits;	0		
	Body Stump	Root Tentacles	Eye stalks
AC	5	3	7
AV	4	2	1
HD	9*		
HP	9d8	19+1d4	12+1d4
MV	12')4"		
THACO	11		
Attacks	1 Bite	1d3 roots	2 or 3 stalks
Damage	6+1d6	1d4 each	0
Special Attacks;	special	Continuous damage	
Special Defenses;	Camouflage		
Immune to;	Charm, Hold, Illusion		
Extra Vulnerable to;	Cutting Weapons		
AM	0		
Save as;	F4		
ML	8		
XP	1600		
TT	U		
Body Weight	100+2d100 LBS		



This weird vegetable monster lurks in undergrowth or in grassy meadowlands. It creeps slowly from place to place, using its 7 root tentacles for locomotion, early feeding, and even to capture live prey. Its 2 or 3 eyestalks are long enough to give the monster excellent, wide-angle vision.

While the actual body(stump) of the wolf-in-sheep's-clothing can stand 9 hit dice of damage, its appendages can be broken or severed without permanent harm to the monster, as it can regenerate them in 1d4 weeks. Root tentacles take 19+1d4 hit points each and eyestalks 12+1d4 hit points.

The creature's attack is to lure prey within 12 feet and then strike and grasp with 1d3 of its gnarled root tentacles. A successful strike inflicts 1d4 points of damage and entwines the victim. The prey will then be drawn to the stump's maw next round. Damage will be another 1d4 hit points plus a certain bite for another 6+1d6 hit points unless the victim manages to break free of the grasping root or roots. Breaking a root tentacle by sheer strength requires an unhindered grasp; thus, a creature held by a root cannot break it, but the creature may break free.

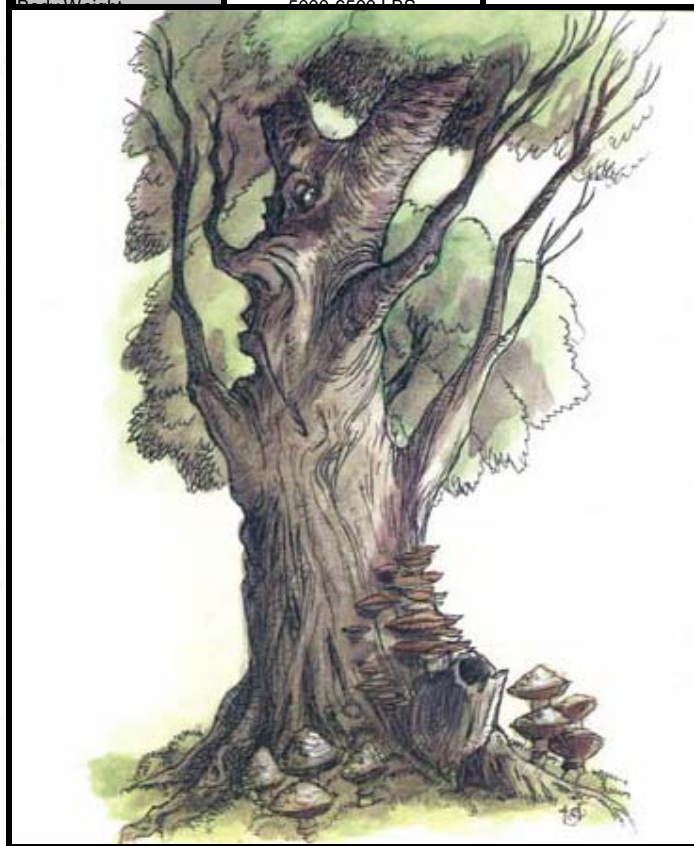
Breaking free requires 13 or greater strength. Each point allows a 5% chance. At 18 strength, the chance to break free is 30% +1%. Only creatures with exceptional strength (19+) can break a root tentacle. The wolf-in-sheep's-clothing is 90% likely to attack by surprise. It uses its resemblance to a tree stump or its ability to sprout a growth resembling a small furry creature to attract prey. The lure-growth is moved so as to "look" at approaching prey and then it will "freeze" so as to be "unnoticed."

The body of the wolf-in-sheep's-clothing appears to be a grayish-brown tree stump from 2 to 3 feet in diameter. Eyestalks are 9+1d6 feet long, brown near the base, green at the tips, and with pinkish or violet flower-like eyes. Roots are from 8+1d4 feet long. The vertical maw located in the trunk has jagged teeth and thick, black lips. When shut, it appears to be an old scar on a normal tree stump.

Main Predator; Decay, Slimes, Insects, Oozes, Main Prey; any Humanoid, or animal (often predator), Main Predator; Insects, Beetles, Bugs, Funghi.

Singing Tree (*Aescupalis vocalis*)

Plant	Singing Tree
Type	Lowlife (Plant)
Climate/Terrain	Temperate/Tropical Forest
Frequency	Very Rare
Organization	Solitary
Activity Cycle	day
Diet	blood
AL	N
NA	1
Size	L; 10'/20'tall
ST	6
IN	1
WI	5
DX	5 (leaves 16)
CO	13
CH	16
Languages	0
Spellcaster Limits;	0
AC	7
AV	3
HD	12+4*
HP	12d8+4
MV	0
THACO	7
Attacks	1d100
Damage	1 each
Special Attacks;	singing
Special Defenses;	singing
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting weapons (no AV)
AM	Fire 25%
Save as;	F6
ML	11
XP	2400
TT	incidental U, V
Best Weight	5000-6000 LBS



The singing tree is an odd plant that lures creatures to rest nearby, and then drains their blood to feed itself. The singing tree appears to be a normal deciduous tree with uniquely shaped leaves. Each leaf sings with a lovely voice, the hundreds of them blending into a beautiful chorus. If hungry, the tree itself joins the chorus, adding its own bass line.

Combat

When the tree uses its bass line, all mammalian creatures within 100 yards must roll a save vs. spells; those who do not succeed feel compelled to stop for a bit and rest in the shade of the tree. When a potential victim rests beneath the tree, several leaves fly of the tree to attack.

At any time, the tree can send a number of leaves equal to its current hit points or less. However, unless ravenously hungry, the tree sets typically only 1d6 leaves on a single victim to avoid notice. Each leaf flutters down, appearing to fall naturally, but the small twig that connects the leaf to the tree is also a feeding tube, which the leaf inserts into exposed skin. For victims charmed by the tree's music, the pain of the insertion is unnoticed. After draining 1 hit point of blood (1r), the leaf flutters away, and then seems to rise on a breeze, back to the trees branches'. There it reattaches itself to its branch and feeds the blood to the tree. To remain healthy, the tree just consume each week a number of hit points of blood equal to its normal total.

Each leaf has 1 hp. Killing them individually is quite ineffective, for the tree has a number of leaves equal to ten times its hit points. If the tree is attacked with an area effect spell such as a fireball, all leaves not attached to the tree are killed, if they are within the spell's area of effect. In addition, a number of leaves on the tree equal to the total damage of the spell effect are also killed. The tree rolls saving throws as normal. The points of damage inflicted upon the leaves do not count towards its grand total.

Attacking the tree causes it to send all its leaves to attack. Besides their blood drain, the fluttering leaves can cause obscurement, lessening opponents' attack rolls by -2. If the tree is killed, individual leaves will die in 1d10 rounds.

Habitat/society

in the wild, singing trees grow in secluded places and use their music to lure unintelligent animals, the tree's leaves vibrate in the wind.; combined with their natural magic, this makes a lovely sound., each leaf has its own 'voice' band the music is indescribable beautiful. When the tree adds its lower tones, the song becomes very attractive and calming.

Each singing tree has its own territory of about 100 yards in any direction from the bole. When a seed is produced (once in every 5 years0, a pair of leaves take it far away so it may claim another territory. If the seed is planted in a singing trees territory, the adult sends leaves to block sunlight and attack the smaller tree's leaves. If several singing trees grow in close proximity, they soon overhunt the area and several die, leaving only the strongest. They live for centuries if well fed.

Some wealthy individuals have tried to procure specimens for their gardens. Many owners feed their trees, but others keep their trees hungry so they will serve as guardians. A tree that is kept hungry turns feral eventually sending all its leaves to attack any warm-blooded creature that enters its territory.

Ecology

A singing tree in the wild is similar to other predators, feeding upon prey and facing a few enemies of its own. Animals that damage wood are its greatest animals (beaver, boring beetles etc.).

To bring a tree to civilization, one of the rare seeds must be captured or a tree just be carefully removed from the surrounding soil, with little damage to the roots. Transportation must also be gentle, and the tree must not be exposed to rapid changes in temperature or to extreme temperatures. Capturing a healthy tree also requires facing its music and bloodsucking leaves. A seed or a healthy tree can bring as much as 5000 gp from an interested buyer.

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; Sun, Soil.

Moor, Black or Dark Willow (*Salicci-nigrum animas*)

Plant	Willow, Black							
Type	Lowlife(Plant)							
Climate/Terrain	Any nolin arctic							
Frequency	Rare							
Organization	Solitary							
Activity Cycle	Any,							
Diet	Carnivore							
AL	NE							
NA	1							
Size	G; 5+1/2 HD diameter trunk + HD*2 leavedeck							
ST	24							
IN	10							
WI	15							
DX	8							
CO	25							
CH	18							
Languages	0							
Spellcaster Limits;	0							
AC	2							
AV	4							
HD	12*	13*	14*	15*	16*	17*	18*	19*
HP	12d10	13d10	14d10	15d10	16d10	17d10	18d10	19d10
MV	15'(5')							
THACO	9	9	8	8	7	7	6	6
Attacks	6+1d6 whip-like stalks							
Damage	1d4 each							
Special Attacks;	Drowsiness							
Special Defenses;	Regeneration (if rooted 50% less damage from Lightning)							
Immune to;	Charm, Hold, Illusion							
Extra Vulnerable to;	Cutting Weapons							
AM	0							
Save as;	F6	F6	F7	F7	F8	F8	F9	F9
ML	8							
XP	2125	2300	2500	2750	2950	3150	3475	3800
TT	U							
Body Weight	6000 + (HD x 100)LBS							



Habitat/Society:

Although it usually inhabits areas where normal willows grow, the black willow can be found anywhere a tree is believable, including underground lakes, abandoned ruins, and so forth. A few black willows have been discovered by accident in the sacred groves of druids, but only if the druid has been lax in his duties or has remained away from his sanctum for a very long time (possibly adventuring).

The black willow is a mobile, sentient tree of evil disposition; actually it seems that this is the only evil Treant. It is 90% unlikely that a creature will recognize a black willow as such, for they can alter their trunks and limbs to appear as normal trees of the various willow sorts. Sometimes they will have smooth trunks and broad, inviting limbs. Other times they will show safe-looking trunk cavities at their base or high on their upper trunk. Of course, Treants can spot black willows instantly, but even druids cannot do so without magical aid (such as locate plants, for example).

Combat:

A black willow's normal attack is with lashing, whip like branches that cause 1d4 points of damage each, but it has two special attack forms, one of which is generally employed earlier. If a creature has climbed out on a safe-looking limb, the black willow generates an aura of drowsiness within a 20-foot radius, making tired creatures fall into natural sleep.

No saving throw is granted for creatures that are already going to sleep (like travelers resting or adventurers camping for the night), but active creatures (like foraging animals and adventurers just passing through) get a saving throw vs. spell to avoid becoming exhausted as if seriously fatigued, falling asleep. Note that no spell is actually cast, and no offensive action is taken by the black willow during this drowsiness attempt, so characters that save feel slightly tired, and then press on. Slapping or wounding such an affected creature will awaken it, just like a sleep spell.

Creatures who fail the saving throw, or who are already tired, do not drop to the ground, but rather feel compelled to stop and rest for a while. A hole then opens underneath such victims, and one or more of them are taken into a hollow limb. The limb then tilts to slide them into the trunk cavity. The trunk's safe-looking openings are also used to close and trap the victims in the digestive cavity of the trunk. The stomach is coated with sticky, nonflammable sap. Digestive sap then oozes up from the roots, filling the cavity at a rate of one foot per ten rounds until the entire eight-foot cavity is filled.

The juice is acidic and inflicts 1d4 points of damage per round until death occurs. Complete digestion is indicated when the victim reaches -20 or more hit points; any attempt at resurrection is thereafter impossible. Creatures trapped inside the stomach can employ only short, sharp weapons because of the confined space. They must inflict 20 points of damage to the black willow's interior (AC5). Once the creature exits, the hole closes; another creature must cut its own way out. Once all creatures inside the willow have escaped or been destroyed, the acid drains back into the roots at the same rate it filled the trunk's capacity. A Black Willow's trunk can hold 4 medium, 16 small, or more smaller creatures. Large creatures are too big to be swallowed.

It's impossible to cast spells from within a black willow, unless the caster is small sized or smaller. Maximum normal damage is only 1 point per round, but magical and Strength bonuses add to this. Therefore, rescue, if any, must usually come from outside. A black willow regenerates at the rate of 1 point per turn and is immune to electrical attacks only if its roots are grounded firmly.

Lore

Characters with Nature lore or similar skills can have learned about these creatures. When a character makes a successful skill check, the amount of success will reveal all following information or lower than the amount of success.

+2 This is a Black Willow, a type of carnivorous plant.

+4 The mere presence of a Black willow can lull nearby creatures to sleep.

+7 A Black Willow can slide a helpless victim into its interior, where it fills with an acidic sap that quickly consumes the victim's body completely. Indigestible items like weapons, coins, jewelry and armor are usually buried nearby.

+10 Although mobile, a black Willow often takes root, grounding itself against electrical attacks (suffering half or no damage).

Ecology:



The black willow gets only a portion of its nourishment from sun, air, water, and earth. The monster is aggressively carnivorous, relishing elves, gnomes, and humans particularly. Treasure of any sort is sometimes found buried beneath this tree monster, along with bones and other immediately indigestible matter. Of course, this assumes victims have treasure that weak acid (+4 bonus to saving throws) could not digest. It also assumes the black willow has stayed in a locale for a period of weeks (very likely unless pickings have been poor recently). It is quite possible that the black willow is either a little-understood offshoot of the Treants, or an evil perversion of a normal willow. Even druids are not sure, and they spend many long hours debating such things whenever another black willow is sighted or suspected.

The creature hunts alone, only mingling with others of its kind during seasonal cross-pollination. The trees position themselves in high-traffic areas and rarely remain in the same locale for more than a few weeks. These creatures quickly drive off other predators and disrupt an area's natural ecosystem, prompting Druids and Treants to destroy them on sight. Other humanoids see black willows as symbols of death and construct funeral porches from their wood or place their branches in coffins or near graves. Broken branches can easily take root in any natural (moist) terrain, and legend holds that all black willows originated from the same single tree.

Black Willows do not collect treasure, but incidental treasure of former victims may be found in shallow holes in order to avoid arousing suspicion.

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; any Humanoid or animal.

They often live in symbiosis with Golden Buttercup flowers), originated from a Willow Tree.

Treant (*Dendroites animeae species*)

Plant	Treant														
Type	Lowlife (Plant), Fairy-kin														
Climate	Any temperate to Tropical														
Terrain	Forest, Jungle														
Frequency	Rare														
Organization	Grove														
Activity Cycle	Any,														
Diet	Sun, Soil, photosynthesis														
AL	LN, LG, N, NG														
NA	1d20														
ST	variable														
IN	variable														
WI	variable														
DX	variable														
CO= Prime requisite	variable														
CH	variable														
Languages	Treant, Local, Fairy, Dryad, Elvish (Sylphan), Plants, Animals														
Spellcaster Limits;	Druid 10														
Age	young/Sapling			adult							elder				
(N)PC XP needed	-48,000	-36,500	-26,000	0	48,000	145,000	340,000	640,000	940,000	1,240,000	1,540,000	1,840,000	2,140,000	2,440,000	+300,000/lvl
Level	-	-	-	NM	1	2	3	4	5	6	7	8	9	10	11/36
Size; tall (feet)	Depending on species (see table)														
Height (feet)	25%	50%	75%	100%	105%	110%	115%	120%	125%	130%	140%	150%	160%	170%	180%
height face (feet)	35%	50%	85%	100%	102%	105%	107%	110%	113%	115%	118%	120%	122%	125%	128%
canopy diameter	25%	35%	65%	100%	105%	110%	115%	120%	125%	130%	140%	150%	160%	170%	180%
Stem diameter (inch)	10%	25%	55%	100%	101%	102%	104%	108%	112%	120%	128%	136%	144%	152%	160%
AC	8	7	6	5											
AV	1	2	3	4			5								
HD	2	4*	6*	8*(*)		9*(*)		10*(**)		11*(***)		12*(****)			
HP	2d8	4d8	6d8	8d8		9d8		10d8		11d8		12d8		+3	+3/lvl
MV	90/30'														
THAC0	18	16	14	12			11			10					
Attacks	2 branches														
reach	5'	8'	12'	15'		18'		21'		24'		27'		30'	
Damage each	1d6	1d8	1d10	2d6			3d6			4d6					
Special Attacks;															
Animate Trees															
Druid Casting level	1	2	4												
			1	2	3	4	5	6	7	8	9	10			
															Create Potions
Special Defenses;	minimum dm vs blunt, half dm vs piercing														
	Never Surprised														
Immune to;	Charm, Hold, Illusion														
Extra Vulnerable to;	Fire (+4 to hit(+1 dm/hd)-4 to save														
AM	0														
Save as;	F2	F4	F6	F8		F9		F10		F11		F1vl or D1vl whichever best			
ML	10														
XP	20	125	500	1200											
spellcaster				1750		2300		3250		4400		3875		4750	+875/2 lvl

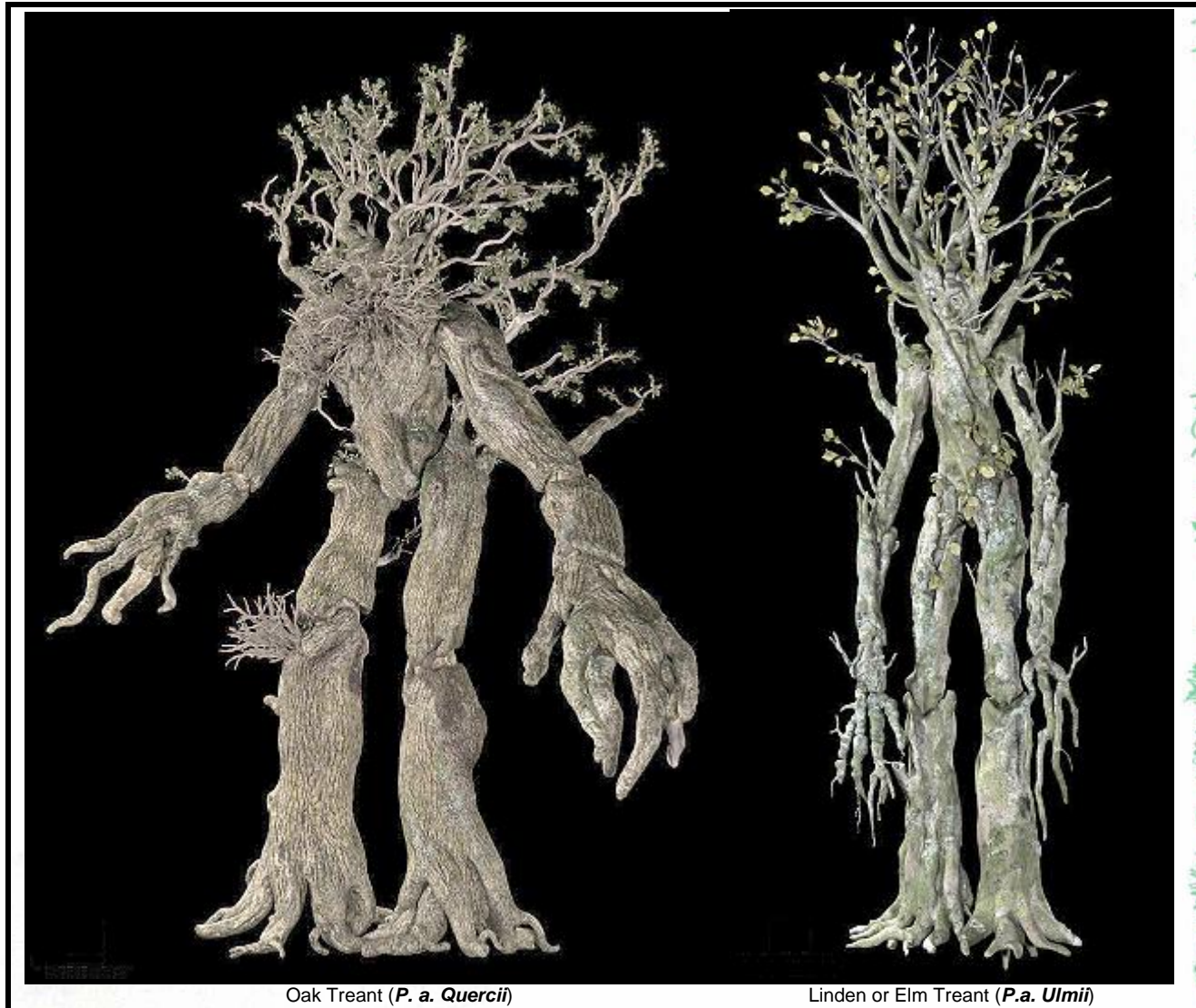
In the depths of the forests, the Treants walk, silent and powerful. Ancient beyond reckoning, these protectors of the woodlands are the shadow that haunts the dreams of any who would despoil the natural world. Revered by druids and elves, their wisdom is legendary, as is their wrath against axe-wielders and fire-starters.

One of the most curious and powerful races you'll ever meet in the forest is the Treant. These creatures are from a distance absolutely indistinguishable from the trees that surround them in their natural environment; even close up, a Treant that doesn't wish to be noticed will be extremely difficult to identify. Treants are in fact pure embodiment of the power of nature. In it the essences of nature spirits (Fairy-Kin) are held to help nature. Treants are not Fairies in the sense of the word, but their plant forms hold fairy essence. They can die but like fairies will be reborn when and where the circumstances are right.

It is important to also read the chapter of Fairykin and Wee-folk (further in this book), and the chapter of Druids in the Book; "Pages of Virtue".

Treants can cause great damage when roused to anger. They hate evil things and the unrestrained use of fire.

Appearance



Oak Treant (*P. a. Quercii*)

Linden or Elm Treant (*P.a. Ulmi*)

Treants can range in height from sixteen feet to more than sixty-four feet tall, though often as much as a third of this height is made up of the crown, a wide protrusion of leafy branches extending from the treant's head. The tough, flexible tissues that make up most of the internal structure of the treant's body are nearly as dense as the wood of an ordinary tree, and so a treant's weight can range from 5000 to more than 300,000 pounds.

Though roughly humanoid in outline, Treants have little in common with humanoids, physiologically speaking.

Above the eyes and along the head are dozens of smaller branches from which hang great leaves. In winter the leaves of a Treant change color but rarely fall out.

The head and the crown make up about two fifths of a treant's height, while the thick legs often make up less than one fifth. A treant's long, thin arms, located at the midpoint of the torso, and are usually more than long enough for the Treant to touch the ground without bending over. The rigid, bark-like skin and powerful internal fibers that comprise most of a treant's torso and limbs can twist with surprising ease and speed. Bending is much more difficult, except at the shoulder and multiple elbow joints in the arms, and the hip joints of the legs.

Thick, root-like toes extend in all directions from a treant's feet, digging into the ground for support and pushing it along at surprising speed. Treants' hands usually have between six and thirteen long twig-like fingers, with at least one opposable digit per hand. These fingers can fold into a knotted fist capable of dealing blows of tremendous force, and can also dig into wood, stone or metal with surprising speed, causing great damage.

Treant faces most often resemble human faces, although occasionally they include the facial features of other humanoid species if these are more common in the region. They can include features from non-humanoid creatures if the dominant tool-using race nearby is non-humanoid, though this is rare.

Treant PC

Treants can be used by experienced gamers and Dungeon Masters as Player Characters in a Woodland setting. Some guidelines for adventures are found in PC3.

Personality

Treants tend to be solitary creatures much of the time, but they can be very social, so long as this does not interfere with their duties to their forest. They are always interested in hearing tales of distant lands and peoples from travelers. Treants maintain strong ties to other Treants, both in their own forest and far away. Widespread correspondence networks, carried by migratory birds and insects, link Treants together in a never-ending chain of friendly gossip and communal history. Treants rarely feel alone. Though they have a reputation for seriousness, Treants appreciate good humor and jests as much as any gnome does. Treants may laugh last, but they'll keep laughing for a long, long time.

Alignment

Treants are overwhelmingly neutral good. On rare occasions, psychological damage or moral corruption may alter this, but such unfortunate creatures are either pitied for their illness or ostracized for their depravity by Treant society. The primary interest of all Treants is the health and well being of their forest. Their moral outlook is shaped by this overriding theme; those who are good to the forest are good, those who damage the forest are ignorant, or evil, and should be educated or driven off.

Racial differentiation



Ash Treant (*D. a. Fraxinii*)

Rowan Treant (*P. a. Sorbii*)

Treants, are divided by humanoids in basically three groups; Each Group is named Dendroites animae, although actually they are still the original tree in all respects like reproduction, appearance, herbiology, etc. the third part of the name depicts the actual species the Treant is derived from and thus actually is. This name ends always with ...ii, meaning; named after.



Beech Treant (*D.a. Fagii*)

True Treants

True Treants, the most commonly encountered variety, derived mostly from **Elm (*D. a. Ulmi*)** or **Oak (*D. a. Quercii*)** trees and dwell in deciduous forests of the lowlands and hills.

The existing True Treants are not limited by these species, but these are the most known species. Other Known and recorded species are the;

Ash Treant (*D.a. Fraxinii*),

Beech (*D.a. Fagii*),

Mahogany (*D.a. Swietenii*),

Of course is possible for actually any tree existing to become a Treant. Only magical trees or those already mobile or having a form of intelligence can't (and thus NEVER will) become a Treant.

Evergreen Treants



Pine Treant (*D.a. Abii*)



Mammoth Treant (*D.a. Metasequaoii*)

The second most commonly encountered type are the Evergreen Treants, who resemble pine trees and usually frequent coniferous forests in rocky, mountainous areas. Taller than the True Treants, they are renowned for their intelligence, though they're not as physically powerful as their more common relatives are. Species belonging to this group are the **Pine Treants (*D.a. Abii*)**—which size is half normal in diameter of its crown, but double its height, and the **Mammoth Treant (*D.a. Metasequaoii*)** which has even triple to four times the normal height.

Waterborne Treants



Willow Treant (*D.a. Salicij*)

Birch Treant (*D.a. Betulij*)

Waterborne Treants are the least commonly encountered, being found primarily in swampy wetlands. They originate from Willow trees (*D.a. Salicij*), or Birch (*D.a. Betulij*), and are known to be remarkably persuasive.

Treant PC's	Treu Treants		Evergreen Treants		Waterborn Treants	
Str	3d8	10-22	3d6+2	10-20	3d6+2	10-20
Int	3d6	3-18	3d8	3-24	3d6	3-18
Wis	3d6	6-18	3d6	6-18	3d6	6-18
Dex	3d6	3-13	3d6	3-13	3d6	3-13
Con	3d6	8-18	3d8	8-24	3d8	8-24
Cha	3d6	3-18	3d6	3-18	3d6	3-18
Com	3d6	3-18	3d6	3-18	3d8	3-24
Size (feet)	10+Lvl+Str		20+Lvl+Str		9+Lvl+Str	
Weight (Lbs)	Size x 12 x Str x 1/Con bonus		D.a Metasequoia 30+Lvl+St +1d12 Size x 13 x Str x 1.2/Con bonus		Size x 11 x Str x 1/Con bonus	
Stem diameter (inch)	Con x Lvl x 1.2		Con x Lvl x 2.5		Con x Lvl x 1.1	
Height face (feet)	3+Cha		5+Cha		2+Cha	
Crown diameter (feet)	Con x Lvl x 1.1		Con x Lvl x 1.2		Con x Lvl x 1.3	
All Species						
Prime Requisite			Constitution			
Compulsory Skills	Drinking at +2	DL=+20			Movement	Encumbrance; +500/str adj
Advised Skills	Horticulture Knowledge area Science (Botany, or Ecology) Science (Biology or, Zoology) Storytelling				60'/20' 30'/10' 15'/5' 0	0-2000 2001-5000 5001-10,000 10,001+

Combat:

Camouflage and surprise

All encounters with non moving Treants begin at a distance of 30 yards or less, since they are nearly identical to normal trees. Standing still in their natural environment they are virtually indistinguishable from trees, and gain surprise 50% of the time. This hide in the forest ability is equal in effect like the normal hide in shadows ability of Thieves, and therefore can't be used anywhere else, and suffers similar penalties and bonuses (DM).



Humans and demihumans have only a slight chance of spotting a Treant who is trying to blend in with the trees. Foresters, Druids and Elves have a fair chance of spotting a Treant (5% per level).

General Tactics

The primary elements of Treant defensive tactics are area knowledge and stealth. Within a treant's home territory, its knowledge of the terrain is unparalleled. Most Treants have spent centuries, if not millennia, doing nothing but studying and caring for the land. They know every tree, every bush, and nearly every blade of grass. They know the feeding cycles of every animal, where they sleep and when. It is a virtual certainty that within hours of any intrusion, they'll not only know where it happened, but how many creatures there were and what they were doing, with a rough idea of why.

Once an intruding force is located, the next step is direct observation. Within the forest, Treants are ghosts. Their natural ability to conceal themselves amid the greenery, combined with hundreds of years of training, gives them an overwhelming advantage in scouting. The treat will shadow the intruders for hours, sometimes days, watching them carefully, until it knows more about their purpose than they do. The next step depends on the intruders' purpose. Peaceful wanderers, who are careful not to abuse the forest, will probably never know they were observed. Obviously evil or destructive creatures are in for a much more challenging time.

Terrain

The first challenge that intruders face is the land itself. What looks to the unfamiliar eye to be random, natural growth patterns is actually a carefully planned defensive arrangement using thick brush and thorn bushes to control access to the few paths available, ensuring that each pathway crosses numerous ambush points, exploiting geographical features like ravines and boulders to interrupt escape routes. The degree of defensive readiness depends on how close to dangerous areas the grove is. Territories deep in the center of the center of the forest, far from expansionist kings and marauding orcs, won't be as elaborately defended as ones on the edge of the forest. Raiding parties that have survived an intrusion into a grove that borders an active foe have said that it was as difficult as trying to penetrate a walled keep.

The few routes that Treants let cross their territory are rarely more than deer paths, allowing only single file, dismounted passage. Most have simple, easily prepared traps (pits, deadfalls, nets, trip ropes, and the like) arranged at various points along them, requiring but a few moments to set up. These are augmented by irritating plants like poison ivy, carefully cultivated and ready to be repositioned in the most inconvenient places. Fierce creatures are persuaded to lair near the paths, so that they can be easily set upon intruders. Even other animated plants (like archer bush are used in this harassing way).

Melee

Treants don't use weapons; instead, they club opponents with their massive limbs. They have two such attacks per round. Strength adjustments may apply to the damage done.

The combat ability of Treants varies with their size. Young Treants have 2 to 6 Hit Dice and inflict 1d6 to 1d10 points of damage per attack. Middle-aged or adult Treants have 8 to 10 Hit Dice, respectively, and inflict 2d6 to 3d6 points of damage per attack. Elder Treants have 11 or 12 Hit Dice and inflict 4d6 points of damage per attack.

Armor and Immunities

Due to their tough, barklike skin, Treants have a superior Armor Value of 5 against almost all weapons. Although normal weapons can harm them, blunt weapons (such as maces) only inflict 1 point of damage per hit (plus magic and strength bonuses). Piercing weapons deal only half damage to Treants, with a minimum of 1 point of damage.

Treants can't have any Armor, but their own natural Armor Class and Armor Value are already very good. Any magic item permitted to Fighters might be used by a Treant, if its shape permits (e.g., Human rings would not fit on a Treants massive, gnarled fingers, but a necklace might be worn as a ring or bracelet).

Fire

Their only weakness is fire. Fire is indeed a great enemy of Treants; they hate and fear it, and are not likely to trust or be friendly towards those who wield it. The primary value of these is protection from lightning and fire; even in a Treant guarded forest, fires might start accidentally and spread out of control.

Due to their particular flammable bodies, any fire-based attack against a Treant is at +4 to hit and +1/die damage. In addition, Treants save against all fire-based attacks at -4. This weakness to fire also applies to any tree, even animated trees controlled by a Treant.

Threats and Responses

Of course, much depends on the specific nature of the threat. Treants' primary concern is the reckless use of fire. It's the first thing they look for when watching intruders. Intruders that are careful with fire will often receive a much more lenient reception than one might expect. Even savage humanoids that would normally be dealt with harshly, if they manage to restrain their naturally destructive tendencies, will simply be escorted to the edge of the territory, in an effort to encourage responsible behavior in even the darkest of hearts.

Treants have much experience in dealing with fire-wielding creatures and are constantly on the lookout for magic items that will aid in dealing with fiery attacks. Individuals who can supply them with these things have gained an ally whose gratitude will likely last longer than they will. Judicious use of *create water* or *quench* spells normally takes care of the immediate threat of open fires, leaving the Treant to harshly quell the soggy firebugs. Just in case, a pre-application of one of the *endure/resist/protection from elements* spells often comes in handy for dealing with unexpected pyromaniac spellcasters. Once the fiery threat is dealt with, the most powerful-looking intruder is targeted with a melee attack, often disarming it, after which a quick retreat into the bushes gives the Treant enough time to take advantage of its enhanced damage to objects ability. Few things are as alarming to a mighty warrior as a knotty wooden arm reaching fifteen feet out of the bushes and snatching his prized axe from his hand, only to return a moment later to hurl the shattered remnants of the blade at his feet. After the Treant repeats this snatch and run attack pattern a few times (ignoring missile weapons, unless they demonstrate fire-based enhancements), the intruders are usually much less dangerous.

Occasionally a heavily armored figure might find itself dragged into the brush and forcibly divested of its metallic shell. Once the intruders are disarmed, the Treant usually lets them make a frantic run for the borders of the forest, followed only by mocking laughter and the occasional open-handed slap to the head to keep them running. (Often done by animating trees).

This does depend on who the intruders are and exactly how much damage they've done in their brief stay. A few scorched trees can be forgiven, but wide-scale or deliberate destruction (mass woodcutting, poisoning wildlife, that sort of thing) draws much harsher penalties. Goblinoids, orcs, and other savage humanoids as well as groups displaying obvious symbols of evil will be *entangled* or trapped, interrogated and most likely slain.



Saving Throws

Treants make their saving throws as Fighters of a level equal to their Hit Dice or level, whichever is greater. Treants are plants, and therefore are immune to mind-inducing effects, poison, sleep, paralysis, stunning or polymorphing. They are not subject to critical hits, and thus always suffer normal rolled damage minus their AV, instead double damage and no AV reduction.

Animate Trees

Treants have the ability to animate plants (see begin chapter **animated plants** for statistics.) on Treant can animate up to two trees or 4 bushes or other plants. It takes 1 r to uproot itself (therefore it is rarely done). A Treant must be within 60 yards of the plant (mostly tree) he is currently animating. Animated trees lose their ability to move when the Treant who animated them is incapacitated or moves more than 30 yards away. They will reroot themselves in 1 round, on the spot they are. A Treant may change which trees it is animating from round to round. There can be Treant Druids to level 10. A Treant who gains the use of druid spells may animate four trees instead of two.

Allies

Plant and animal allies form a major part of the defensive plans. The combination of magical methods of creature control and hundreds of years of experience in wildlife management means that nearly all creatures in the treant's territory will regard it as a non-threatening figure, if not an actual friend. Even those that won't accept direction from the tree lord can be used as animated traps. Diverting fleeing enemies into a dire boar's sleeping area is as effective a method of disposing of them as any.

Most Treants will also augment their defenses by making alliances with neighboring creatures, in case of an intrusion too large to deal with alone. Among the likely allies are araneas, centaurs, couatls, metallic dragons, dragonnes, elves, ettercaps, most kinds of fey, giant eagles and owls, occasionally gnolls (carefully supervised by druids), gnomes, (rarely) gray renders, griffons, Halflings, lizardfolk, water or guardian nagas, pegasi, pseudodragons, and unicorns. In exchange for defensive assistance, Treants can offer curative magic, hunting advice and assistance, and neutral arbiters for inter-species disputes, among other things.

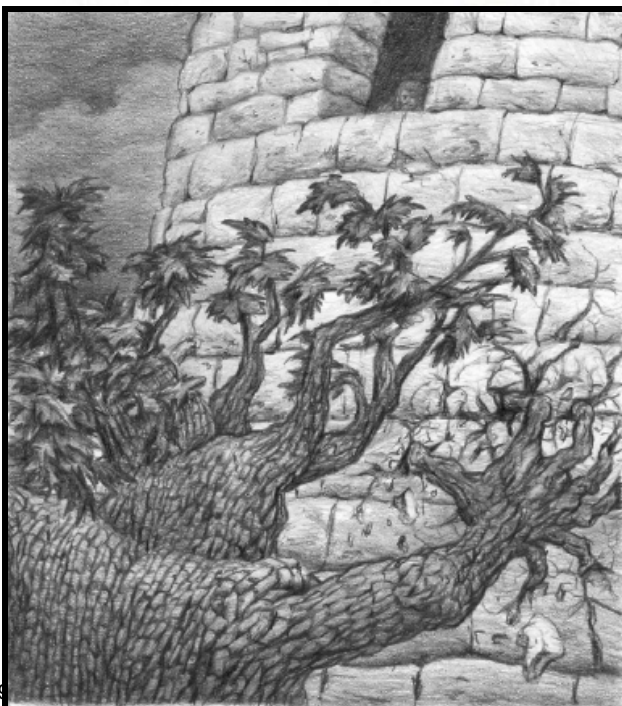
Out of the Forest



Even without the threat of a pursuing foe, outside the forest, Treants are significantly weakened. The forest is their element, and without the advantages of detailed area knowledge, Treants can be taken by surprise as easily as any other creature. Their size makes it difficult for them to hide, and open spaces make Treants extremely uncomfortable. When necessity drives them to travel across open areas, they often travel at night, spending their days concealed in isolated copses or abandoned buildings. A treeherd's speak with plants and animals does work outside the forest, allowing the wandering Treant to survey the area for likely hiding places. Those with access to spells like Pass Plants use them to greatly shorten these journeys.

Structural Damage

Treants (regardless of size) and Treant-controlled trees can inflict structural damage when attacking a building or fortification. A Treants' strong, twig-like fingers can burrow into wood, stone, or metal with surprising speed, doing great damage. A Treant that makes a full attack against an object or structure deals double damage. 1 HD Treants (sapling) do not possess this ability. Treants gain this ability at 4 HD.



Missile weapons

A Treant's rarely used but very effective missile weapon is the hurled boulder. These rocks are up to 5' in diameter and weigh 750-2000 cn. each. Throwing such rocks affords the benefits of high damage figures, good ranges. The rocks are cumbersome, however, and Treants never carry them, but grab them from the ground wherever found. The Table lists the range and damage figures of non-standard boulders. They can throw these immense rocks only in open terrain, where their extraordinary strength, sturdiness and long arms can be used to full effectiveness of momentum (this is also the reason that Giants throw less far than these creatures).



Any hit by a boulder thrown by a Treant will propel the target hit, the amount of received damage in feet backwards. The received damage is the rolled damage, adjusted by AV at the moment of hitting the target. A boulder does not need to "fly" through the air, it can be rolled for equal damage, but the victim may then make a Dexterity check for ½ damage. Or the boulder can "bounce" towards the target, the hit roll will then remain the same, but the damage will be reduced by 1/die for each bounce, the range however is doubled.

Non-standard boulders			
Weight-cn	Av. Size	Damage	Range
1-500	1' or less	-3/die	300% normal
501-750	1'-2'	- 1/die	200% normal
751-2000	2'-3'	no change	normal
2001-3250	3'-4'	+ 1/die	75% normal
3250-3500	4'-5'	+ 2/die	50% normal
3501+	5'+	+1/die/500cn	-25%/500cn
Throwing Ranges and THAC0			
Short	Normal	Long	Maximum
THAC0+1	THAC0	THAC0-1	THAC0
0-50'	51'-250'	251'-500'	501'-1000'

When a creature hit is thus smashed into any solid damage, roll 1d8 for further damage. Any non-solid object will give way (break, fall over, rip, soft ground, etc.) and reduce the backward-distance by 50%, but not the damage. If hit by a boulder always roll for a Constitution check (with a -1 for each die adjustment above normal, and a -1 on a natural 18, a -2 on a natural 19, and a -4 on a natural 20 roll) for broken bones, and apply any results as per normal broken bones rules. Minimum damage: 1 point per die. For simplicity, round range figures to the nearest whole number (in 5' or 10' ranges).



These numbers are for an average horizontal surface, downwards the ranges are doubled, upwards halved. Downwards the boulders will probably roll further, beyond the maximum range, until somehow stopped by a barrier of any kind, but will cause 1d6/100' rolled to any creature or object thus hit (this is a probability chance and any conscious character can evade the boulder on a successful dexterity check). When thrown upwards, the boulder will probably roll or fall downwards, and may even completely return. Rolling boulders can cause avalanches in special cases, with devastating effects (DM). Treants can't catch boulders, however.

Druids



Spellcasting Level	Extra Xp Needed
1	1000
2	2000
3	4000
4	8000
5	16.000
6	32.000
7	64.000
8	130.000
9	260.000
+1	200.000

Treants may gain Druidic abilities. This is not, however, a religious matter; they don't honor Immortals. Instead, Treants of Wisdom 15 or greater may, if they choose, develop spell-like abilities through closeness and attunement with nature. Their spells are gained through meditation and communication with the life forces of the forest, rather than prayer; hence, a Treant can't regain spells in any other area than the forest.

A Treant who meets the Wisdom requirement any at any level may choose to develop the Druidic ability, and then instantly become that level of Druid. Since Treants are usually solitary and widely dispersed, and they gain their power directly from nature, they don't need to be taught by another Treant.

A Treant has as Druid level limitation of 10, to begin as a druid and after 10th level they must undergo a ritual of initiation to a ritual of

Passage. This ritual involves fasting, intense meditation, perhaps isolation; it may also be necessary to quest for sacred items of nature that are gathered in a sanctified pouch to make the shaman or wicca's "Holy symbol". The specific nature of the ritual of Passage is described by the Treant initiate itself. It must be designed to both enlighten the Treant about the mysteries of life, and to prove his devotion to the forest, and nature in general. In this fashion they can elevate themselves to the higher druidic levels. To determine if the ritual was successful, make an ability check vs. Intelligence (for wicca's or wisdom for shamans. If the check fails, so does the ritual. The 1000 experience points for 1st level spellcasting are lost, and the character must earn them again in order to attempt the ritual again. The player running the treat should design the ritual, and submit it to the DM, who should appraise it and determine if it is appropriate. Bonuses and penalties to the chance of success may be applied, at the DM's discretion, judging how the ritual fits the criteria. Read the part of magic in the Firykin chapter.

PC and NPC Treants need extra experience to become a Druid caster according to the following table. Remember that when a Treant becomes a Druid at some later level he needs all the experience needed for that level only, and not including that of former levels, his due to the difference in origin from the source of magical power.

Druidic Treants have another experience value when somehow defeated or thwarted due to their spell casting powers. These are listed differently in the table. These are true foes not to mess around with.

Treants do not gain spells when not within a woodland area.

New Spells

Treants have a few spells extra on their spell list that are not listed in the Pages of Virtue. These spells are in addition to the druidic spells as given there, and must be researched as normal. It is, however, not possible for nontreant creatures to learn these spells.

Ironbark

Level: Treant Druid 3
Casting Time: 1
Range: Touch
Effect: Creature touched
Duration: 1 minute / level
Saving Throw: None

This spell affects only creatures that possess natural armor. *Ironbark* transforms your natural armor into thick bark-like plates of iron, granting you a +3 enhancement bonus to your natural armor and giving you Armor Value of +4. The added weight (400 cn) makes it very hard to run, swim or fly, and slows your movement by 1/3.

Leafcloak

Level: Treant Druid 2
Components: 10 sq. ft. of healthy greenery
Casting Time: 1 full round
Range: Touch
Effect: Creature touched
Duration: 1 minute/level
Saving Throw: None

This spell wraps you in a cloak of living greenery, giving you a +15% bonus to Hide checks while in the forest. The Leafcloak intertwines itself with the surrounding vegetation. As a result, moving faster than half your base speed gives you a -10% penalty to Move Silently checks, as the twigs and vines rip loose from the greenery around you.

Restore Plant

Level: Treant Druid 1
Casting Time: 1
Range: Touch
Effect: Creature touched
Duration: Instantaneous
Saving Throw: Halves

When laying your hands upon a single unanimated living plant of Medium-size or smaller, you channel natural energy that repairs any damage it may have suffered from disease, ire, or physical harm of any kind, restoring it to perfect health.

Treeform

Level: Treant Druid 4
Components: An acorn from an oak that's at least 500 years old.
Casting Time: 1 full round
Range: 25 ft. + 5 ft./2 levels
Effect: 1 creature
Duration: Instantaneous
Saving Throw: TS; negates

Upon finishing this fateful incantation, you turn the subject and all it carries into a tree of the same size. The tree may be whatever sort you choose. If the tree created by this spell is damaged or destroyed, the subject (if ever returned to its original state) suffers similar damage. The subject's type changes to plant, and its mind enters a state of stasis, unable to communicate anything but sleepy vegetable thoughts. Only living beings are affected by this spell. The subject may be returned to its normal form by casting *Treeform* on it again, or by such spells as *Polymorph* any object or *wish*.

Vinelash

Level: Treant Druid 3
Casting Time: 1
Range: Self
Duration: 1 round/level
Saving Throw: None/ TS negates (entangle effect)

Spell Resistance: No/Yes (entangle effect)

This spell transforms one of your arms into a long, prehensile vine. The Vinelash can be used as a whip, making a ranged attack that does 2d8 points of damage to the target at a range of up to 30 feet away. When used as a whip, the Vinelash is treated as a +3 weapon for the purposes of resistances, although this does not affect the attack roll itself. You may also use the Vinelash to *entangle* a single target. The target of an *entangle* attempt must make a Turn to Stone save to avoid being *entangled*. An *entangled* creature suffers a -2 penalty to attack rolls, a -4 penalty to effective Dexterity, and can't move.

An *entangled* character who attempts to cast a spell must make a Concentration (Int or Wis) check or lose the spell. You may make an opposed Strength check to drag a successfully *entangled* target to you.



Habitat/Society



"greater good" philosophy could lead to monstrous acts. Fortunately, Treants tend to react rather than act hastily. They see it as better to wait and collect more information than to act incorrectly. This does not stop them from subtly nudging events in the direction they wish them to go, however. Some Treants could easily be construed as manipulative or political by an impartial observer.

From their own perspective, the wisdom afforded by their longevity gives them an understanding that the younger races lack. If any of the axe-wielders could live 5,000 years, they would surely agree with the treant's worldview.

Adventuring

Treants may become adventurers of a sort, for a few hundred years after they reach physical maturity. This "windblown" period of wandering gives them an opportunity to experience the world beyond their own forest. For most Treants, however, adventuring is a thing for foolish youngsters and "axe-wielders," not a proper occupation for mature adults.

Communities

Treants live in small communities, usually amidst old hardwood forests (oak, maple, mahogany, etc.). In the forest Treants rarely reveal themselves, preferring not to interact with the more transient life forms (anything with a lifespan of 500 years or less).

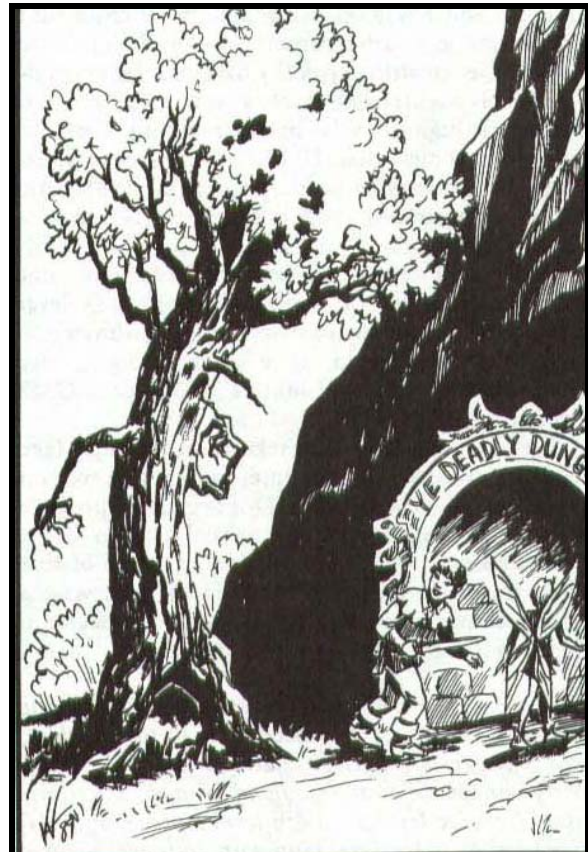
Treants are intolerant of evil, particularly when fire and the wanton destruction of trees is involved. They hate orcs and goblins with a passion and tend to be suspicious of anyone carrying an ax. Treants have no use for treasure, and usually place all such items somewhere out of sight, such as under a great rock. Occasionally a Treant can be convinced to give up his treasure but only when some great good will be accomplished by this generosity.

Treants are, by nature, a solitary species. While they do gather in small groves from time to time, these groups tend to be temporary. Of course, for such a long-lived race, temporary can mean several hundred years. Treants focus much of their attention on their own territories, rather than concerning themselves with direct social interaction.

Treants consider themselves to be the oldest of all sentient races, first to walk in the green world, first to speak, first to name the world about them. They see themselves as being created to care for the forest, to be its hands and mind. While moral philosophers classify Treants as "neutral good," their sense of "good" is distinctly skewed towards the interests of plant life. What is good for the forest is good for all.

In this view, animals are simply part of the support structure of the forest; something to carry seeds and pollen back and forth, something to fertilize the ground. They are a vital but distinctly secondary part of a much larger system, and from time to time, they must be pruned back for the good of the whole. Tool-using animals (the younger races) are outside the pattern of life, and are thus prone to imbalance. Treants, as responsible beings, must pay much closer attention to such dangerous creatures, ever alert for the need to trim them back into shape.

In a more aggressive species, this kind of



Often months or sometimes years will pass without face-to-face contact between Treants with neighboring territories. "The Green comes first" is a common saying, and Treants who neglect their forests to spend time "chattering like squirrels" acquire a reputation as unreliable wastrels.

Despite this apparent isolation, Treants maintain an elaborate communications network, using migratory birds, animals, and insects to carry messages across vast distances for thousands of miles, sharing the information they bear with hundreds of Treants. This is what they call the "Vine of Tales".

Names

Treant names are nearly impossible to translate reliably into any other language. They often adopt nicknames for dealing with outsiders, based on a physical description or the name of the forest they dwell in. Example names: Deepwood, Gnarleybranch, Leafycrown, and Wildroot.



Social Ties

Most Treants do maintain some social ties with Treants in adjacent territories. Every few months or so, neighboring Treants will meet on the border of their respective territories and spend a day or two catching up on recent events.

Larger forests can contain many territories, and periodically all the Treants of a specific area will gather for a "moot" to socialize, discuss larger issues, and plan serious business like the greatly feared, but necessary, controlled burns that keep the forest's underbrush from collecting to dangerous levels. These moots take place every two or three years, and can last for several weeks.

A treant's territory can range from five to fifty miles across, depending on the terrain and population. Territories in areas with large, active populations of humanoids tend to be smaller, making it easier to respond to the problems inevitably created by "axe-wielders," as Treants often call the tool-using races. Monitoring and maintaining its territory is the primary focus of a treant's life. Oddly enough, the borders of these territories are fairly loose, being defined more by a mixture of consensus and convenience than by rigid adherence to specific geographical markers.

Treants who neglect their caretaking duties often find their territory gradually absorbed out from under them, as their neighbors take over maintenance duties for the areas adjacent to their own territories. Treants "uprooted" in this fashion are subject to a great deal of social pressure from their fellows to mend their ways. Often an older Treant will unilaterally assume a mentoring role for one of these uprooted deviants, sometimes spending hundreds of years attempting to correct the misguided youth.

Experience

Among Treants, age, experience and wisdom determine social dominance. The physical measure of this experience and wisdom is the health and upkeep of the treant's territory. Treants do not express their leadership in hierarchical terms; in fact they have no kings, chiefs, or formal offices of any recognizable kind. Often, it is difficult for an outsider to tell which particular Treant in a group is the leader. How much weight other Treants give to its opinions and how often they seek out its advice are the only real clues to who is in charge of a given area. Even then, should the burdens of leadership distract the elder from its duties to its own territory, the cloak of ad hoc authority can quickly pass to another. "Prune one's own branches first" is a popular Treant aphorism. After all, how can you trust the advice of someone who cannot maintain his own lands properly?

Fortunately, the glacial pace of Treant social politics prevents this informal system of leadership from interfering with relations with outside societies. By the time a given elder has faded from the political scene, many generations have passed among the mayfly races. Even among the druidic circles that make up most of treantkind's social contact with other races, the extended lifespan of the treefolk means that much of Treant politics goes unnoticed.



Concerns

The concern of Treants is the care of the Forest. They cooperate with other woodland races to keep an area healthy; their Strength is invaluable in this vocation. Like gardeners, they trim back the forest so that it can grow more healthily. They might remove dead branches and fallen trees, leaving a few for small animals to make their homes or to return to the ground as nature wants, and clear away any diseased plants. They might even use their ability to animate trees to move trees away from an area so that a new generation can grow there. Because of this labor, a forest cared for by Treants is kept in an optimal, balanced state, and never needs fire to cleanse it.

Treant Lands

Treants are the caretakers of the forests, and can be found in any kind of wooded area. Larger forests will often be divided up into several smaller territories, each watched over by an individual Treant. Treant forests can be recognized by their health and vigorous growth, and by the sense of ancient peace they exude.

Religion

Treants do not worship immortals in the same sense that other races worship their gods.

Treant Groves

While Treants ordinarily maintain their territories as individuals, occasionally a small group will gather together in one territory for a period of time for one reason or another. These groves can remain together for hundreds of years, until the reason for their assembly has passed. Most often, the Treants who make up a particular grove are neighbors, but occasionally a grove will include treefolk from distant forests who've become acquainted through the great distance communications

There are three basic varieties of Treant groves.

Seedling Groves

The most common is called a Seedling grove. Seedling groves are normally formed around a recently awakened Treant. The most nearby Treant contacts a few of its neighbors and occasionally one or two distant acquaintances and proposes that they gather and form a Seedling grove. This is seen as a great honor, and it's extremely rare for a Treant to reject such an invitation. Those invited to join usually merge their lands into one larger territory, allowing other neighbors on the outskirts to accept temporary charge of the outer areas. Treants travelling from farther away will generally divide their lands among the adjoining territories for the short time that they'll be away.

Most Seedling groves consist of three to five Treants of varying ages, who'll remain together for decades to a hundred years while they raise the sapling. These groves are nearly always made up of the same subspecies of Treant.

A sapling is recently awakened Treant (of only 2HD—lowest level) and after awakening rarely left alone; two or three nearby Treants will have noticed the awakening, and will remain with it at all times, answering its incessant questions, demonstrating proper forest management, and recounting educational tales and homilies. This is called a seedling Grove.

As the sapling grows older, it is allowed to visit neighboring Treants in the care of one of its parents, expanding its horizons and making friendships that will last for centuries. The subjects of these visits welcome the newcomer gladly, sharing personal forestry techniques and homespun wisdom with the young Treant and rejoicing in the renewal of their kind. Toward the end of its "childhood" phase, a sapling may be introduced to a particularly trusted druid grove, where it can study the humanoid races in their most balanced and reliable form.

Once the sapling has reached maturity and ventured out on its wandering time, the other Treants slowly part and go their separate ways. Occasionally, a Treant from a distant forest will travel with the wandering scion for a time, on its way home. The "parents" will remain close friends for the rest of their long lives.



Thornheart Groves

The next most common grove, and the type that most outsiders encounter, is called a Thornheart grove. Thornheart groves are formed in response to an overwhelming threat to a forest; for example, a major migration of humanoids, or a swarm of red dragons. Usually centered on an older Treant, who sends out the call, these groves can occasionally get as large as ten Treants. Most are around five or six strong and will work together for several centuries to ensure that the threat is truly destroyed.

Active-minded Treants from near and far gather as a Thornheart grove to work together against the invading force. Though they are centered on a particular treant's territory, the Thornheart defenders regard the entire threatened forest as their charge. Other Treants in the area normally regard them as an asset.

The strategies used vary with the different threats that they face. The primary objective is to alleviate the immediate threat to the forest, but while the more physically inclined members of the Thornheart grove are laying traps, slaying intruders, and destroying weapons, the older members are analyzing the threat and finding ways to ensure that it does not recur. Threats focused around marauding monsters or raiding dragons are relatively simple to deal with; once most of the intruders are dead or driven off, the threat is over.

Humanoid migrations and expanding realms of axe-wielders are more complicated. Like endless waves wearing away at the cliffs, these threats do not stop at one obstacle. They must be quelled at the source. This often involves recruiting the aid of druid groves, the temples of sympathetic immortals, and occasionally, inciting a new threat to the source of the invasion. Perhaps the dragons assaulting the forest on the other side of the continent can be persuaded to redirect their efforts toward a more lucrative foe? The knowledge and skills of Treants are invaluable when dealing with this sort of threat.

Once the threat has been dealt with, the Thornheart grove separates. The bonds formed in combat never fade, and these Treants will remain close friends for the rest of their long lives. Often veterans of the grove will return, centuries later, to form a Seedling grove with their old comrades, and tell tales of their valiant youth to the new awakened Treants.

Treantmoot

This rarely used action is actually nothing more than a conglomeration of all local Treants to battle a single goal. This goal is mostly so important that all Treants alike willingly perish for it. Often this is the destruction of their ancient forests. The Treantmoot is always created in a thornheart Grove.



In Lord of the Rings, they thus battled the White Wizard and its Humanoid armies to prevent further destruction of their beloved forest.

Treant are, however, rarely willingly to go into Treantmoot, and need long times to discuss the difficulties, responsibilities, damages, etc. Before finally becoming active. It needs a strong character to bereason a Treant to do this. (all photography of Treants shown here is from open accessible internet pictures from the Lord of the Rings Movie. The use oif these pictures is in no way meant as an infringement of their rights.)

Flowervine Groves

The rarest but longest lasting groves are the Flowervine groves. These groves are found deep in the forest, often in places that no one but Treants have ever seen. Far from the distractions of the younger races, the Flowervine groves are the heart of Treant culture. Formed around an elder Treant, these groves are educational circles, sharing the wisdom of countless millennia of Treants with new generations.

Nearly all Treants spend a few decades or so in one of these groves, learning as much from each other as they do from the elders. Some of these groves last for thousands of years, though they occasionally enter fallow periods when only one or two students remain. Sometimes a mature wandering Treant will stop and stay for a few hundred years, sharing the elder's instructional duties and learning more advanced skills from the ancient master.

Treants do make use of caves, and this is the reason, many humanoids think they live (like humanoids) in caves (protected from the environment, fragile like most humanoids), but nothing is farther from the truth. Treants sometimes reside in

these caves during violent (and thus dangerous) thunderstorms, store their personal belongings and further prefer to live amongst the other trees unaffected by most weather (like normal trees).

Caves also serve as a place of storing the Treants Famous Brew, made of a host of secret forest ingredients, including Treant Sap. To the Treant, this is just a strong refreshing drink; but the vitality it can grant to other races is like magic, after its effect wears off, though, a non-Treant usually finds himself drained and tired. Other Brews are reputedly manufactured by the Treants, and might have the effects of magical potions (also the same duration; 2d6 Turns). Treants themselves don't require the brews for survival; like trees, they synthesize their own food from sunlight, minerals, and water.

Speech and Languages

Treants are very intelligent and often speak a number of languages including their own language (which has no written form), the language of their Sylvan allies, dwarf, Local, and a smattering of just about all other humanoid tongues (at least enough to say "Get out of my trees!") and Sylvan. They also often learn the languages of their neighboring races, whether friend or foe. These languages learned later filling in a new language slot each 5 decades are: Draconic, Elven, Gnome, Goblin, and Orc.

Treants generate humanoid speech using a hollow sounding chamber located in the middle of their bodies. Treants communicate with each other in a much more complex fashion, using their sounding chamber as well as creaks, groans, rustling leaves to speak Treant. As a result, Treant as a language is a difficult language for humanoids to understand, let alone speak.

Given this perspective, it is not surprisingly that their tongue is slow, laborious, and richly poetic, like the evolution of nature itself; the creatures are rarely in a hurry to speak their mind, and they enjoy the art of careful speaking. They have a particular affinity for rhymed, strictly metered poetry, and may spend long hours devising verses with which to organize their long memories. Treants are capable of learning languages other than their own, but can never speak them quickly. They are innately capable of communication with Plants and forest animals.



Climbing the Vine of Tales

The "Vine of Tales" connects all Treants with each other, carrying gossip, lore, news, and arguments across the world. For many thousands of years, this network has been dominated by discussion of one issue, the "axe-wielder problem." This question revolves around the growth and expansion of the tool using races and their ever-increasing encroachment into the forests. During this time, three schools of thought have arisen about the long-term solution to the problem. These three associations combine aspects of debating societies, trade guilds, social clubs, and philosophical currents. The conflict between them largely defines the course of Treant culture.

Roots of the Ancient Oak

The Ancient Roots are the oldest and most traditional of these currents. Their position is one of isolationism, believing that direct response to anything but an existing threat is foolhardy. Elders of the Ancient Roots say it's only a matter of time before the younger races destroy themselves in some Great War or cataclysm. After all, it's happened before. To become obsessed with pre-empting axe-wielder incursions only makes one more like them, hasty and foolish. Better to wait for the inevitable storm, roll with it when it comes, and repair the damage afterward, without interference.

Thorns of the Sheltering Branch

The Sheltering Thorns are the activist school, believing that ignoring the problem won't make it go away. An active defense is the only answer. If left to their own devices, the younger races will inevitably expand into and destroy all the forests, leaving nothing but stumps and ashes. Only by striking first, crushing any incursion and driving all outsiders from the forest, can the tree lords preserve themselves. The humanoid races are nothing more than animals exceeding their population limits, and should be culled the same way.

Flowers of the Wandering Vine

The newest of these streams of thought are the Wandering Flowers. Small but growing in influence, they believe that the proper education and psychological management of sympathetic races is the key to co-existence. After all, it worked on the elves. Like-minded races can serve as examples to the rest and as a shield from those who won't learn. Simpler antagonists can be manipulated into destroying each other, without cost to the forest. Understanding the minds of the enemy can transform them into friends, or at least tools.

Contact other creatures

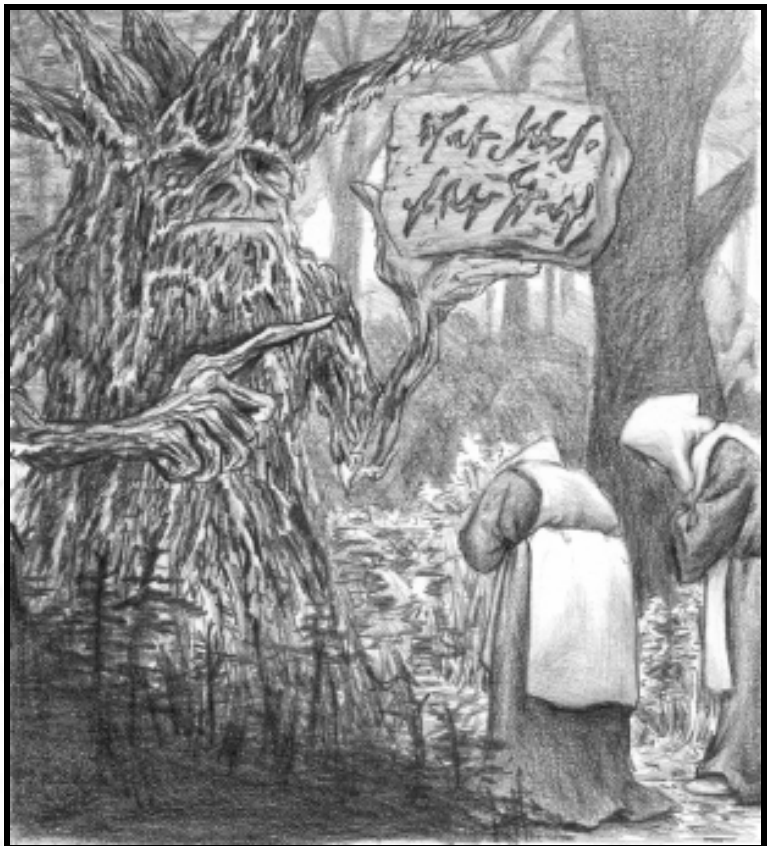
Treants live in small communities, usually amidst old hardwood forests (Oak, maple, mahogany, etc.) in the forest Treant rarely reveal themselves, preferring not to interact with the more transient life forms (anything with a lifespan of 500 years or less) humans and demihumans have a slight chance of spotting a Treant who is trying to blend in with the trees. Elves have a fair chance to do so at 5% / level

Treants are intolerant of evil, particularly when fire and wanton destruction of trees are involved. They hate orcs (orcs willingly destroy any tree as they hate trees) and goblins with a passion and tend to be suspicious to anyone carrying an axe.

Treants have no use for treasure, and usually place all such items (found or taken) somewhere out of sight, such as under a great rock. Occasionally a Treant can be convinced to give up his treasure but only when some great good will be accomplished by this generosity.

It is concerned only with the protection of forests and plant life; it is friends with most of the intelligent forest creatures (actaeons, centaurs, dryads, etc.).

Treant relations with other races largely depend on their impact on the forest. Of all the younger races, Treants get along best with elves. Their long lives give them a similar perspective on the other races, and elves have long revered the "fathers of trees" who first welcomed them into the forests, teaching them the ways of the green world. They also find a common bond in their resistance to the intrusion of less "enlightened" races into the forest. Despite this congruity of interest, a hint of condescension occasionally creeps into Treant/elf relations, as Treants often find it difficult to suppress their amusement at the elven attitude of superiority toward the other races. More philosophical elves see this as a sort of cosmic justice, much to the dismay of their stuffier kin.



Of the “civilized” races, the group that Treants find most alien is the dwarves. Dwarven forges need fuel, and wood makes an excellent substitute for coal. The Dwarven affinity for axes and flame is deeply disturbing to Treants, and they have a hard time understanding how a race with such a (comparatively) long lifespan can show such a lack of concern for ecology. Fortunately, much of Dwarven society focuses on underground activities, so the two races do not come into conflict as much as might be expected. When they do, however, the potential for tragedy is immense, and only careful negotiation can avert it.

Humans are varied enough that Treants have difficulty forming an overall opinion of the race. Instead, the attitude of the tree lords often depends on the particular group in question. Tribes with stone-age technology have a low enough impact on the forest to be regarded as harmless, and can usually be easily intimidated or persuaded to abandon any problematic behavior. More technologically advanced groups can be as dangerous as dwarves, and as difficult to deal with. The primary difficulty that Treants face with humans is their unpredictability. During a treant's lifespan, a human civilization can rise from stone-age hunter-gatherers to global empire-builders and fall back again into barbarism, more than once. When combined with their rapid reproduction rate, this can make humans very problematic. At the same time, their cultural mutability makes them the focus for much of the educational efforts. Should they succeed in transforming the human race into allies, there is little question that humans could become an asset to rival the elven nations.

Treant attitudes toward the small folk, both gnomes and Halflings, are much the same. Neither culture is expansionistic, and both focus more on the comforts of life than on shaping the world in their image. Most Treants find the innate good humor of the smaller races refreshing, and many Halfling and gnome settlements make a concerted effort to maintain good relations with the local Treant population. After all, having extremely large and powerful friends can be a very good thing.

The cruder humanoid races are much more problematic. Neither long-lived enough to learn from the past, nor cowardly enough to be easily intimidated, these ever-reproducing pests combine the worst aspects of humans and dwarves. It is orcs and goblin-kind that the Treant point to as a demonstration of the futility of negotiation and the folly of isolation. They respond only to direct force, and often even that is not enough. Though hobgoblins are organized enough to learn from past encounters with the “forest terrors,” their expansionistic desires and the pressures of leadership mean that too often they disregard prior experience in search of new conquests.

Gnolls, interestingly enough, get along relatively well with Treants. Their druidic influences give gnolls a more balanced world-view than other humanoids, and while Treants abhor their bloodthirsty culture, the tree lords recognize the need for predators in the wild. When the hyena-folk overstep their bounds and the Treants must prune them back, gnolls are philosophical enough not to take it too personally. This pattern also holds true for lizardfolk.



Ecology

Like ordinary plants, Treants derive most of their sustenance via photosynthesis by rooting themselves in the soil and basking in the sunlight. They spend between six and twelve hours a day like this, resting in a meditative state. While resting, they are virtually indistinguishable from ordinary trees.

A Treant can remain active for no more than a week without either of these, relying on stores; if deprived for more than that length of time, it slips into a dormant tree-like state. If further deprived of water, and sunlight, the Treant eventually returns to being a tree, and then slowly dies.

Treants often sleep for long periods of time (anywhere from a few days to several years) during which short roots grow into the ground beneath them gathering water and minerals from the soil.

Sustenance

Treants like all trees, gain sustenance by photosynthesis. They sleep often for long periods of time (anywhere from a few days to a few years) during which their roots grow in the ground beneath them gathering water and minerals from the soil.

In winter the leaves of a Treant might change color or (rarely) fall off (although this is so rarely, it makes it less mobile, or it might even sleep—only 1d6+1hr/con adjustment awake).

Senses

Treants can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions. Further they have Tremorsense 30', but most important they have their communication with other plants and animals which relate all that is happening in 'their' forest.

Life Cycle

The life cycle of a Treant takes place on a scale difficult for most other races to perceive. Even to the long-lived elves, Treants are ancient; to humans they're as old as the mountains. Their childhood alone lasts longer than many mortal kingdoms. The full lifespan of an average Treant extends farther back than many races' history does.

Origin

The origin of Treants is widely debated. The most accepted theory is that, like Hamadryads, they are manifestations of the forest's life force. But unlike



Hamadryads, who are an exterior manifestation, the spirit that generates Treants actually causes a tree itself to become animate and sentient, and can even animate other trees nearby. This also depicts the species.

Certain trees in a forest may become Treants; no one, not even the Treants, clearly understands how. Therefore they have no understanding for family bonds. A mature tree simply awakens" at some point, gaining consciousness and becoming a Treant. It therefore will become a Dendroites animea, with the original tree species' name as name add-on.

The young three foot tall sapling, still rooted to the ground, first open its eyes. The young Treant won't take its first step for another decade or so, but will mostly be guided by other Treants who will have felt the awakening (like a warm shiver on their back), and thus came to it and created the seedling grove around it. They will rarely leave it alone willingly.

After its first Uprooting, the sapling begins to wander about at a pace that often taxes its elders, in a frantic race to experience all it can of the world. The next three to eight decades (depending on climate and race), as the young Treant grows to maturity (adult size), are typically a time of joy and companionship, the young tree lord's never-ending questions and chatter moving even the gravest of elders to laughter.

Treants can advance in Hit Dice in much the same way that other races advance as character classes. The time required is much longer, of course, since physical growth is an integral part of the advancement. On average, it takes fifty years to advance one Hit Die.

Once the Treant has matured enough to survive outside its parents' care, it takes its leave of them and begins its "windblown" time, a period of several decades to centuries of wandering. This is a time of adventure for the young Treant, as

it encounters for the first time a world unfiltered by its parents' protective guard.

Often two or three wandering Treants will join together, traveling in a group for both safety and companionship, but also groups of different forest creatures will form together with the Treant as the middle point of their group. Much of this wandering time is spent traveling from grove to grove, learning from older Treants, but some time is always spent on the fringes of the forest, observing the younger races. Toward the end of this time, the young Treant will find a Flowervine grove and begin its class training. This is the period in which most adventuring Treants exist.

Some might choose to continue wandering for a few more centuries after this, but more traditional Treants return home to the grove that bred them once they are experienced enough to assume responsibility for it. Under the guidance of the Treant whose place it will take, the now-adult Treant begins the slow process of Rerooting, reacquainting itself with the land it will protect and guide for the rest of its life. This Rerooting can take two or three decades years, before the retiring Treant is satisfied that its replacement is fully qualified to take its place.

Barring unforeseen tragedy, the now rerooted Treant will never again leave its territory for more than a few decades. The next few hundred years will be spent in the traditional Treant pursuits of tending the forest and managing its animal inhabitants, continuing the millennia-long projects left by its predecessor and beginning the plans that its successors will carry out, thousands of years hence. This, to most Treants, is the prime of their lives, their time in the sun.

By the end of its second or third century, the Treant has participated in one or more Seedling groves with neighbors and friends, and begins to think about arranging for its own replacement. As the elder Treant grows closer to rejoining the soil (although even a Treant is not aware of when this will happen—just like other creatures are unaware of the moment of their death—they are aware of their age and the relative proximity of this moment), it will select a long-time associate to take over its duties.

It will spend the next few centuries seeking out and preparing its territory for the new arrivals. Once all is in readiness, and a new Treant has awakened, the other Treants arrive and the cycle begins again. After the brief period (at least to them) in the Seedling grove is over and the new heir is off on its own time of wandering, the melancholy autumn centuries begin. While waiting for its sapling to return, the elder Treant slowly prepares to turn over responsibility for its home. During this time, the old tree lord often becomes more deeply involved in the philosophical debates that occupy the Vine of Tales. This sapling, on its return, gradually assumes all instructive tasks, and the older Treant fades into the background. After a few hundred years, the old instructor retires completely from teaching and the grove continues on, carrying the tale of the green ever forward.

Aging

After the return and Rerooting of the new caretaker, the ancient treant's winter years begin. No longer occupied by the daily routine of caring for the forest, the elder spends much of its time in preparing and delivering arguments over the Vine about long-term strategies in dealing with the "axe-wielder problem." While doing so, the elder spends an increasing amount of time rooted in the ground, rarely moving for any great distance.

Death

The lifespan of a Treant is not fully understood, as they grow older, Treants become slower and less agile, sleeping for longer periods and taking less of things that are and more of things that were. Treants can live for up to thousand years, and rumors of even older Treants exist. They are physically mature at about hundred years of age. But, eventually an old Treant will not wake up, taking permanent root in the spot where it sleeps and living out the rest of his life as a normal tree.

Gradually, it begins to spend more and more time drifting in and out of a state of reverie, only emerging to briefly chat with its heir about inconsequential matters. After a few more centuries, it no longer awakens at all. As mysteriously as has awakened in the beginning, a Treant may naturally slowly, become dormant, and return to being a normal tree, with no sign of ever having been intelligent. Although a Speak with Plants spell (or by other Treants) can still actively be used to speak with the mind of the former Treant, and the Memories it had can thus still be accessed, although when more time does pass, more will be forgotten. In a Year 25% will be forgotten, in 2 years 45%, 3 years 55%, 4 years 70%. 5 years 87%, 6 Years 95%, 7 Years 97%, 8 years 98%, 9 years 99%, and after 10 years even 100%, at this moment the Treant has truly become a normal Tree. Treant don't perceive this as any sort of Death; rather, it is simply a reunion with the greater life of the forest from which they first sprang, and which was always the focal point of their peaceful existence. Soon after that, the empty shell of bark collapses, returning to the soil that gave it birth. This spot is marked by the new caretaker; as a memory to an ancestor.



Reproduction

Reproduction is like normal trees, but it is unknown how and when a tree becomes a Treant. They don't search for a partner to reproduce, as wind or lowlife and later fruit bearing will take care of this. Treants reproduce just like trees—they produce seeds. These seeds become normal trees, just like the Treant itself before its awakening, rather than Treants. Therefore they don't know the idea of children or parents.

There is a persistent rumor that the Immortal Ordana was an Oak Treant that lived in prehistoric time together with Ka the Dinosaur Immortal. Ordana did create the Elven race from her own leaves, and therefore they live longer, and have a different (much slower) metabolism than Humans and Humanoids. Even the Blood of the Elves is green, pointing on a vegetable origin.

Treants can live incredible long lives; hundreds of years are not uncommon or even possible thousands in secluded, secure woodland. In general they live as long as the original tree species does, but these can differ greatly. The following table is thus more an average guideline for PC life lines than any true strict line of longevity under Treants.

Age	Baby	Youngster	Teenager	Young Adult	Adult	Mature	Elder	Death
Treant	0-5	6-10	11-20	21-50	50-100	101-200	201+	190+1d100x3*

Magical Creations

Given enough time, Treants of 10th level and above can manufacture some common potions (particular Healing potions and ointments), as magic-users so, from the natural ingredients of the forest.

Magic Seeds



Magic seeds are to Treants what scrolls are to literate races. A magic seed is a spell, stored in seed form. Once the spell is activated, the seed crumbles to dust as the magic is released.

A magic seed looks like a large nut, with magical energy tracing vein-like patterns across its surface. The color and pattern tell an experienced spellcaster what spell is stored within. Most are a little smaller than a man's

fist. Magic seeds are difficult to damage, being made of wood, but they do catch fire easily. Only one spell can be stored in a single magic seed.

Magic seeds are usually carried in a rough spider silk bag.

To activate a magic seed, a spellcaster must first know what spell is stored within. This requires a successful Int. check at -4. *Read magic* is useless for this purpose, as Treant magic is not based on any written tradition. Deciphering a magic seed to determine its contents does not activate it. Activating a magic seed requires no material components. The item's creator provided these when creating the magic seed. Activating a magic seed can be disrupted, just as casting a spell can. Activating a magic seed is subject to the same conditions as activating a scroll, including the possibility of mishaps.



Living Magic Items

Treants are not a race given to crafting, but they are masters of the manipulation of life. Long ago they discovered the secret of implanting spells into living plants and animals and thus creating living magic items. Used in combination with other item creation feats, this enables Treants to create living magic items that can replicate nearly any sort of magic item. Living magic items offer many advantages, but are much more time consuming and expensive to create.

Magical animals can act independently of their owner, if trained properly. Magical plant armors and weapons cannot be removed without their owner's consent. Due to the complicated interweaving of magical energy and life energy inherent in living magic items, the Dispel Magic checks made against the creator of the living magic items is increased by as if the creator is +10 levels greater. Magical animals cannot disobey a command from their creator. Though they still have only animal intelligence, they can be trained to do tricks just as any other animal can. The Animal Empathy and Handle Animal checks made by the magical animal's creator are lowered by -2, while those made by anyone else are raised by +4. Magical animals receive a bonus to all saving throws equal to 1/2 their caster level (round down). Magical plants make their saves just as other magic items do.

Living magic items look much like the plants or animals they were before being implanted with magical abilities. Magical plants often have an iridescent shimmer about them, while magical animals usually have glowing eyes. The lifespan of a magical animal is multiplied by a factor of 10, allowing an animal that would ordinarily live for only five years to live as long as fifty years. The animals most commonly enchanted are predators: wolves, panthers, bears, hawks and the like. Occasionally, other birds are chosen, primarily as spell triggered magical animals analogous to winged wands. Enchanted plants are often vines, mosses and lichens, enchanted to function as armor or cloaks do for other beings. Sometimes smaller patches are enchanted as weapons and wrapped around a treant's fist like a living cestus.

Living magic items can be activated by spell trigger, command word or by use activation. Magical plants are most often spell trigger or use activated, while magical animals are most often command word activated. Otherwise, they operate just as any other magic item.

Creating living magic items follows the same pattern as creating other types of magic items, with the following exceptions. Rather than seeking out the finest masterwork items to enchant, the spellcaster must seek out the most flawless example of the plant or animal it wishes to enchant. If an animal is to be enchanted, it must not be held under duress, but must be a willing participant in the process. The prospective creature cannot have an Intelligence score greater than three.

The base price of a living magical item is multiplied by 25%. This accounts for the difficulty in acquiring the perfect specimen, in addition to the usual materials. In addition, the process takes much longer than other item creation techniques, requiring a week of time for every 500 gp value of the completed item. Like normal enchanted arms and armor, magical plants must have at least a +1 enchantment to have a special ability from the weapon or armor special abilities applied to it. Living magic items with charge based abilities can be recharged after they have exhausted their magical energies, at a cost of two thirds of the original item's construction cost in gold and XP.

Sample Living Magic Items

Grasping Claw: This magical hawk is golden brown with russet under feathers. His eyes glow with green energy. Grasping Claw is trained to target indicated opponents with his *Hold person* spell on command. The command word is "vodashin."



Caster Level: 4th; Prerequisites, Hold Person; Market Price: 7500 gp.
Small Animal; Statistics as common hawk; SA spell effect: *hold person*

Irontusk: With his thick gray hide and silvery bristles, Irontusk is a remarkable boar specimen. His iron colored tusks and eyes crackle with blue electricity, warning his foes of the pain that awaits them. His tusks are enchanted with a +2 enhancement bonus and a shock enchantment. The command word to activate the shock effect is "skirritas."

Caster Level: 8th; Prerequisites: Call lightning or lightning bolt; Market Price: 22,500 gp.
Small Animal; Statistics as common Boar, but THAC0+2, Dm +2, SA spell effect; Shocking grasp

+2 Living Shadow Ivy Armor: The inky leaves of this living ivy armor seem to emanate shadows, granting the wearer a +10% circumstance bonus to Hide checks, in addition to the +2 enhancement bonus to its armor class. (Protective charge +3)

Caster Level: 5th; Prerequisites: invisibility; Market Price: 11,250 gp

+3 Rusting Gauntlet of Lichen: The grayish lichens that make up this gauntlet are spotted with red lumps. Twice per day, the wearer can cause a rusting attack similar to that of a Rust Monster through the touch with the gauntlet, at will. The gauntlet also bears a +3 enhancement bonus to attack and damage rolls when striking with this hand.

Caster Level: 9th; Prerequisites: Rusting tendrils of Rust monster; Market Price: 30,500 gp

Golden Apple Tree of Succor: This short apple tree radiates peace and health. Its green-gold leaves seem to reflect the sunlight that falls on it, illuminating the five perfect apples that hang from its branches. Eating an apple channels energy into the eater, in effect equal as a *cure serious wounds* spell on him. So long as one apple is left on the tree, the other four apples will be replaced in one day's time. Should all five be eaten in one day, the regrowth will take a week.

Caster Level: 6th; *Prerequisites:* *Cure serious wounds*; *Market Price:* 84.375 gp

Potion Fruit: In general, a bush or tree with this sort of enchantment generates potions in the form of fruit. These potion fruit grow in all seasons. A maximum of five fruit will form on one plant. If all five are picked in one day, the plant will need one week to regrow them; otherwise, the fruit regrow in one day. Consuming potion fruit is governed by the same rules that apply to ordinary potions.

Caster Level: Level required to create the base potion; *Prerequisites:* Brew Potions, Craft Living Magic Item, whatever spell is required to create the potion; *Market Price:* 75 x the base price of the potion.

Into the Green: A Day in the Forest

The day to day life of a Treant could be best described as one of relaxed routine. Beginning at dawn with a quick survey of the forest with its Forest Sense ability (one reason why nearly all Treants take at least one level in the tree herd class), the Treant identifies areas in need of particular attention. Any problem areas damaged by weather, disease, or fire are carefully checked over early in the day, to make sure they're recuperating properly. While doing this, the Treant will also make note of the various local animals, checking them for illness and ensuring that their populations are not growing past the area's ability to support them.

Around noon, the Treant will root down for a few hours in a sunny spot and catch up on the news, as various birds and insects flit back and forth across the forest, carrying the local branch of the Vine of Tales. Long term projects are monitored in the afternoon, as the Treant wanders about, seemingly at random.

These projects are often hundreds of years in scope, involving gradual shifts of tree lines and stream beds in a kind of forest-wide bonsai technique that is nearly impenetrable to anyone but another Treant. As night falls, the Treant finds a spot near the center of its domain and roots down.

This pattern changes very little over the year. During the summer months, Treants are usually more active, especially in drier areas, as the possibility of uncontrolled fires is an ever present nightmare. In winter, the tree lords become more sedentary, sometimes rooting down for days on end. Several times a year, a Treant spends a few days comparing notes and coordinating projects with each of its neighbors, usually in the spring and fall.

Anti-Treant Methods

Those who choose to deliberately engage a tree lord are in for an epic struggle. The few that have survived such missions recommend fireballs, fireballs, and more fireballs, though *invisible* and *silenced* hunters equipped with flaming weapons have been used with occasional success. Too many Treants have companions with scent abilities to make this a sure-fire method, however. Destroying the forest that hides them is the best way to counteract their native advantages. The treant's vulnerability to flame, and its reluctance to leave the forest even to escape death, make mass destruction an ideal method. Once the forest is cleared, if the Treant survives, it is a simple task to use ranged fire damage spells to take the weakened tree lord down.

If clearing the forest is not an option, then luring or driving the Treant out into the open can be another effective tactic. This is much harder to do than it might appear; Treants are not fools, and most would rather die than abandon their territory. Their plant immunity to mind-affecting magic leaves most *charm*-type effects out, and few Treants are likely to fall for some clever illusion; they know their lands, and would be most suspicious of the sudden appearance of a previously unnoticed thicket. The process of enraging a Treant enough to disregard its own safety and pursue a target into open terrain and subsequent ambush is dangerous enough that only the most arrogant and foolhardy of villains would try it. Another method, albeit with its own difficulties, is to persuade a high-level druid to help. The natural reverence that druids hold for the tree lords makes it unusual for even the most predatory of dark druids to agree to such a thing. But, if it can be done, the druid's plant affecting spells make the project much simpler. A distant second is to recruit a priest of some evil plant god, a rare enough thing in itself.



Gakarak /Forest Brooder (*Dendroites animeae Primus*)

Plant	Gakarak																
Type	Lowlife (Plant)																
Climate/Terrain	Any Deep ancient Wood																
Frequency	Very Rare																
Organization	Solitary																
Activity Cycle	Any, Day Preferred																
Diet	Sun, Light, Soil (Photosynthesis)																
AL	N																
NA	0(1d3)																
ST	3d8+2 (10 to 26)																
IN	3d6+2 (5 to 18)																
WI	3d6 (6 to 18)																
DX	3d6 (3 to 13)																
CO= Prime requisite	3d8 (10 to 24)																
CH	3d6 (3 to 18)																
Languages	Treant, Local, Fairy, Dryad, Elvish (Sylphan), Plants, Animals																
Spellcaster Limits;	Druid 10																
Age	young/Sapling					adult					elder						
NPC XP needed	-150,000	-96,000	-73,000	-48,000	-36,500	-24,000	0	48,000	145,000	340,000	640,000	940,000	1,240,000	1,540,000	1,840,000	2,140,000	+300,000/Lvl
Level	-	-	-	-	-	-	NM	1	2	3	4	5	6	7	8	9	10 11/36
Height (feet)	25%	50%	75%	100%	105%	110%	125%	130%	140%	150%	160%	170%	180%	190%	200%		
height face (feet)	35%	50%	85%	100%	102%	105%	113%	115%	118%	120%	122%	125%	128%	135%	150%		
canopy diameter	25%	35%	65%	100%	105%	110%	125%	130%	140%	150%	160%	170%	180%	190%	200%		
Stem diameter (inch)	10%	25%	55%	100%	101%	102%	112%	120%	128%	136%	144%	152%	160%	168%	176%		
AC	8	7	6	5													
AV	0	0	1	2	3	4											
HD	2	4*	6	8	10	13	16	17	18	19	20						
HP	2d8	4d8	6d8	8d8	10d8	13d8	16d8	17d8	18d8	19d8	20d8						+3/lvl
MV	180'/60'																
THACO	18	16	14	12	10	9	7			6						5	
Attacks	1 Club and																
reach	8'	12'	15'	18'	21'	24'	27'	30'	33'								
Damage each	1d6	1d8	1d10	2d6	3d6	4d6											
special attack	Entangle																
Attacks	1 branch (or 2 branches)																
reach	5'	8'	12'	15'	18'	21'	24'	27'	30'								
Damage each	1d6	1d8	1d10	2d6	3d6	4d6											
special attack	Knockout /breaks																
Attacks	1d4 darts																
reach	50' / 100' / 150'																
Damage each	1d8																
special attack	Infection																
Special Attacks;	Eerie call (can cause fear)																
	Tree Door Teleport at will																
	Growth of Plants																
Animate Plants	1	2	4	6	8	10	12										
Animate Trees		1	2	3	4	5	6										
Druid Casting level	1	2	3	4	5	6	7	8	9	10							
	Create Potions																

Treant NPC	Gakarak	
Size (feet)	13+Lvl+Str	
Weight (Lbs)	Size x 12 x Str x	1/Con bonus
Stem diameter (inch)	Con x Lvl x 3	
Height face (feet)	5+Cha	
Crown diameter (feet)	Con x Lvl x 2.2	
Prime Requisite	Constitution	
Movement	Encumbrance; +1000/str adj	
60'/20'	0-4000	
30'/10'	4001-10.000	
15'/5'	10.001-20.000	
0	20.001+	
Compulsory Skills	Drinking at +2	DL=+20
Advised Skills	Horticulture Knowledge area Science (Botany,or Ecology) Science (Biology or, Zoology) Storytelling	

A Gakarak is a large and tall bipedal creature, which may easily mistaken for a Treant, although it is much darker in color and shrouded by ancient, blackening mosses and lichens. Gakaraks are some of the oldest living creatures on the planet, ranging up to several millennia. They belong to the ancient versions of Quercus trees (thus actually would be called D.a. Quercii –primus, but this has been shortened to D.a. Primus.

As can be seen these creatures are actually Treants, but of the most ancient versions. Most of the information applied to Treants is also applied upon these creatures. Where they differ, it is given here. It is important to read the chapter about Treants to correctly inform yourself about the Gakarak.

They dwell deep in the heart of ancient forests, where they brood on their aeons-old hatred of humans and demi-humans, all of whom are considered hateful tree-slayers. (This due to the Rain of Fire incident 3000BC). They resent incursions into their forests and will do their utmost to deter any from entering (even Elves, although they could be forgiven, due to their plant origin, but this could take centuries). Those foolish enough to penetrate deep into a gakarak's forest rarely return.



The long-nurtured anger of a Gakarak will pervade the entire forest with an atmosphere of impending doom. Anyone (other than druids) who enters a gakarak's forest will feel very uncomfortable, as though an unseen, hostile intelligence is watching their every move.

Eerie Call

A Gakarak can call a sound through the forest (it sounds like its name, which is derived thereof) with an echoing effect. All who hear this and of Demi-Human-oid species will be subject to a Fear effect similar to the spell. Sometimes, when walking into the borders of these woods, this deep thunderous echoing sound like the breaking of wood can be heard, resembling something like "Gaakarak-ararak-arak" which gave the creature its name. This can be translated in; "**This is your final warning, Leave!! And Do NOT return!!**" This call can cause fear in creatures with a low morale (check by rolling 2d6, if lower than morale, then the creature is affected), but this fear is not as strong as the spell with the same name, but will lower the morale of those affected by 3 points, otherwise, the person will be extremely skittish and see a danger around every corner and every tree. Sleep in the area while affected will of course be impossible.

Combat

Gakaraks can speak to, and exercise limited control over plant life in an area of 360 yards radius, causing it to grow rapidly (similar to a Growth of Plants spell) and even move. They use this ability to cause animal trails to become overgrown and tangled, making progress difficult for any intruders. Over smaller areas (90 feet) a Gakarak can also animate trees and bushes to attack intruders. It does so in the same manner as Treants and a Gakarak can animate 6 trees or bushes at one time.

Within its own forest a Gakarak can teleport (no error) through vegetation at will and is unaffected by attacks from plants or animals. They cannot be harmed by wooden weapons and are immune to electrical attacks. Blunt weapons do only 1 point of damage plus any magical or strength bonuses. While they remain in contact with the ground or any plant life they regenerate, they regenerate rapidly; 3 hit points per round.



Each round they are able to fire four darts of wood from their hands (range 50/100/150) which inflict 1d8 points of damage each, and are difficult to remove (thus prone to causing an infection). When shot in limbs, the Dexterity of the victim is reduced by 1 for 1 Turn per point done or as long as it remains in the body of the victim. When shot in the head it will cause a continuous loss of blood for 1 point per round thereafter, and could even disable any one on the senses (75% chance is shot near it, 25% chance if successful hit). When shot in the neck it has a chance of paralyzing the target for 5% per damage done. The darts will penetrate even metal armor on a successful hit of 18 or better (lowering Armor Value accordingly). The darts, which remain in the target creature, will become infected with a cumulative chance of 5% per Turn it remains in the body of the victim).

A Gakarak can also attack with its magical club for 4d6 points of damage. Creatures struck by the club must make a Saving Throw vs. Spells or he entangled by writhing vegetation for 6 turns. Turns (no Strength will remove the constantly renewing vegetation, only a magic could disable the effect). Entangled creatures cannot move or attack unless freed by another character.

The origin of Treants, including Gakaraks is widely debated. The most accepted theory is that, like Hamadryads, they are manifestations of the forest's life force. But unlike Hamadryads, who are an exterior manifestation, the spirit that generates Treants actually causes an Oak tree itself to become animate and sentient, and can even animate other trees nearby. This also depicts the species. Certain trees in a forest may become Treants; no one, not even the Treants, clearly understands how. Therefore they have no understanding for family bonds. A mature tree (a Dark Oak becomes a Gakarak) simply awakens" at some point, gaining consciousness and becoming a Treant. They don't search for a partner to reproduce, as wind or lowlife and later fruit bearing will take care of this. Treants reproduce just like trees—they produce seeds. These seeds become normal trees, just like the Treant itself before its awakening, rather than Treants. Therefore they don't know the idea of children or parents. Treants can live incredible long lives; hundreds of years are not uncommon or even possible thousands in secluded, secure woodland.

Some speculate that Gakaraks were once normal Treants, who due to their age and experience accumulated their additional powers; others say they are related somehow, but are further different. Like Treants, Gakaraks are protectors of the forest and the normal animals living therein. They are neutral of alignment, and not evil, nor good (like a common tree actually). These creatures are friendly to all Plants and Fairy creatures, neutral to Elves, Foresters and Druids, hostile to any other.

Animate Trees

When a Gakarak animates a Tree it will be different from that animated by a Treant, stronger (HD gets a +2 bonus, resulting in more hp/hd) and more resistant (Saving Throw gets a +3 bonus), and can be active in a greater range (90 yards). For bushes these bonuses are only a +1. Further these animated plants have the statistics as given on **Animated Plants earlier in this chapter**.

They are friendly to Fairy of any kind, as they are also victims to the Humanoid behavior.

Gakaraks may gain Druidic abilities. This is not, however, a religious matter; they don't honor Immortals. Instead, Gakaraks of Wisdom 15 or greater may, if they choose, develop spell-like abilities through closeness and attunement with nature. Their spells are gained through meditation and communication with the life forces of the forest, rather than prayer; hence, a Gakarak can't regain spells in any other area than the forest. A Gakarak who meets the Wisdom requirement any at any level may choose to develop the Druidic ability, and then instantly become that level of Druid. Since Gakaraks are usually solitary and widely dispersed, and they gain their power directly from nature, they don't need to be taught by another Gakarak. A Gakarak has as Druid level limitation of 10, thereafter they must undergo a ritual similar to a ritual of Passage designed by themselves. It must be designed to both enlighten the Gakarak about the mysteries of life, and to prove his devotion to the forest. Gakaraks needs extra experience to become a Druid caster according to the following table. Remember that when a Gakarak becomes a Druid at some later level he needs all the experience needed for that level only, and not including that of former levels, his due to the difference in origin from the source of magical power.

Read Also Treant, what counts for them also counts for a Gakarak unless stated differently here.

Age	Baby	Youngster	Teenager	Young Adult	Adult	Mature	Elder	Death
Gakarak	0-5	6-10	11-20	21-50	50-100	101-400	401+	1000+1d100x10*



Spellcasting Level	Extra Xp Needed
1	1000
2	2000
3	4000
4	8000
5	16.000
6	32.000
7	64.000
8	130.000
9	260.000
+1	200.000

Noran (*Dendroites animae Quercii-Subterraneous*)

Plant	Noran
Type	Lowlife (Plant)
Climate/Terrain	Any moist subterranean
Frequency	Very rare
Organization	solitary
Activity Cycle	Any
Diet	Soil, Water, carnivore
AL	N
NA	1
Size	L; 11' tall
ST	18
IN	11-12
WI	15
DX	16
CO	18
CH	7
Languages	0
Spellcaster Limits;	0
AC	2
AV	5
HD	9+5
HP	9d8+5
MV	30'/10'
THACO	11
Attacks	2
Damage	1d8 each
Special Attacks;	projectiles
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Fire, Cutting Weapons
AM	0
Save as;	F5
ML	12
XP	
TT	incidental
Body Weight	2000-6000LBS

The only reproducing Treant, because no other way was possible to survive underground, without sunlight. This species has a few abilities of his own but further resembles a normal Treant, originally a normal oak Treant, but adapted to the underground life. It can't get experience levels, but otherwise uses similar statistics as a normal Treant. It reproduces by shooting acorns. Originated from Oak trees grown from by the surface brought in acorns.

The Noran, although a rather ridiculous looking creature, is one of the more fearsome monsters one can find underground. It looks like a sickly petrified Treant, with knots and holes covering its entire surface and a face hidden in its trunk. It has two long whiplike prehensile branches with which it can pick up small items. Finally, it has a cavity on its top that extends down its main body, which narrows until it ends in a knothole.

Normal dungeon creatures leave the Noran's area alone, moving away if one comes into the area. By keeping careful watch on it and keeping themselves hidden, the creatures can slowly return after it passes on greener pastures.

Norans speak a rudimentary form of the local common tongue and also Treant, which they use to speak with other forms of tree.

Combat

Obviously, the Noran's prehensile arms pose a threat. For they can strike at a range of up to 10 feet away from it with frightening speed. However, the Noran's arms should be the least of any opponent's worries, for the creature carries a far more devastating weapon concealed in its body.

The knothole just beneath the Noran's mouth can open and close and fire fist-sized rocks at frighteningly high speeds. It then feeds these rocks to itself by picking them up with its prehensile arms and dropping them into the hole on its top. Rocks fired this way inflict 2d8 points of impact damage and negate 1 point of Armor value with each hit (thus actually damaging the armor in question by 1 point AV if its saving throw vs. fall failed). It can fire one rock per round, provided it foregoes other attacks. The range for an accurate rock spit is 60'/ 90'/120'. However, it can store up to 10 rocks in its cavity before combat. If it has done so, it can both fight with its arms and spit rocks at its opponents. If it so desires, it can fight two opponents within reach and fire a rock at a third. (It can spit at any direction through the various holes in it.)

Because it resembles petrified material, the Noran suffers normal damage from fire attacks, but is doesn't continue to burn like other, wooden creatures would. However, it suffers double damage from bludgeoning weapons.

Habitat/Society

The Noran is a solitary, nomadic creature. Since most prey flees the area when a Noran arrives, it must constantly be on search for more food. It therefore stays in an area as long as other creatures stay, and moves on when they do.

Despite the fact that they are solitary, Norans will not fight others of their kind (including Treants) they meet. Instead, they usually take the opportunity to reproduce. How they do this is unknown, but both Norans leave the encounter bearing a fertilized acorn. For one year after this takes place, the Noran can't fire rocks, but after that time the Noran ejects a single (only 2% chance a twin) infant, which then must tend for itself. It has all the statistics of an adult Noran from the point it is born (ejected), but at minimal hit points.

Ecology

It is surmised that Norans are distant relatives of the Treant, although how they came to occupy the underground is an explanation best left to a trained sage.

As noted, a Noran is carnivorous. It eats any fleshy creature it can kill (mostly animals and insects). It prefers its food bruised and bloody, making it more tender and thus better digestible when the Noran shuffles over it. The proteins of living flesh are the only ones concentrated enough to nourish a Noran. The ordinary diet for a plant of sunlight, soil nutrients, and water is simply lacking in the ingredients necessary for a Noran to survive.

Any treasure or indigestibles left on a victim's body when consumed by the Noran are spit out and left to lie on the dungeon floor. Those retracing a Noran's steps can often find useful items along the way, though they might have to



fight other dungeon scavengers for said treasures. Some creatures actually prosper by following in a Noran's footsteps. However, they all too often find that this course leads to doom if the Noran decides to retrace its steps.

Quickwood (*Dendroites quercii espionatum*)

Plant	Quickwood					
Type	Lowlife (Plant)					
Climate/Terrain	Any forest with oaks					
Frequency	Very rare					
Organization	solitary					
Activity Cycle	Any					
Diet	Soil, Water					
AL	N					
NA	90% 1 or 10% 2d4					
Size	H: Oaksize 12'tall+					
ST	15					
IN	12					
WI	14					
DX	3					
CO	12					
CH	9					
Languages	0					
Spellcaster Limits;	0					
AC	5					
AV	4					
HD	5	6	7	8	9	10
HP	5d10	6d10	7d10	8d10	9d10	10d10
MV	12'(3') Roots 30'(10')					
THACO	15	14	13	12	11	10
Attacks	1	1	1	1	1	1
Damage	3d4	3d4	3d4	3d4	3d4	3d4
Special Attacks;	Roots					
Special Defenses;	Special					
Immune to;	Charm, Hold, Illusion					
Extra Vulnerable to;	Fire, Cutting Weapons					
AM	0					
Save as;	F5	F6	F7	F8	F9	F10
ML	12					
XP	175	275	450	650	900	1000
TT	special					
Body Weight	4000-8000LBS					



Also called the spy tree, this plant appears to be an oak, although close examination reveals that it has a visage and sensory organs that resemble a distorted human face. It is 90% unlikely that the "face" is noticed unless the observer is within 10 feet of the Quickwood.



The Quickwood can control up to 2d4 normal oaks within one mile, using them to gather information. These trees resemble the Quickwood while so possessed, having visages and sensory organs through which the master tree actually controls the hosts and gains information. Such control extends up to one mile.

Combat

As it is very difficult for a Quickwood to move its massive trunk, the creature usually remains still if at all possible, but it sends its roots up to 90 feet, at 30' per round, through loose topsoil, to seize and hold immobile any creature weighing less than 1000 pounds (10,000cn). (The creature is then drawn to the maw in one round to be chewed upon). Roots cause no damage. They are too strong to be broken and take no damage from blunt weapons, and only 1 point of damage from piercing weapons. Edged weapons can sever roots, which are treated as large creatures with 10 hp each; damage inflicted to the roots does not count toward the tree's total. The Quickwood will allow up to six of its roots to be severed before it withdraws the other 1d6+6 to safety. The roots pull prey to the quickwood's mouth, which can clamp down to cause 3d4 points of damage to anything touching it. The victim must be touching the trunk or forced into position by a nearby grasping root where the maw can inflict damage before this is an actual danger, however.

The Quickwood can perspire and drench itself, so it is immune to fire; it is immune to lightning, poisons, and gasses. It is also immune to most other spells which do not affect plants specifically, including all mind-affecting spells. If attacked by a spell, the Quickwood absorbs some or all of the spell's energy, and uses it to radiate *fear* in a radius of 10 feet per spell level absorbed. The spellcaster must make a saving throw vs. spells; if the save fails, the entire spell's energy is siphoned into the *fear* effect. Otherwise, the spell has normal effects, and *fear* is simply a side effect, and the magic has standard effects on the spy tree (saving throws are still permitted, of course). Mind-affecting spells do not affect a Quickwood.

Habitat/Society:

These creatures may be found in any habitat that supports normal oak trees, including the warmer regions where live oaks are found. Although it gathers no treasure, it may be *charmed* or otherwise convinced to guard treasure, which may be placed in the quickwood's trunk. If acting as a guardian for some other being, a Quickwood can make a hollow drumming sound which can be heard for a mile or more.

Ecology

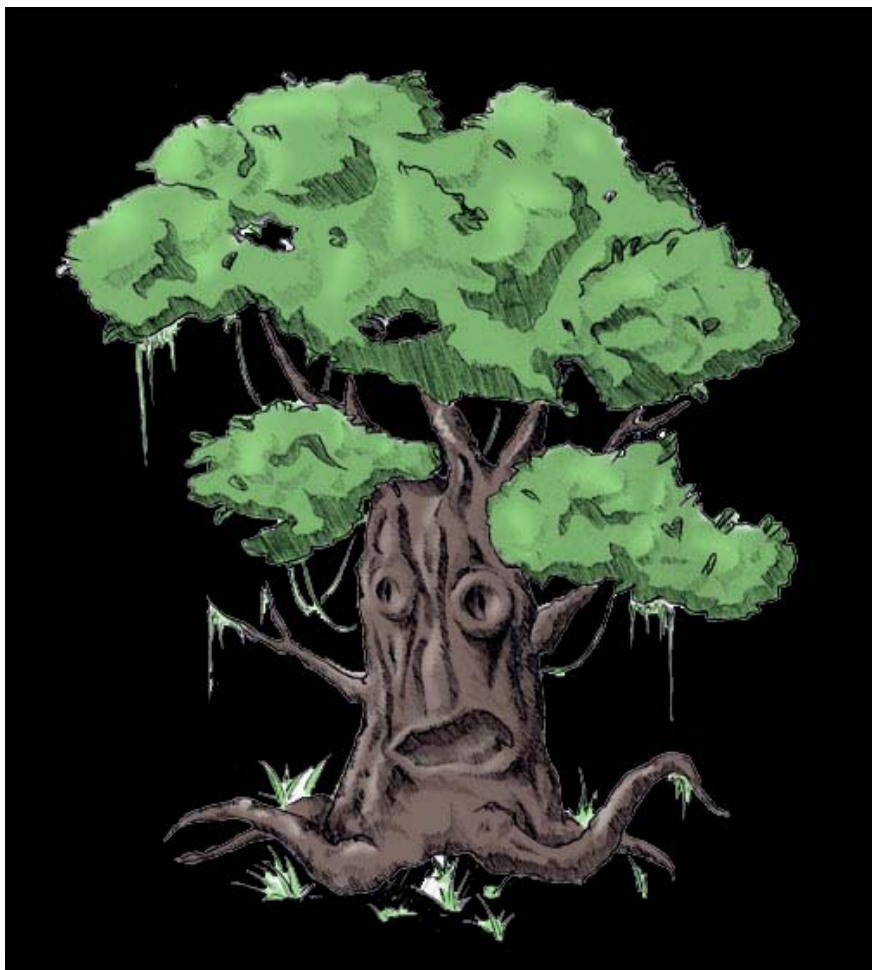
This creature is related to Treants, but behaves more like a tree than any other Treant; it does nothing to protect its surroundings. Maybe this is also the reason, their numbers are rapidly declining. It will be on the endangered species list.

It is said that quickwoods grow only through the magical offices of some great wizard (or possibly druid) who planted mandragora roots after imbuing them with mighty spells. Others claim that these weird trees are a natural progression of vegetable life toward sentience and mobility. In any case, quickwoods are certainly sentient, unlike most of the vegetation found in the world.

Quickwoods are sometimes charmed or otherwise convinced to serve as repositories for treasure or as guardians of an area. In the former role, the treasure guarded is typical of the creature having placed it there. Such items are always stored within the trunk orifices of the quickwoods. As guardians, the creatures spy for intruders and upon sighting they send out a hollow drumming sound that can be heard for a mile or more.

The visual, auditory, and olfactory organs (resembling large human eyes, ears, and nose) are slightly superior to the human norm, and the creature's infravision extends to 120 feet. The Quickwood has numbers of lesser roots (thus max 90'); it spreads to sense approaching creatures. Its sensitive leaves can detect air movements and changes in pressure (30').

Main Predator; Insects, Bugs, Beetles, Funghi, Main Prey; Sun, Soil, Water



Kampfult Tree (*Dendroites asphylifex tendrolites*)

Plant	Kampfult
Type	Lowlife (Plant)
Climate/Terrain	Any Subterranean
Frequency	Very Rare
Organization	Solitary
Activity Cycle	any
Diet	Carnivore
AL	NE
NA	1
Size	S; stumplike 2'-3')
IN/WI/CH	6
ST/CO/DX	16
Languages	0
Spellcaster Limits;	0
AC	4
AV	5,
HD	2*
HP	2d8
MV	30'(10')
THACO	19
Attacks	6 branches
Damage	1 each
Special Attacks;	Surprise 1-3 on 6
Special Defenses;	0
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting weapons (no AV)
AM	0
Save as;	F1
ML	9
XP	25
TT	incidental U, V
Body Weight	52 LBS



This species of deadly plant is considered an offshoot of the Treant. As such, these creatures tend to resemble withered, decrepit old trees of various species local to the area.

The Kampfult or Sinewy mugger has a ropelike body with a central core that resembles the decayed stump of a cut-down tree.

A Kampfult has six appendages of about 6 feet in length and six moving root-like appendages of one foot length. These are spaced along the four foot long, stump-like body segment.

Combat

Several creatures can be attacked at the same time. Once hit by an appendage, the victim is wrapped up until either the Kampfult is slain or the victim frees himself (ST check against the creature—16 strength free themselves in one round). Only the central section of the creature need be attacked to kill the beast, but severing its tentacles can succeed in rendering a Kampfult harmless. Each tentacle requires 2 points of cutting damage to sever and causes 1 point of constricting damage. All portions of the Kampfult are AC 4 and AV 5.

Unsuspecting prey would then be trapped as the Kampfult looped its coils of vine-like appendages around the victim, crushing and strangling it to death. When the Kampfult strikes a 18, 19 or 20 on the Hit roll, it has entangled the neck of the victim, and the increase of strength will strangle it in as many rounds as it has constitution (in game effects it reduces Constitution by 1 each round until 0 is reached and the character is dead) a victim suffering from strangulation, has greater difficulty to breaking the vines, each penalty of constitution will become a penalty on the strength check imposed.

Habitat / society

The monster can hold out or pull in its appendages in order to disguise itself, and when doing so it will surprise 1-3 on 1d6. the Kampfult originally inhabited thick woodlands where it disguised its

ropelike body among vines and creepers, but the persistent extermination of the creature placed it on the endangered species list, and it is now very rare and near to extinct in particular regions. Actively hunted by humans, the few remaining monsters of this kind can now typically be found in ruins and underground. There, appearing to be ropes or nets, the monsters surprise the unwary.





Kampfults are carnivorous but relatively weak, they prefer to attack small solitary mammals, as these are usually the most vulnerable and require the least amount of work to secure. A Kampfult spends much of its day capturing mice or rats and squirrels for food; it rarely snags anything larger. In such it prefers to attack the smaller species of a group of adventurers, and then only when approached or hungry.

Ecology

The underside of a Kampfult's central core is soft and very porous. This portion of the monster is placed directly on top of any killed prey, and the Kampfult accelerates the absorption process by spraying a decay catalyst on its food. This catalyst affects nothing but organic tissue, so any incidental treasure left over from deceased victims is always found beneath the stump area of a Kampfult 90r it must have been moved). This catalyst can be harvested and is a prime ingredient in age acceleration potions and ointments. (Whoever might create such evil potions is unclear). And its value would be 25 gp of agent that can be harvested from 4 Kampfults.

This Treant Species can't get levels or spellcasting abilities.

Also known as the

sinewy mugger, the Kampfult originally inhabited thick woodlands where it disguised its rope-like body among vines and creepers. Unsuspecting prey would then be entrapped as the Kampfult looped its coils of vine-like appendages around the victim, crushing and strangling it to death. Actively hunted down by humans, the few remaining monsters of this kind are now typically found in ruins or dungeons.

There, appearing to be natural ropes or similar to a net, the monster surprises the unwary. Several creatures can be attacked at the same time. Once it by an appendage, the victim cannot escape until the Kampfult is slain. Only the central section of the creature can be harmed. A Kampfult has 6 attack appendages of about 6 feet in length and 6 movement appendages of 1 foot in length. These are spaced along its slightly thicker body segment, which is a trunk of about 4 feet in length. The monster will hold or pull in its appendages in order to disguise itself.

There are persistent rumors of a single giant Kampfult, but its whereabouts are unknown. The creature is 10 times as big and heavy, its tentacles have split halfway into two or even three tentacles (enabling a better grasp), it has 20*HD, and a reach of 30' per tentacle. Further it is similar to a normal Kampfult. If defeated it would give an XP of 4175. It is displayed above.

Ooze/Slime/Jelly



Dictyosteliida: unicellular slime molds or dictyostelids, including Green Slime.

Acrasiomycota: slime molds which belong to the super group *Excavata* as the family *Acrasidae*. They have a similar life style to *Dictyostelids*, including other slimes. The Ochre Jelly is the best known variant.

Labyrinthulomycota: slime nets which belong to the super group *Chromalveolata* as the class *Labyrinthulomycetes*, to this group belong Oozes.

Life cycle

They begin life as amoeba-like cells. These unicellular amoebae are commonly haploid and multiply if they encounter their favorite food, bacteria. These amoebae can mate if they encounter the correct mating type and form zygotes which then grow into plasmodia which contain many nuclei without cell membranes between them, which can grow to be meters in size. One variety is often seen as a slimy yellow network in and on rotting logs. The amoebae and the plasmodia engulf microorganisms. The plasmodium grows into an interconnected network of protoplasmic strands.

Within each protoplasmic strand the cytoplasmic contents rapidly stream. If one strand is carefully watched for about 50 seconds the cytoplasm can be seen to slow, stop, and then reverse direction. The streaming protoplasm within a plasmodial strand can reach speeds of up to 1.35 mm per second which is the fastest rate recorded for any organism. Migration of the plasmodium is accomplished when more protoplasm streams to advancing areas and protoplasm is withdrawn from rear areas. When the food supply wanes, the plasmodium will migrate to the surface of its substrate and transform into rigid fruiting bodies. The fruiting bodies or sporangia are what we commonly see, superficially look like fungi or molds but they are not related to the true fungi. These sporangia will then release spores which hatch into amoebae to begin the life cycle again.

Most slime mold are smaller than a few centimeters, but the very largest reach areas of up to thirty square meters, making them the largest undivided cells known. Many have striking colors such as yellow, brown and white.

Slime molds can generally be divided into two main groups. A plasmodial slime mold involves numerous individual cells attached to each other, forming one large membrane. This "super cell" is essentially a bag of cytoplasm containing thousands of individual nuclei. By contrast, cellular slimes spend most of their lives as individual unicellular protists, but when a chemical signal is secreted, they assemble into a cluster that acts as one organism.

Combat

Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey.

An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

The oozes, slimes and jellies of the underworld are hideous, amorphous creatures that are the bane of all that lives, dissolving the weapons, armor, and flesh of their victims.

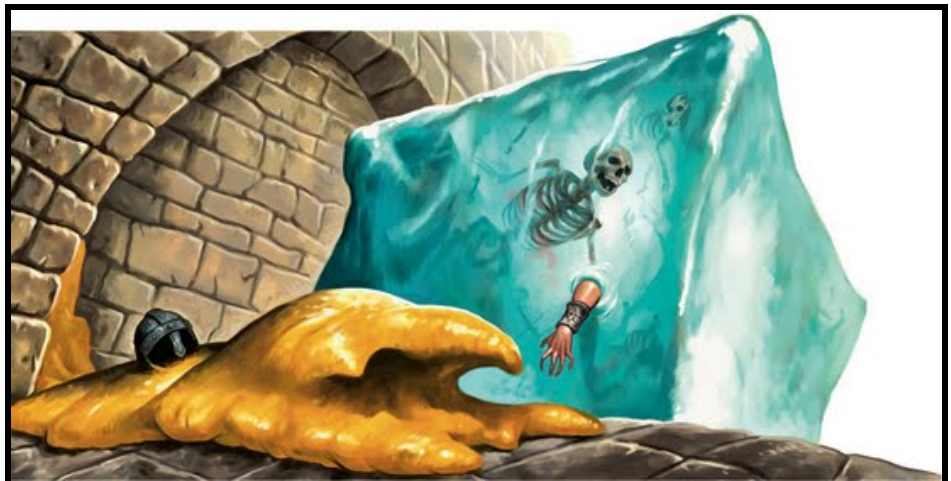
Oozes are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter—living or dead.

Oozes Slime, and Jellies are a broad term describing fungi-like amoeboid (i.e. like an amoeba) organisms. Their common name refers to part of some of these organism's life cycles where they can appear gelatinous (hence the name slime). However, this feature is mostly seen to the *myxomycetes*, which are the only macroscopic slimes.

Slimes have been found all over the world and feed on microorganisms that live in any type of dead plant material. For this reason, these organisms are usually found in soil, lawns, and on the forest floor, commonly on deciduous logs. However, in tropical areas they are also common on inflorescences, fruits and in aerial situations (i.e. in the canopy of trees). In urban areas, they are found on mulch or even in the leaf mold in gutters.

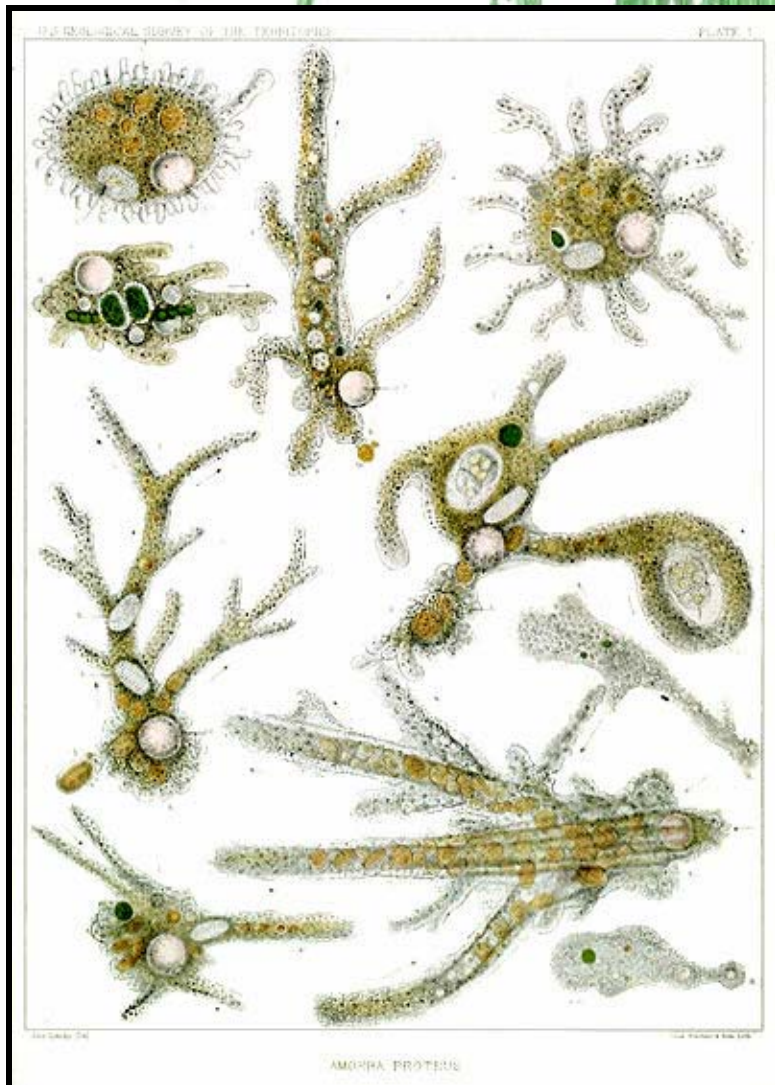
Slime molds as a group are polyphyletic. They were originally represented by the subkingdom *Gymnomycota* in the Fungi kingdom. Today, slimes have been divided between four super groups and paradoxically none of them is included in the Fungi. These are:

Mycetozoa, which includes the defunct phylum *Myxomycota*, belong to the super group *Amoebozoa* and include Puddings.

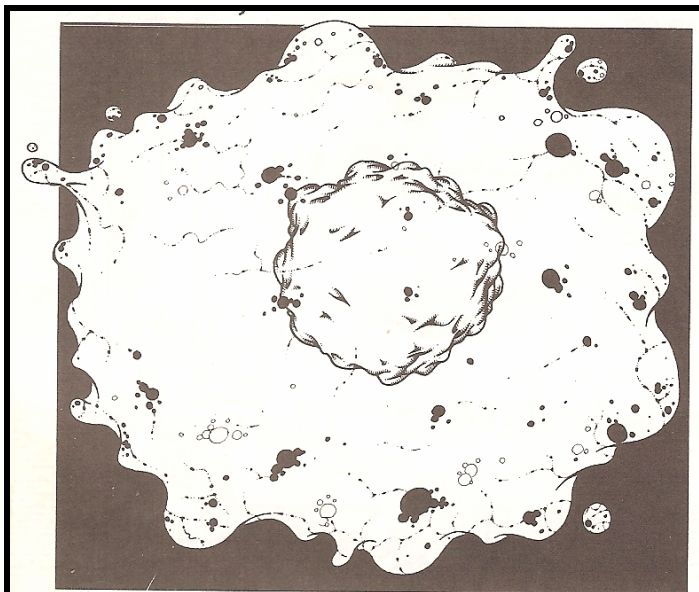


Amoeba, Giant (*Amoeba giganta*)

Ooze, Slime, Jelly	Giant Amoeba
Type	Lowlife (Ooze)
Climate/Terrain	Cavern, Ruin, Swamp, Warm water
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any, Preferably Drak
Diet	Carnivore, Insectivore
AL	N
NA	1
Size	H; 30'diameter
ST	20
IN	1
WI	1
DX	1
CO	25
CH	1
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	10-15
HP	1d12/HD
MV	10'(3')
SW	30'(10')
THACO	10-11 HD = 10 12-13 HD = 9 14-15 HD = 8
Attacks	1 strike
Damage	2d6 acid
Special Attacks;	Digest 2d6 hp/r automatic
Special Defenses;	0
Immune to;	Charm, Hold, Illusions Gaze attacks, Telepathy Organic Poison Acid, Cold, Heat, Fire Material attacks 1damage only
Extra Vulnerable to;	0
AM	0
Save as;	F7
ML	10
XP	10 HD = 1000 11 HD = 1100 12 HD = 1250 13 HD = 1350 14 HD = 1500 15 HD = 1650
TT	U, V
Body Weight	7000 LBS



Giant Amoeba are 30' wide single-celled lowlife. Except for the 1' diameter nucleus and the faintly visible subsidiary organs around it, an amoeba is translucent. If the nucleus is hidden or disguised, the amoeba will be practically invisible and able to attack with surprise. Giant Amoebae attack first by enveloping victims, then secreting digestive acidious fluids to digest them. When it has digested twice its normal Hit Points it will split into two identical amoebae, with 10 HD and minimal hit points. Any remaining victims inside will be ejected prior to the process, which will last 1 hour. It will stop attacking when splitting or the total HD of victims inside is equal to or greater than its own HD. Giant Amoebae grow by digesting animal matter without splitting, each HD digested will become an additional hit point, when the hit point exceed those as given by its current HD, it will gain a new HD. There are rumors that this process could reach beyond 15 HD, but nobody has ever encounters creatures of this size. There are however unconfirmed rumors of super giant Amoebae living in outer space. How these creatures survive is still unknown. At least any reproduction would instantly destroy its magnitude, for even then only two 10 HD Amoebae would remain after a single Turn. Main Predator; Humanoids (especially Bugbear and Orc) it is edible as chunks after exposing to fire, many orcish recipies to meba exist (as they call it). Main Prey Any



Aballin: (*Plasmodiophorus Druidea aquaticus*)

Ooze, Slime, Jelly	Aballin
Type	Lowlife (Ooze)
Climate	Temperate/Tropical
Terrain	Wilderness/Subterranean
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any
Diet	Omnivore
AL	N
NA	1d4
Size	L; 10'
ST	15
IN	0
WI	1
DX	11
CO	22
CH	1
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	3*
HP	3d10
MV (Floating)	60'/20'
Sw	150'/50'
THACO	17
Attacks	1 strike
Damage	1d10+2
Special Attacks;	Acid
	Drowning
Special Defenses;	0
Immune to;	Charm, Hold, Illusions
	Gaze attacks, Telepathy
Extra Vulnerable to;	0
AM	0
Save as;	F2
ML	8
XP	75
TT	A
Body Weight	5600 LBS



Also known as living water, Aballin are fluid monsters which entrap and drown creatures unfortunate enough to venture within their reach. Aballin in their passive state present the appearance (and odor) of large puddles of seemingly normal water, devoid of fish or other living creatures. (They are actually oozes though, not elemental creatures of water, because their substance, though it resembles water, is actually an acid.) However, those looking down at the Aballin often notice coins, jewelry, or other metal effects of the mobster's past victims resting beneath the surface of the water, apparently awaiting recovery. Though they resemble an elemental creature of water, Aballin are comprised of a weak acid, which over the course of approximately three weeks digests organic matter, leaving behind inorganic matter such as metal or gems. Because of this, spells such as water breathing offer no help in surviving the effects of drowning in their fluids.

Combat

In its passive state, the Aballin is indistinguishable from fresh water, and cannot be harmed by attacks which would otherwise prove harmless to that element. Such an unthreatening appearance often results in potential prey attempting to take a refreshing drink, or to simply move through the monster or reach in it to recover tempting valuables. Any of these actions arouse the Aballin to attack, and the creature instantly (1 segment) alters its molecular structure into gelatinous pseudopods that lashes out and tries to envelop a victim. If its attack roll thus succeeds, a man-sized or smaller victim is drawn within and begins suffocating (a large creature may resist by a successful dexterity check).

While in this gelatinous state, the Aballin becomes susceptible to attacks by blunt weapons of +1 or greater enchantment. Edged weapons have no effect whatsoever, and actually have a 25% risk of instead striking any person trapped within the aballin's amoeboid form.

Aballin are immune to fire, cold, electricity, poison, and paralysis. A transmute water to dust spell will cause an Aballin to make a saving throw vs. death ray, if it fails, it will perish. A lower water spell will force the creature to make a saving throw vs. spells or release its living victim immediately.

Aballin have no eyes or ears. Instead, they keep track of their potential victims by scent and vibration. For this reason, they are immune to all spells or attacks which alter vision or which affect the subject through vision. These include invisibility, color spray, hypnotic pattern, most illusions, fire charm, blindness, blur and many others. This does also count for spells with sonic effects.

Habitat/Society

While sometimes seen outdoors masquerading as a puddle, small pond—or even a drainage ditch—an Aballin is most often encountered in damp cavernous areas with an abundance of water (thus not dead caves), which permits it to blend in with its surroundings. While in the element of water, the monster is naturally invisible, and so prefers to rest within the shelter of pools or other small bodies of water. Most encounters with this creature, are thus when the creature is lying underneath a thin layer of water.



The Aballin is able to propel itself through water with amazing speed, and occasionally traverses lakes, rivers or streams in search of food. It may also move slowly upon land by oozing, or by laboriously extending its gelatinous pseudopods and inching itself forward, much like a slug. In fact, like this creature, the Aballin leaves a faint discernable slimy trail when travelling upon land. Due to its semi-liquid composition, the creature is capable of ascending surfaces with a greater than 30degrees slope. Aballin can be encountered either singly or in families of up to four individuals. Mated pairs occasionally function as a single entity, with doubled hit dice and higher experience value, particularly when there are any offspring present.

Ecology

These monsters occasionally prove useful in keeping down the population of other harmful creatures or plants which might be found in or near water. They also function as scavengers, digesting any remains that happen upon their travels.

They were supposedly created in ancient times when a druid fell victim to an arch wizard's curse and turned into the first Aballin. All other Aballin are thought to be descended from her. Like most oozes, Aballin live underground. Unlike some oozes, however, most of which merely drag themselves around and engulf whatever they find, Aballin have a more sophisticated way of feeding. They lie dormant until prey comes along, and the said prey notices coins and other treasures, the remnants of the aballin's previous victims, floating at the bottom of the creature. Thinking it to be merely water, they reach in to retrieve the treasures, and then the Aballin lashes out with liquid pseudopods, grapples with the victim, and pulls them in and drowns them.

Main Predator; Green Slime Guzzler, Black Dragon Main Prey Any

Gray Ooze (*Labirinthulomycolata giganticum*)

Ooze, Slime, Jelly	Gray Ooze						
Type	Lowlife (Ooze)						
Climate/Terrain	Subterranean Cold Marshes						
Frequency	Uncommon	Rare		Very Rare			
Organization	Solitary						
Activity Cycle	Any						
Diet	Omnivore						
AL	N						
NA	0(1d4)						
Size; length	L; 4'-12'	L; 12'-14'	L; 14'-15'	H; 16'-17'	H; 18'-19'	H; 20'-21'	H; 22'-23'
ST	12						
IN	1						
WI	4						
DX	11						
CO	21						
CH	4						
Languages	0						
Spellcaster Limits;	0						
AC	8						
AV	0						
HD	3*	4*	5*	6*	7*	8*	9*
HP	3d10	4d10	5d10	6d10	7d10	8d10	9d10
MV (Floating)	12'(4')						
THAC0	17	16	15	14	13	12	11
Attacks	1 strike						
Damage	2d8						
Special Attacks;	Acid Corrodes metal Psionic chance						
Special Defenses; Immune to;	0 Charm, Hold, Illusions Gaze attacks, Telepathy						
Extra Vulnerable to; AM	Fire, Cold electricity 0						
Save as;	F2		F3		F4		F5
ML	12						
XP	50	125	300	500	850	1200	1600
psionic							
	0						
TT							
Body Weight; LBS	700	900	1200	1600	2100	2700	3500



A slimy horror that looks like a thick viscous puddle of gray sludge, wet stone or a sedimentary rock formation, the gray ooze is rarely thicker than six or eight inches, but sometimes grows to a length of 12 feet. It is harsh to identify, due to its camouflage, and takes a search check to locate it. When not noticed surprise is automatic. Like most oozes, they are underground dwelling, mindless scavengers who drag themselves around caves and sewers and absorb and digest whatever they find. Unlike some other oozes, it cannot move on ceilings or walls, and hence is left to slide its way along floors.

At first glance, a gray ooze might be

mistaken for a black pudding if the observer hasn't seen both creatures before. Both the gray ooze and the black pudding are blobby amorphous beings that crawl on the ground. In the flickering light of a torch or a lantern, it is hard to tell the difference between dark gray and pure black. Even when battle begins, both creatures rely upon an acid-based attack to destroy their victims.

There are differences, of course, enough to dispel the belief that the two creatures are closely related. The gray ooze isn't nearly as flexible as the pudding, for one thing. While a pudding can alter its shape drastically, oozing through the smallest of cracks, the gray ooze remains essentially a thick oval carpet, unable to compress itself thinner than 6 inches or so. Puddings are capable of travelling along walls and ceilings, while oozes cannot. While lightning and blows from weapons cause a pudding to split into two, they inflict normal damage to the ooze.

On the other hand, the gray ooze is immune to nearly all spell (save those dealing electricity, as mentioned above), a trait not shared by the pudding. Furthermore, the gray ooze is immune to the effects of fire and acid as are virtually all other acid-using "blobby" creatures.

Combat:

The gray ooze attacks by striking like a snake until prey is either dead or unconscious, and it then moves on top of them to digest them from within. It secretes an acid which does 2d8 points of damage if it touches bare skin. This acid will dissolve and destroy normal armor or weapons, chain mail in one round, plate mail in two, and magical armor in one round per each plus to Armor Class, and magic items in one turn. After the first hit, the ooze sticks to its victim, automatically destroying any normal armor and continuing to inflict 2d8 points of damage each round.

It can corrode metal at an alarming rate. Spells have no effect on this monster, nor do fire- or cold-based attacks. Lightning and blows from weapons cause full damage. Note that weapons striking a gray ooze may corrode and break (save vs. acid each blow and following round).

The creature oozes onto the organic body, covering it like a snug blanket. Then, releasing its acid through the pores that covered its surface. The gray ooze's acid is its most powerful offensive attack. This acid eats away flesh and metal, but has no effect on either stone or wood. Because the acid pores cover the ooze's entire body, the creature can attack anyone coming into contact with it. Thus, not only does it inflict acid damage to creatures it attacks but also any metal weapons used against a gray ooze have a chance of being dissolved (the item must save vs. acid). It takes 1 round for a gray ooze to eat its way through chain mail or a metal weapon, and two rounds to eat banded or plate mail. Each magical adjustment of the armor or weapon adds another round—a longsword +2 would take a gray ooze 3 rounds to dissolve (each round first removes the magical charge one by one then consumes the sword. When in contact with a living creature, the ooze strikes like a snake. Having no real front or back, the creature is free to raise either end of its oblong body (but not both in the same round) to strike at enemies.

Obviously, acid attacks on a dead body (the majority of a gray ooze's meals) are automatically successful each round. Flowing over the intended meal, the ooze coats it with acid each round and absorbs the liquefied remains through countless tiny mouths on its underside. Once a carcass reaches -20 hp it is considered totally dissolved—at which point it can't be raised or resurrected.

Habitat/Society:

After a large meal, a gray ooze reproduces by "budding:" growing a small pod that is left behind in a corridor or cavern. This pod takes two to three days to mature and then the little gray ooze absorbs its leathery shell and begins slithering about, searching for a meal. Sometimes more than one of these monsters are found together, but this is just a random event because they are not intelligent.

Reproduction

Gray oozes are born from fist-sized gray, round, stone-like eggs. It bursts free after a short period of little starts and jerks, before finally splitting open, oozing out. The newborn creature looks like wet stone, and will devour the remnants of its former shell, doubling in size. Gray oozes reproduce asexually by budding. After a large meal, the ooze splits off a small pod (the shell) from its body, and leaves it in an out of the way place. The pod looks like a small stone due to its thick, leathery shell, which even masks the unborn ooze's own body heat from infravision. It takes 2 to 3 days to develop into a new ooze. Once it 'hatches, the newborn ooze absorbs the shell into its body and wanders off in search of other food.

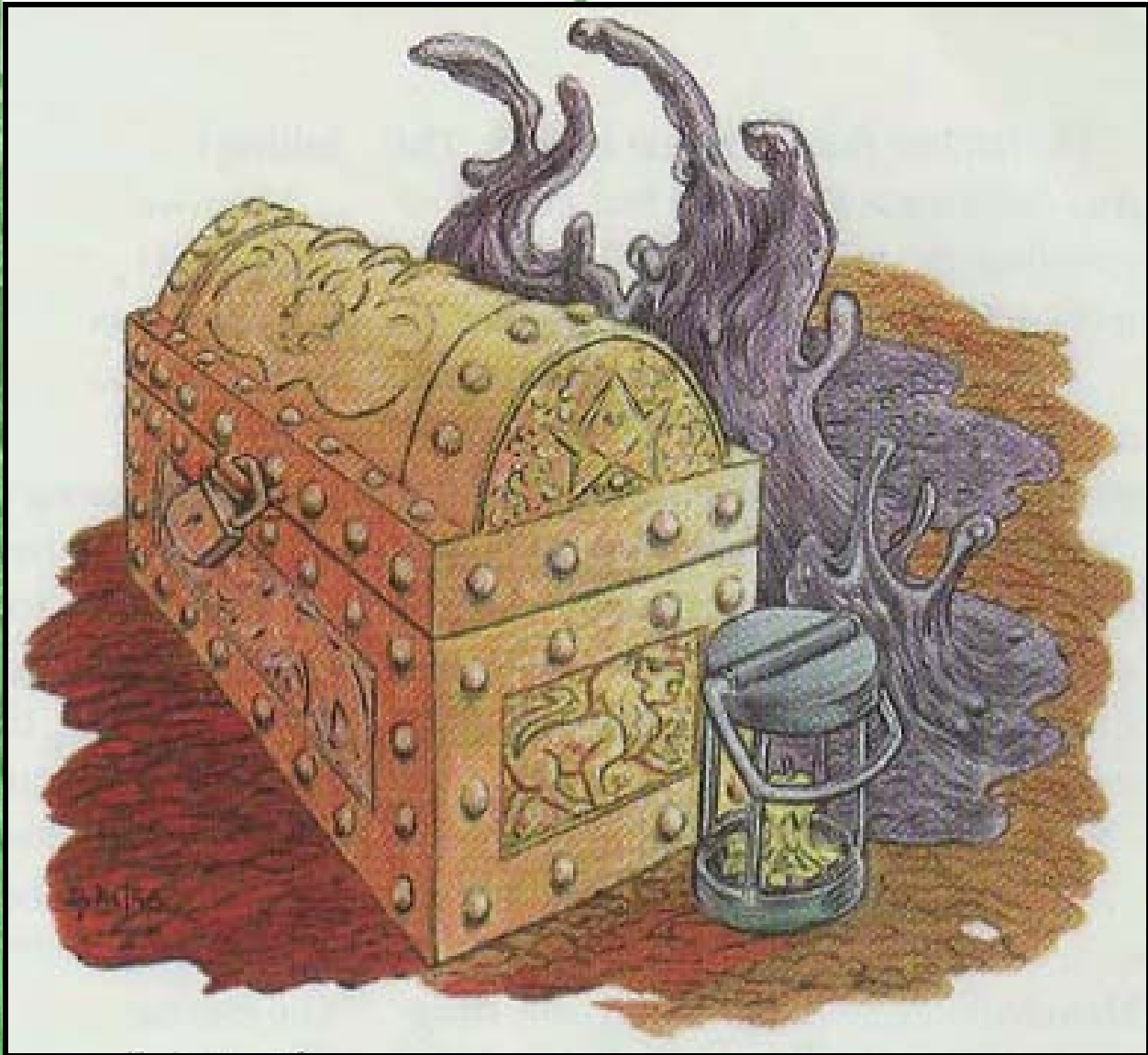
In the next several weeks the creature will grow. It has a simple life, focused on the continual search for food. The dark colored beast ambled slowly along the tunnels and corridors of its subterranean home, stopping only to feed upon living or once living flesh.

Ecology:

The gray ooze is a dungeon scavenger. It is rumored that metalworkers of extraordinary skill keep very small oozes in stone jars to etch and score their metal work, but this is a delicate and dangerous practice. A lair may contain 1d3 oozes, possibly with a special treasure made of stone (DM's choice). They can under special circumstances grow out to be a maximum of 9 HD. For each HD more than 5 they gain 1d10 hit points. Use the next experience table to find their corresponding xp points. All other statistics remain the same.



As the sword corroded in the ooze's body, it struck out at the sword-wielder and engulfed him.



With a movement rate of 12'3', the gray ooze would probably starve if it had to subsist upon prey that it could chase down, especially since it is unable to climb upon walls or across ceilings. Fortunately, gray oozes are adept dungeon scavengers, surviving on whatever scraps of food they come across in their wanderings. Blessed with a slow metabolism, the gray ooze can go for weeks between meals, but it does eat whenever it comes across food—eating is an instinctive behavior, not a result of any pains of hunger. Acid immune creatures (like the black dragon) feast upon these creatures (probably this is the reason they are found so rarely above ground). Some humanoids have found ways to eat these creatures, (especially Gnolls).

Devouring carrion provides a gray ooze with nourishment. Devouring living prey provides the gray ooze with nourishment and much more; an increase of its psionic potential.

Main Predator; Green Slime guzzler, Black Dragon, Humanoids. Main Prey Any.

Heat sense

The outer surface of a gray ooze's body is covered by many tiny pits and grooves. While these pits aid the creature in looking like a section of rock, they also serve a more useful purpose. They provide the ooze with its only long-range sense of the world around it. Each pit is similar in function to those of a pit-viper—helping the ooze to detect various levels of heat at a range of 30' or less.

This heat sense, while in many respects similar to infravision, is not a true vision. It allows the ooze to detect warm-blooded creatures near it, but it does little to give the ooze a sense of the world around it. The vast majority of its surroundings—cavers, rocks, stalactites, stalagmites, etc.—do not even “appear” on its heat sense (as it would with normal infravision), as they have the same temperature. This, the ooze must depend upon its sense of touch to determine the details of its environments, as it lacks the sense of sight, hearing and smell.

Dead bodies soon take on the same temperature as their environment and thus soon become invisible to the gray ooze's heat sense. For this reason, an ooze only eats carrion that it happens to bump into—the creature cannot detect carrion unless it's in physical contact with the dead flesh.

The gray ooze's heat sense applies only to warm-blooded beings, thus not, Reptiles, lowlife, arachnids, insects, plants, etc. as these are effectively invisible to the ooze's heat sense, as are all forms of undead, or animated creatures of nonliving material, such as golems. An ooze attacks such creatures only if they happen to come into physical contact with them, and they "taste" living. An ooze would not attack a stone golem that stepped on it, realizing that it was not edible. Zombies, ghouls and to a lesser extent skeletons, are valid sources of food to the gray ooze, although in no cases can undead creatures contribute to the ooze's psionic network.

The ooze's heat sense gives it only a two-dimensional outline of a warm-blooded creature—effectively a silhouette. It therefore cannot tell the difference between a standing gnome and a kneeling human, as they are roughly the same size in those positions. Similarly, an ooze could not distinguish between a centaur and a man astride a horse, provided it was viewing them head on. In any case, the type of victim is unimportant to the gray ooze. This also includes mirror images and similar.

Metal

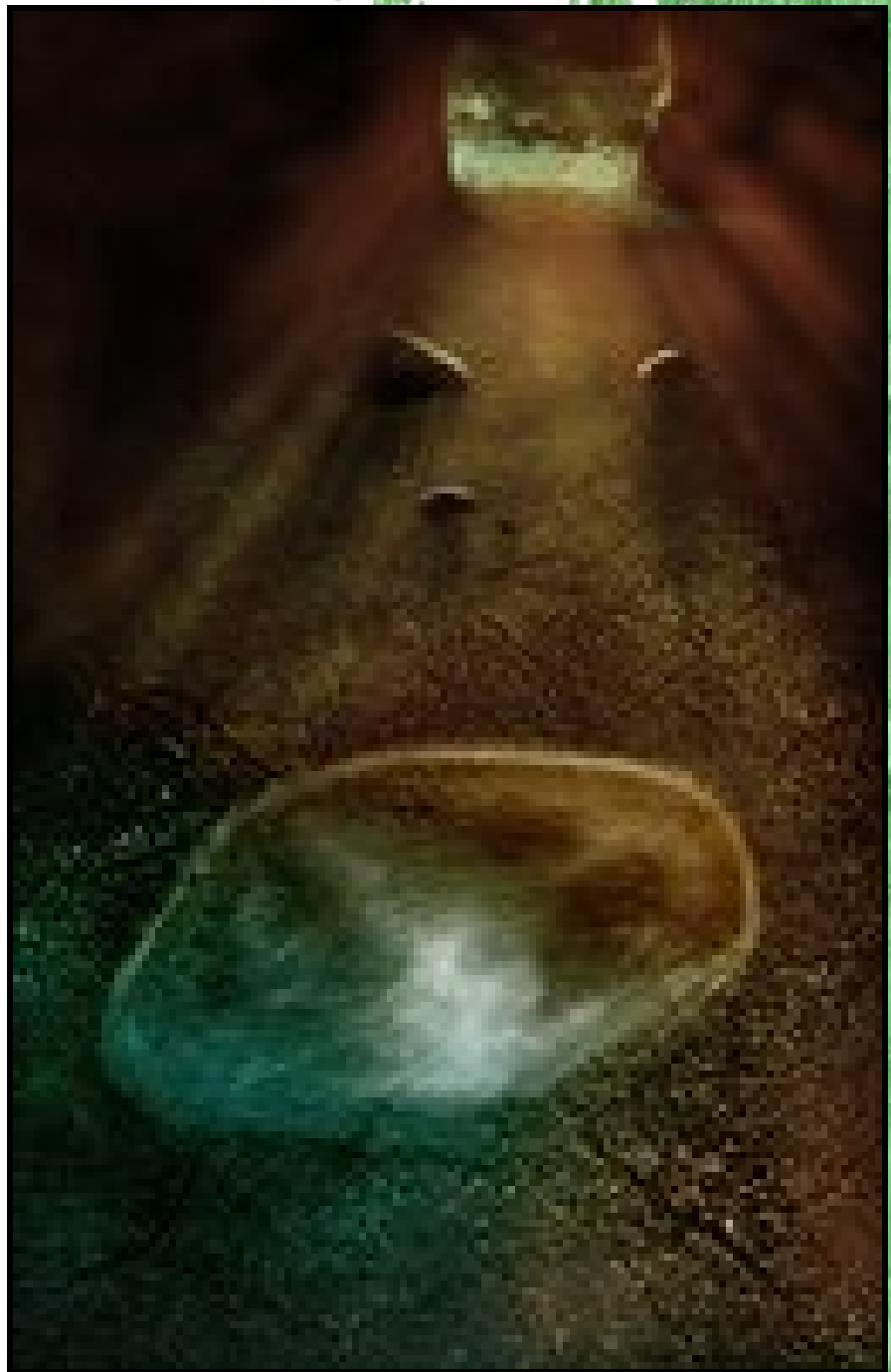
Although the gray ooze can dissolve metal, it gains no nutritional benefit from the act. Therefore, unlike a rust monster (which corrodes all metal on touch and gains nourishment by doing so), the gray ooze corrodes metal with its acid only if the situation requires it—specifically, if it is being attacked with a metal weapon or if its intended prey is covered in metallic armor.

A gray ooze moves by undulating the underside of its body, much like a worm, slug, or snail. These waves of motion are not visible on the ooze's upper surface. As the ooze tends to be roughly oval in shape, it can move forward or backward (parallel to its longest axis), but not sideways (perpendicular to its longest axis).

Movement

While a gray ooze cannot climb vertical surfaces, it is capable of climbing stairs; it can also travel up inclines as great as 45°, although anything steeper than 30° causes it to inch along at half speed.

Instinctively, a gray ooze knows that most other creatures are capable of moving at greater speeds than it does. Thus, when it senses nearby prey, it does one of two things; either it freezes completely, remaining completely motionless and hoping for the prey to blunder into the ooze, or it stealthily creeps up on the potential victims, raising its nearest end in a "snake-strike stance". Often, it remains motionless at first as it assesses the situation, creeping up only if the victims have not moved after several minutes.



Psionics



As an ooze dissolves an intelligent being's body, it simultaneously incorporates the neurons of its victim's brain into a weblike network of psionic fibers that run the length of its body. After enough victims have been harvested, the psionic network kicks in and the gray ooze enjoys limited psionical powers forever after.

Psionics only appear in gray oozes with at least 20 hp. Oozes of less than 20hp (3 feet wide 12 feet long) may have a well established psionic neural network, but they are not yet of adequate size for their powers to manifest. The network not only requires a fixed number of linkages, but they must be spaced apart enough to function properly. Since only freshly killed prey can offer the ooze with material which it adds to its neural network, it is possible for an ooze to fulfill the size requirement without having the requisite network complexity to allow its psionic potential to be realized. Thus it is more than possible to have large sized gray oozes without psionic powers.

In any case, once the neural network begins functioning, the ooze gains the following psionic abilities; Psychic Crush=The victim must save vs. spells or suffer 1d8 points of mental damage, Mind Blank=like the spell Feeblemind, and a variant of psionic sense that allows it to sense any Psionics in use within 60 feet.

A psionic gray ooze has the potential to use 7 psionic abilities (any) a day, recovering one use every hour. Each time it devours a freshly slain prey, 1 additional use is added to its pool. The victims need not be psionic in nature themselves, merely intelligent enough to provide a suitable complex brain with which the ooze can expand its internal

network (intelligence 7+). Devouring a psionic victim does not grant the ooze any additional powers, nor does it add more uses to its ability pool than a non- psionic victim would.

Once an ooze realizes its psionic potential, its hunting strategies alter. Psionic oozes prefer to remain motionless, hidden in the shadows, and attack a single individual repeatedly with its psionic crush. With luck, it kills the chosen victim without ever revealing its presence, and can devour it at its leisure. A gray ooze isn't concerned with others that might escape, so long as it has a meal to devour. After all, it can only eat one victim at a time anyway, and there are plenty of opportunities to catch up to the others later.

Not having the normal senses of vision, sound and smell, gray oozes are immune to most illusions unless they are targeted directly against their heat sense, which would require the wizard not only to be aware of the gray ooze's sensory capabilities, but to have experienced them firsthand himself, perhaps through the use of a shapechange or polymorph spell. Needless to say, tailor-made illusions targeted specifically against gray oozes are extremely rare. Thus, the gray oozes would sense prey even on the other side of an illusory wall. Oozes are likewise immune to spells and similar attacks that normally blind or deafen opponents.

Immunity

The gray ooze's immunity to nearly all spells is a result of the properties of its outer skin coating. One of the reasons the gray ooze looks like wet rock is that it constantly produces a mucous-like substance that completely absorbs and dissipates magical energies. This substance is similar to the mucous coating produced by illithids, although it has no psionic boosting capabilities. It is due to this that it is rumored that the gray ooze is not an indigenous species, and by unknown reasons or methods arrived on the world of Mystara far prior to the destruction of its original world. (See Mindflayer). The Gray Ooze was never recorded prior to the Nithian Era. So the Nithian mages could have made contact with the Mind Flayers, and thus enabling the Ooze to arrive here,

The production of the gray ooze's external coating is tied to its metal-corroding abilities, for the substance contains minute particles of various metal flakes. This quality of the substance makes the gray ooze susceptible to electrical attacks. While electrical spells don't inflict more damage to the creature than they normally would, the fact that they do damage at all (instead of being dissipated, as any other magic) is directly attributed to the fact that the gray ooze's outer coating is very conductive.

Of course, the gray ooze's magical immunity is only effective against spells directed at the creature itself. As an example, the spell telekinesis could be used to hurl rocks at a gray ooze, since the magic is directed at the rocks, and not at the creature.

The gray ooze's mucous coating is a valuable ingredient in the manufacture of Oil of Acid Resistance, although it must be harvested and stored in a closed airtight glass container immediately (within 5 rounds) after the ooze's death, for it dries up and becomes useless very quickly.

Given a choice, a gray ooze usually attacks those not wearing heavy armor—not because of any craftiness on the ooze's part, but because heavy armor dampens the reading of the ooze's heat sense. The less clothing or armor, the stringer the "heat silhouette" and the easier it is for the ooze to attack.

As the gray ooze's "heat sense" pits are evenly spread over its body, it can "see" heat patterns in all directions at once. This makes it impossible for anyone to sneak up 'behind' a gray ooze.

Lava Ooze (*Labirinthulomycolata magmaticus*)

Ooze, Slime, Jelly	Lava Ooze
Type	Lowlife (Ooze)
Climate/Terrain	Mountain/subterranean any volcanic
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	Omnivore
AL	CN
NA	1d3(2d4)
Size; length	L:10'x10'
ST	21
IN	1
WI	12
DX	14
CO	20
CH	1
Languages	0
Spellcaster Limits;	0
AC	5
AV	0
HD	9*
HP	9d10
MV (Floating)	90'/30'
THAC0	11
Attacks	3 pseudopods
Damage	4d6 each
Special Attacks;	+3d6 fire/heat each
	1d4r lava coating 3d6dm/r
Special Defenses;	0
Immune to;	Charm, Hold, Illusions Gaze attacks, Telepathy
Extra Vulnerable to;	Fire, Cold
AM	electricity
Save as;	0
ML	F9
XP	12
TT	900
TT	nil
Body Weight; LBS	1700



This shapeless monster is a relative of the Gray ooze and already early in evolutionary history evolved from it. How the creature first came to mtstara is unknown, but sages assume it arrived inside a meteorite falling down in a volcanic region, thus being able to survive the impact and environmental conditions

Lava ooze is fluid, able to pass through small holes or cracks. It can sense vibrations within 60' (Tremorsense).

Combat

The monster attacks by extending pseudopods (up to three per round) from its fluid body to strike at its opponents up to 15' away. Each hit inflicts 4d6 points of damage, and leaves a coating of lava that inflicts 3d6 points of automatic heat damage per round for 1d4 rounds thereafter.

Multiple hits on a single-opponent do not increase this heat damage, but the durations are cumulative.

Habitat/Society

The lava ooze is mindless and attacks until destroyed. It is immune to fire (both normal and magical) and to all mind attacks (including charm, *ESP*, etc.), but takes double damage from cold attacks.

Movement

While a lava ooze cannot climb vertical surfaces, it is capable of climbing stairs; it can also travel up inclines as great as 45°, although anything steeper than 30° causes it to inch along at half speed.

Instinctively, a lava ooze knows that most other creatures are capable of moving at greater speeds than it does. Thus, when it senses nearby prey, it does one of two things; either it freezes completely, remaining completely motionless and hoping for the prey to blunder into the ooze, or it stealthily creeps up on the potential victims, raising its nearest end in a "snake-strike stance". Often, it remains motionless at first as it assesses the situation, creeping up only if the victims have not moved after several minutes.

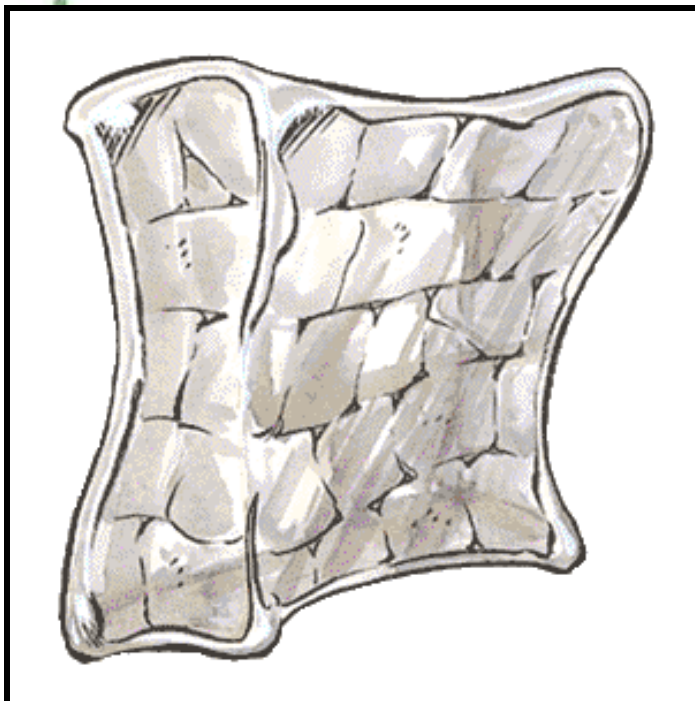
Ecology

It appears as a puddle or stream of hot molten rock, about 10' x 10'. It lives in or near a volcano or other place of great heat. Although the ooze is native to the Prime Plane, it can freely exist on the elemental plane of Fire.

Main Predator; Lava Fish, Red Dragon, Main prey any

Crystal Ooze (*Labirinthulomycolata quadratus*)

Ooze, Slime, Jelly	Crystal Ooze
Type	Lowlife (Ooze)
Climate/Terrain	Subterranean
	Dimly lit water
Frequency	Rare
Organization	Solitary
Activity Cycle	Any
Diet	Omnivore
AL	N
NA	1d2
Size	M; 4'- 12'
ST	15
IN	1
WI	1
DX	1
CO	22
CH	1
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	4*
HP	4d10
MV	10'(3')
SW	30'(10')
THACO	17
Attacks	1 strike
Damage	4d4
Special Attacks;	Poison
Special Defenses;	0
Immune to;	Charm, Hold, Illusions Gaze attacks, Telepathy Poison Acid, Cold, Heat, Fire Material attacks 1 damage only
Extra Vulnerable to;	0
AM	0
Save as;	F2
ML	8
XP	75
TT	U, V
Body Weight	7000 LBS



As far as oozes go, there is only one other type currently known to exist, which has adapted to an aquatic existence; the Crystal ooze. Translucent, the crystal ooze is 75% invisible when immersed in water. Its acid has no effect on metal but readily dissolves wood, cloth and flesh. Contact with a crystal ooze can cause paralysis (5d4 rounds or save vs. poison for 1 round). Crystal oozes are immune to acid, cold, heat, and fire, but take full damage from electricity and magic missiles. Blows from weapons inflict only a single point of damage per hit. Gray oozes do not require sleep. They do occasionally remain motionless in one area, waiting for prey to pass within range, but this is actually a form of passive hunting, and the ooze is conscious and

aware of its surroundings at all times.

This creature is a variety of gray ooze which has adapted to living in water. It is 75% invisible when immersed in its natural element. It is translucent, mostly glassy clear, with an occasional milky white swirl in its substance. When seen more clearly it resembles a watery-gel variant of a moving upstanding matras.

Combat:

Crystal ooze strikes like a snake, then attempts to flow over a victim and exude its paralyzing poison. Unlike its cousin, the gray ooze, this creature does not corrode metal, but its poisons wood, cloth, and flesh. Unless a victim successfully saves vs. poison, he becomes paralyzed and will be consumed by the crystal ooze in a short time. When prey is reduced to -20 hit points, it is totally consumed. Crystal ooze cannot be harmed by acid, cold, heat, or fire attacks, but electricity and *magic missiles* inflict full damage. Blows from weapons inflict only 1 point of damage per hit. A wooden weapon must save vs. acid or it will dissolve and break.

Habitat/Society:

Crystal oozes live in any dim or dark body of water, though they can exist out of water for several hours. They reproduce by budding, like the gray ooze, but the crystal pods usually take seven to 10 days to hatch. Crystal oozes will eat their offspring, but occasionally, if the body of water is large enough and food is not scarce, a few of them might be found living in the same water.

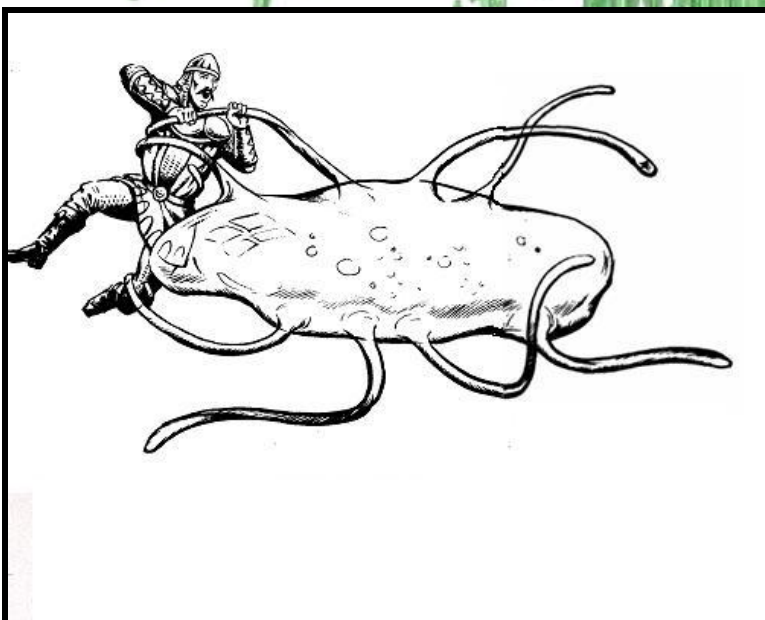
Ecology:

Crystal oozes are scavengers that leave metal and stone objects in their wake, so incidental treasure can often be found around and in their lairs. .

Main Predator; Humanoids (especially orcs), a good soup can be made out of it after continuous boiling. Main Prey Any

Death Leech (*Mycetozoa corpore-morti-mimicum*)

Ooze, Slime, Jelly	Death Leech
Type	Lowlife (Ooze)
Climate/Terrain	Undead Subterranean Limbo/Sphere of Death
Frequency	Rare Sphere of Death Common
Organization	Solitary
Activity Cycle	Any
Diet	Life energy/Carnivore
AL	CE
NA	1d4(2d4)
Size	L; 6' sphere/special
ST	14
IN	4
WI	8
DX	9
CO	9
CH	4
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	8
HP	8d8
MV	240'(80')
SW	240'(80')
THACO	12
Attacks	1 touch
Damage	1d10
Special Attacks;	Entanglement Life Drain
Wrestling Rate	25
Special Defenses; Immune to;	Immunities Charm, Hold, Illusions Gaze attacks, Telepathy Poison, Polymorph Acid, partially cold Death Magic Turn Undead = Special
Extra Vulnerable to; AM	0
Save as;	F8
ML	10
XP	1200
TT	0
Body Weight	500 LBS



A death leech in its natural form looks like a large, flat, translucent amoeba that shimmers with a variety of pale colors. Eight whiplike tendrils, each averaging 3 feet in length, extend from the sides of its body.

The death leech can polymorph itself to appear as any undead of vampire strength or weaker that has a physical form. The leech can thus even duplicate any equipment, armor, and clothing that the undead has, although it can't use any of it. This mimicry is an inborn ability that doesn't detect as magical. Actually the creature has copied and stored the mental data of the reflections of these materials of the undead creature copied from Limbo. (Read Undead).

Combat

When it attacks, the death leech changes to its natural form in 2 segments while moving towards its prey, writhing horribly at a speed of up to 120'perround. Once it has changed, it can then move at the greater movement rate of 240'/80'.

It attacks by wrapping around and thus immobilizing a victim, and then uses its tentacles to drain hit points. When rolling to hit, a victim has an armor class NOT adjusted by dexterity. The creature thus also negates any armor value, Victims who make a Saving Throw vs. Spells take only half damage for that round. Once a death leech has made a successful first attack, subsequent damage is automatic, and half of the damage inflicted on a death leech by other characters is also suffered by the victim.

A death leech which is killed while in polymorphed state retains that form until touched. Then it crumples to its natural form and immediately rots away. Its stench will cause to all creatures within 20'a constitution check or become violently ill for 1d4 rounds or when the affected area is vacated.

Habitat/Ecology

Death leeches come from the Sphere of Death (often from Limbo), and are turned as special on the clerical turn tables. Death leeches often serve intelligent creatures of Chaos. This form of lowlife was brought in the end fase of the Nithian Era by undead masters from Limbo and the Sphere of Death onto the Prime Plane and on some planets literally stripped it of all life. They are however, living creatures with some unknown undead compound within them, originating from their Sphere of Death and their alliance with it. They can never be raised as they have never been alive.



Main predator; any dragon, Main prey; any humanoid

Scamille (*Plasmodiophoridus mimica-tri-dimensionales*)

Ooze, Slime, Jelly	Scamille
Type	Lowlife (Ooze)
	Monster
Climate/Terrain	Subterranean
Frequency	Rare
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1d4(0)
Size	L; 6' sphere/special
ST	20
IN	1
WI	4
DX	18
CO	18
CH	4
Languages	1d3 local
Spellcaster Limits;	0
AC	5
AV	0
HD	10*
HP	10d10
MV	30'(10')
SW	30'(10')
THACO	10
Attacks	1 to six pseudopods
Damage	3d6 each
Special Attacks;	Sticky; Entanglement
Wrestling Rate	25
Special Defenses;	Camouflage
Immune to;	Charm, Hold, Illusions Gaze attacks, Telepathy Poison, Polymorph
Extra Vulnerable to;	0
AM	0
Save as;	F7
ML	8
XP	1750
TT	0
Body Weight	500 LBS



Scamille are amorphous, amoeba-like creatures that can change their shape. A Scamille dwells in dark places and rarely appears above ground, even at night. They are related to the Ochre-jelly. Unlike Ochre jellies, Scamille are intelligent and can camouflage themselves greatly.

In its natural form, it appears similar to a giant amoeba. Each has a black nucleus surrounded by a mass of rock-grey protoplasm. The protoplasm extrudes six pseudopods. A Scamille has a slightly acidic odor, though the Scamille does not attack with acid.

Scamille use their pliability, which is their preferred language. Scamille do not have their own language. In general, Scamille are not aggressive. Some Scamille are friendly, some are not; some are stupid, and some are smart. They will wait and observe a party to determine whether it is a threat. If a party is interesting (perhaps clever or eloquent), the Scamille will continue to watch for a while. (The creature has visual receptors all over its body).

It usually rests in the form of some object (never that of a creature, as it cannot take these complex structures); typical forms include a rock, door, wall, table, chair, or treasure chest. Scamille like to learn secrets and because of their camouflage ability, they are in an ideal position to eavesdrop on other underground dwellers. The ability to change shape is limited, and is not done through conscious effort. When tired, the Scamille simply draws its body together. Each Scamille can assume the form of only one inanimate object=t. though the Scamille can change color slightly, a close examination will reveal such an item to be suspect. A camouflaged Scamille gives opponents a -1 penalty to their surprise rolls. When found in a good mood, a Scamille may offer information in exchange for food.

Combat

Scamille attack with their six pseudopods, each causing 3d6 impact damage. A Scamille can cause one pseudopod at a time to become extremely sticky, they may also change this once every round. And if a hit is scored, the victim is stuck fast.

The victim must have a Strength of 20 or more to pull free; nothing less will succeed. A stuck victim can attack with only a weapon that was already in hand at the time of the Scamille's successful attack. A victim attacking in this fashion, suffers a -4 on all attack rolls, can't use weapon mastery, or fighter combat option, multiple attacks, or search for another item not held. Once a victim is held, the Scamille attacks with the 5 remaining pseudopods, though these have no adhesive quality to them. Attacks on a held victim are automatically hit. Spells that require material components cannot be used by a held victim.

When the Scamille its initial attack scored a natural 20 on the roll, it hit the face of the victim, and unless this was protected by a helm or similar visor the character must check for suffocation also. This means he must roll constitution checks at a -1 cumulative each round, or lose consciousness, and die 1d3 rounds later. In this rare case, the character can't cast any spell, is blinded, verbally silenced, and completely unaware of its surroundings.

In order to pull free, the victim must succeed a successful Strength check against the creature. One attempt may be made each round, in place of any other action the victim or helpers might otherwise attempt to do. Each other character adds a +1 and its Strength adjustment to the characters Strength roll; no more than 4 characters can help the same character at one single time. Meanwhile the Scamille is free to do damage to the held character by use of its other pseudopods.

Once a victim dies, a Scamille draws the victim's body into its own and secretes a powerful internal acid that dissolves the victim and mostly all of its possessions in 1d4 rounds. All remaining material will be discarded.

It can also choose to let go of a stuck victim. Otherwise, a victim who fails its strength check can be freed only by an application of Oil of Slipperiness, a Slip spell, or the death of the Scamille.

Scamille are vulnerable to light. If a Light spell (a torch or candle light is too weak) is cast upon a Scamille, it loses the ability to form pseudopods for one round. If cast on a camouflaged Scamille, the Light spell causes it to assume its amoeba-like form.

Habitat / Society

Scamille dwell in dark places such as caves and fissures. They rarely venture above, even at night. Though Scamille can be found in small groups, there is no group mentality. Each Scamille act as it pleases; free of interference from it's from its brethren.

Scamille are asexual beings, dividing like amoeba once every five years or so, when enough raw material has been gathered to allow a split. A Scamille lives roughly a 120 years.

Scamille like to learn secrets, and because of their camouflaging ability, they are in an ideal situation to eavesdrop on other underground dwellers. They may be willing to part with this information if treated positively and by feeding it with the delicious scraps. Some Scamille know the dangers of weapons and try to secretly remove these from their intended victims, and place these within themselves (25% chance of devouring them by their acid.—material save vs. acid each round or become damage, and totally devoured in 1d4 rounds). They have a Pick pocket rate of 55%, for this goal only. They do this with their sticky pseudopod.

Ecology

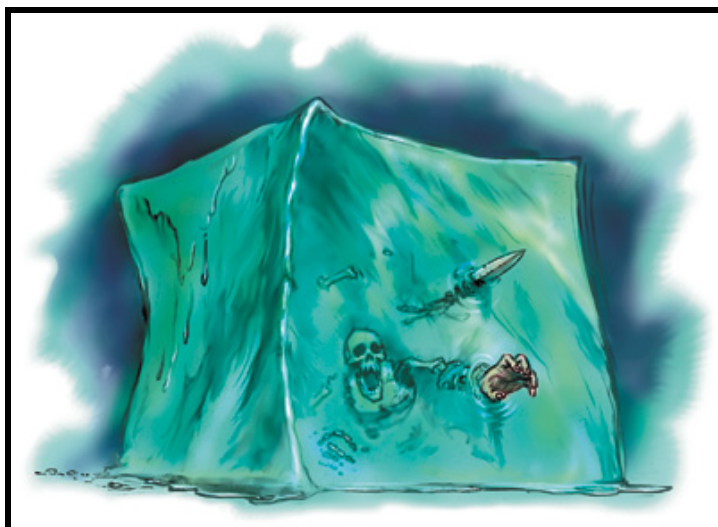
Scamille keep cavern floors free of obstructions, especially absorbing the remains of intruders to the subterranean world. In addition to animal and plant material, Scamille eat small quantities of minerals and rock, and even derive sustenance from the remains of a dead victim's equipment. Scamille enjoy scraps of what humans and Demihumans consider food. To a Scamille, such scraps are a special treat.

Main predator; green slime guzzler, any dragon, Maiun prey; any



Athcoid or Gelatinous Cube (*Labirinthulomycolata Cubus*)

Ooze, Slime, Jelly	Gelatinous Cube
Type	Lowlife (Ooze)
Climate/Terrain	Subterranean
Frequency	Corridors
Organization	Uncommon
Activity Cycle	Solitary
Diet	Any
AL	Omnivore
NA	N
Size	1(1d4)
ST	L; 10'cube
IN	10
WI	0
DX	1
CO	1
CH	26
Languages	1
Spellcaster Limits;	0
AC	8
AV	0
HD	4*
HP	4d12
MV	60'(20')
SW	60'(20')
THACO	17
Attacks	1 strike
Damage	2d4
Special Attacks;	Paralysis
Special Defenses;	Surprise
Immune to;	Immunities
	Charm, Hold, Illusions
	Gaze attacks, Telepathy
	Poison, Polymorph
	Acid, partially cold
Extra Vulnerable to;	0
AM	0
Save as;	F2
ML	12
XP	125
TT	V (incidental)
Body Weight	10.000 LBS



This monster is made of a clear jelly, usually in the form of a 10' x 10' x 10' cube (though other rectangular shapes of equal body mass are possible). It is hard to see, and it surprises often (1-4 on 1d6). A gelatinous cube moves through the rooms and corridors of a dungeon, sweeping the halls clean of all living and dead material, absorbing carrion and trash along the way. In the process, it may pick up items it cannot dissolve (such as weapons, coins, and gems). Their sides glisten, tending to leave a thin slimy trail, but gelatinous cubes cannot climb walls or cling to ceilings. Very large cubes grow tall to garner mosses and the like from ceilings.

Even now in the lightless ways beneath us, these great creatures glide noiselessly along, devoid of malicious intent—indeed, devoid of an consciousness at all—but fully a menace to all who encounter them. Even children know that these nearly transparent, gelatinous monsters cannot digest metal or stone, but feed on plants and beasts of all sorts by paralyzing those encountered, engulfing them, and absorbing nutrients from such prey by means of corrosive digestive fluids. Athcoids have no thoughts as we know them, but rather respond automatically and identically, in all cases 'to certain stimuli'. Being so totally mindless, a gelatinous cube should be immune to all will-force and mind-affecting magical powers, particularly enchantment/charm spells and mind-reading talents. Charm *monster* thus has no effect upon them.

They cease to advance when they encounter a cold surface or object, then probe forward to seek a way past or around it. Athcoids are attracted to vibrations or warmth, but seem devoid of hearing. When flowing over or around objects, they seem quite fluid and mutable, but return always to a rectangular or rhomboidal form when their surroundings permit. Gelatinous cubes may flow through openings as small as 1' across.

They sense all living, moving beings within 120' from the vibrations and heat given off by such creatures, and actively pursue such prey.

An athcoid does not appear to communicate with any creature, nor can it be controlled, save by use of the stimuli already mentioned. When two athcoids meet, they merge to become one, of greater size and of an apparently stable nature. This monstrous combination has twice the innate hardness of either of its component creatures, though it eventually divides into two normal athcoids, each exactly like the original component creatures, which go their separate ways. When two cubes meet and merge, the resulting 'double cube' attacks as an 8-HD monster with a total number of hit points equal to the total of the two merged cubes. This combination creature retains a size of 10' x 10' x 20', the longest axis being pointed in its direction of travel like a thick-bodied (but



square) worm. Otherwise, it is like a normal cube in all respects. Division occurs either immediately upon contact with a third cube or after a period of 2-8 days. Normal-sized cubes divide after a period of six years. Each of the two resulting cubes has 3 HD, half the number of hit points the .parent. cube originally had, and a size of slightly under 8' x 8' x 8'. These 'little' cubes grow to maturity in three months. Technically speaking, the gelatinous cube is an immortal organism, since (unless destroyed by adventurers, starvation, or disaster) a cube never dies.

Combat:



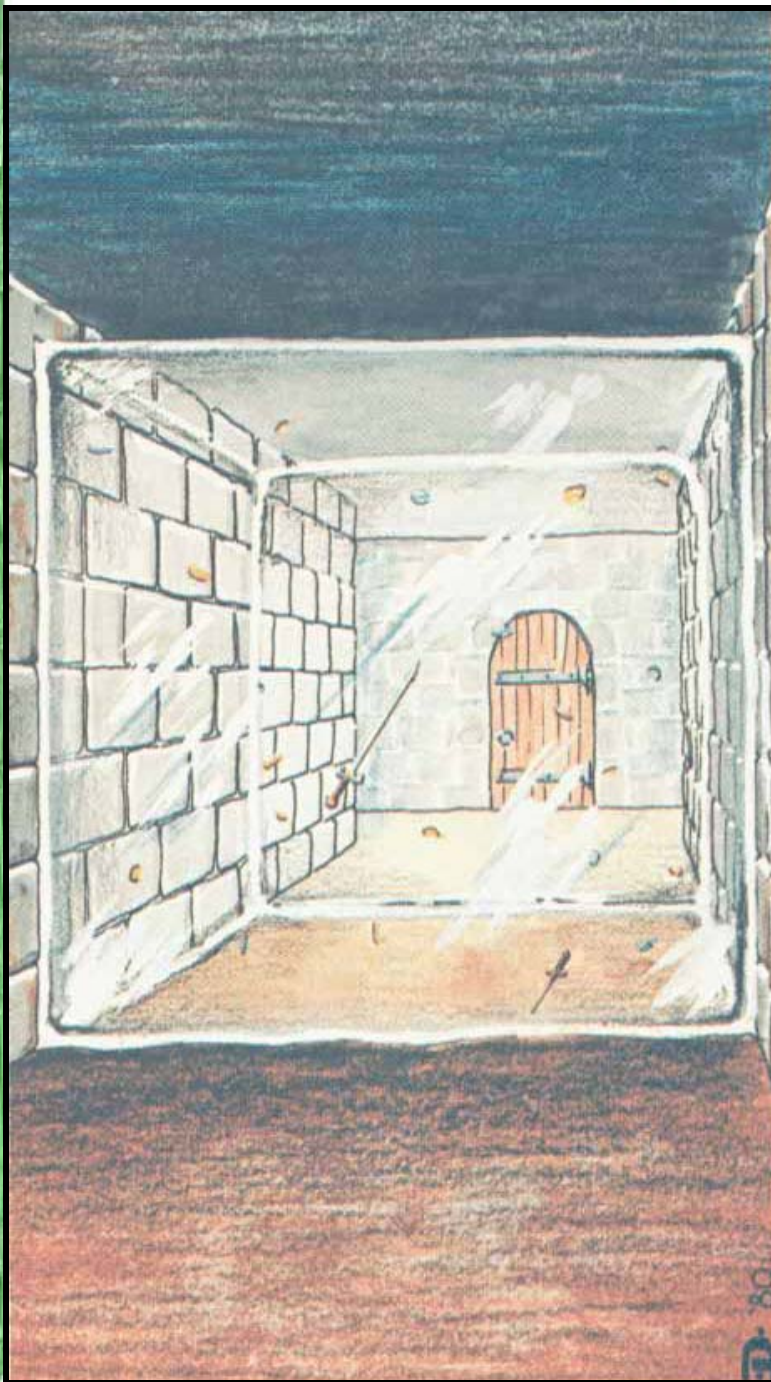
It will attack any living creature it encounters. A gelatinous cube attacks by touching its victim with its anesthetizing slime. A victim who fails to save vs. paralysis is paralyzed (anesthetized). Athcoids anesthetize prey by means of a gummy secretion which is absorbed into the bloodstream of the prey through its skin.

An oral antidote is now available to counteract this effect. They captured a sample of the digestive fluid, and alchemists created an antidote against the anesthetizing effects. Haptooth's antidote; it removes the paralysis caused by a Gelatinous Cube within 1d4 rounds after being swallowed (an automatic reflex not stopped by the paralysis). However, the potion has no effect on any other form of paralysis, such as that from ghouls or carrion crawlers. The antidote is not magical in nature.

The cube then surrounds its prey and secretes digestive fluids to absorb the food. An attack on a paralyzed victim will automatically hit (only a damage roll is needed). This paralysis is the normal type (lasting 2-8 turns unless magically cured). All damage is caused by these digestive acids. Electricity, fear, holds, paralysis, *polymorph*, and sleep-based attacks have no effect on this monster, but fire and blows from weapons have normal effects. If a cube fails its saving throw against a cold-based attack, the cube will be slowed 50% and inflicts only 1d4 points of damage. The lair of these strange monsters may contain 1d4 cubes, each with Treasure Type V, as well as an occasional potion, dagger, or similar object, but usually with no additional treasure.

Cubes may move about underwater with ease, though the contact poison which paralyzes opponents is much diluted. Saving throws against this effect are made at +6 in this environment.

Habitat/Society:



Possessing no intelligence, gelatinous cubes live only for eating. They prefer well- traveled dungeons where there is always food to scavenge. These creatures reproduce by budding, leaving clear, rubbery cubes in dark corners or on heaps of trash. Young are not protected and are sometimes reabsorbed by the parent. Treasure is sometimes swept up by a gelatinous cube as the creature travels along a cavern floor; any metals, gems, or jewelry are carried in the monster's body until they can be ejected as indigestible

Ecology:

The gelatinous cube is sometimes encouraged to stay in a certain area for its scavenging abilities, and is preferred over other jellies and oozes since its square shape does not allow it to slither under doors and into areas in which it is not desired. They can under special circumstances grow out to be a maximum of 24 HD. For each HD more than 5 they gain 1d12 hit points and have 10 cubic feet more body mass. Use the next experience table to find their corresponding xp

HD	Xp	THACO
5*	300	15
6*	500	14
7*	850	13
8*	1200	12
9*	1600	11
10*	1750	10
11*	1900	10
12*	2125	9
13*	2300	9
14*	2500	8
15*	2700	8
16*	2950	7
17*	3150	7
18*	3475	6
19*	3800	6
20*	4175	5
21*	4500	5
22*	5000	4
23*	5500	4
24*	6000	3

points. All other statistics remain the same. .

Main Predator; Green Slime guzzler, Humanoids (especially Bugbear and Orc) it is edible as chunks after exposing to fire, many orcish recipies to Gello exist (as they call it). Main Prey Any

Stun Jelly (*Labirinthulomycolata murus*)

Ooze, Slime, Jelly	Stun Jelly
Frequency	Rare
Organization	Solitary
Activity Cycle	Night
Diet	Scavenger
AL	N
NA	1(1d4)
Size	L; 10' on a side
AC	8
AV	0
HD	3*
HP	3d12
MV	45'/15'
THACO	17
Attacks	1 strike
Damage	2d4
Special Attacks;	Paralysis Surprise
Extra Vulnerable to;	0
AM	0
Save as;	F1
ML	7
XP	50
TT	V (incidental)
Body Weight	10,000 LBS

This relative of the gelatinous cube was designed by some forgotten mage to resemble a section of ordinary stone wall. They are usually about 10 feet square by 2½ to 5 feet thick, and somewhat translucent. If a bright light is shone on one side of the stunjelly, it will be seen on the other. Illumination equal to a continuous light spell will reveal whatever treasure a stunjelly might be carrying. Stunjellies make no noise when they move, but they do produce a faint odor of vinegar.

The stunjelly has many features in common with the gelatinous cube. Like the cube, the stunjelly paralyzes creatures who venture too close! Adventurers walking near a stunjelly may be attacked by an anaesthetic pseudopod; those struck must roll a saving throw vs. paralyzation. Those who succeed suffer no ill effects. Those who fail are paralyzed for 5d4 rounds, during which time the stunjelly tries to surround the victim and digest him. Like the gelatinous cube, it is immune to electrical attacks, mind-influencing spells, paralyzation, and polymorph spells. Unlike the gelatinous cube, stunjelly is affected normally by cold attacks.

Stunjellies reproduce by fission, as one extremely thick jelly splits into two smaller ones. This process is accompanied by a horrible, rending sound, audible throughout the vicinity.

A stunjelly might mindlessly carry undigested metals around with it for days. These would include treasure types J, K, L, M, N, and Q, as well as potions, daggers, or similar objects.

Stunjellies are tolerated in many dungeons as traps for unwary intruders, or as janitorial monsters sweeping the passages of digestible litter. For this duty, they are preferred over other breeds of slime and ooze, since they cannot slither through doors into areas where they would be unwelcome. What's not given in this table is equal to a Gelatinous cube.

Main Predator; Green Slime guzzler, Humanoids (especially Bugbear and Orc) it is edible as chunks after exposing to fire, many orcish recipes to Gello exist (as they call it). Main Prey Any



Green Slime (*Myxogastris vertibilis*)

Ooze, Slime, Jelly	Green Slime
Type	Lowlife (Ooze)
Climate/Terrain	Subterranean
	Warm Ocean
	Swamp
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any
Diet	Omnivore
AL	LN
NA	1d6(2d20)
Size	M; 4'- 7'
ST	17
IN	0
WI	1
DX	1
CO	22
CH	1
Languages	0
Spellcaster Limits;	0
AC	20
AV	0
HD	2**
HP	2d10
MV/SW	3'(1')
THACO	15
Attacks	1 strike
Damage	1d10+2
Special Attacks;	Acid
Special Defenses;	0
Immune to;	Any except Fire and cold Sunlight Cure Disease
Extra Vulnerable to;	
AM	0
Save as;	F2
ML	7
XP	75
TT	P+S(B)
Body Weight	100 LBS



When green slime drops on a victim (or is stepped on), the victim can usually burn it while it is dissolving armor and clothing. If it is not burned off, the victim will turn completely into green slime 1 to 4 rounds after the first 6-round (one minute) period. This will be done in 25 hit points each round. Burning does 50% damage to the green slime and 50% damage to the victim. A victim turned partially into green Slime, will be completely cured after a Cure Disease spell, but will have lost an amount of hit points equal to the amount of hit points the creature turned the victim into green slime.

Ecology:

Green slime is an infestation that all creatures avoid; it is burned out of caverns or mines if found. Once it has infected an area, it has a tendency to grow back, even after being frozen or burned away, because dormant spores can germinate years later.

Main Predator; Green Slime Guzzler (small creature immune to all green slime attacks. Loves earwax)
Main Prey Any.



A hideous growth, green slime is bright green, sticky, and wet. It grows in dark subterranean places on walls, ceilings and floors.

Combat:

This slime cannot attack but is sensitive to vibrations and often drops from the ceiling onto a passing victim. Green slime attaches itself to living flesh and in 1-4 melee rounds turns the creature into green slime (no resurrection possible). Green slime eats through one inch of wood in an hour, but can dissolve metal quickly, going through plate armor in three melee rounds. The horrid growth can be scraped off quickly, cut away, frozen, or burned. A *cure disease* spell kills green slime, but other attacks, including weapons and spells, have no effect.

Habitat/Society:

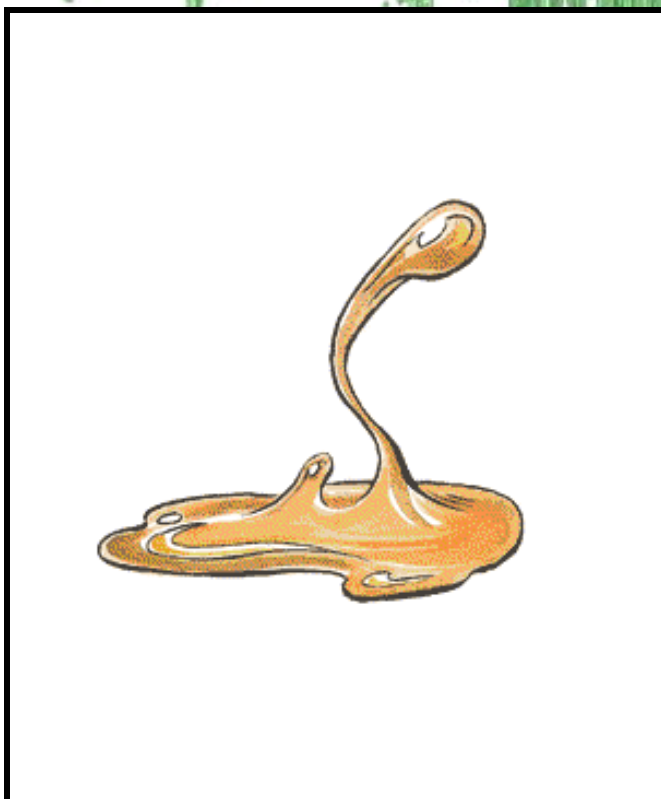
Green slime hates light (yet it can be found floating on water surfaces like a weed, apparently unaffected by the sunlight, other than becoming more brown-green colored) and feeds on animal, vegetable, and metallic substances in dark caverns. Since it almost doesn't move (mostly it flows with currents in water or crawls through dungeons and resides on a warm and moist spot with lots of animal traffic), this slime becomes active only when food comes to it. Sunlight dries it out and eventually kills it; sun-based spells give normal damage. Occasional huge slimes or colonies of dozens have been reported.

Green slime cannot be harmed by any attacks except fire or cold. It dissolves cloth or leather instantly, wood and metal in 6 rounds, but cannot dissolve stone. Green slime often clings to walls and ceilings and drops down by surprise. Once in contact with flesh, it sticks and turns the flesh into green slime. It cannot be scraped off, but may be burnt off (or treated with a Cure Disease spell).



Mustard Jelly (*Plasmodiophoridus mustardii*)*

Pudding	Mustard Jelly*
Type	Lowlife (Ooze)
Climate/Terrain	Subterranean
Frequency	Rare
Organization	Solitary
Activity Cycle	Any
Diet	Any
AL	N
NA	1
Size	L; 9' to 12'-diameter
ST	17
IN	5
WI	1
DX	1
CO	22
CH	1
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	7*+14
HP	7d8+14
MV	90'(30')
SW	120'(40')
THAC0	13
Attacks	1 strike
Damage	5d4
Attacks	2 strike
Damage	2d8 each
Special Attacks;	Acid Surprise
Special Defenses;	+1 or better magic to harm Electrical & Magic Missile let it Grow Gaze attacks, Telepathy
Immune to;	Poison, Polymorph Acid, partially to Cold
Extra Vulnerable to;	0
AM	10%
Save as;	F4
ML	12
XP	1025
TT	V
Body Weight	5600 LBS



The mustard jelly is a strain of, or perhaps a relative of, the ochre jelly. The monstrous amoeboid mustard jelly, however, is far more dangerous. The only clue to its presence is a faint odor not unlike that of blooming mustard plants. That and its translucent yellowish-brown color give it its name.

Combat

Normally, a mustard jelly attacks by forming a pseudopod of its acidic substance and striking with it.

Those nearby must save vs. poison each round, however, for the monster exudes a vapor within a 10-foot radius, and this toxic stuff causes victims to become lethargic and move at half-normal speed unless they save against the effect. Toxic effects last 2 rounds and are cumulative.

This large creature is able to divide itself into 2 smaller, faster halves (move 120' (40')). Each is capable of attacking as well, but each has only half the hit points of the whole. A mustard jelly can, for example, flow into a room, divide itself into halves which are able to attack independently and simultaneously, and then form itself into a singular shape in order to surround a pillar which its prey has climbed. It cannot move through small spaces, however, and it cannot move along ceilings as an ochre jelly can.

Mustard jelly is impervious to normal weapons and electrical attacks and magic missiles cause it to grow. The mustard jelly gains hit points equal in number to the damage rolled. Cold causes only half damage; other attack forms are normal.

Habitat/Society;

Although not unintelligent, mustard jelly is not known to value treasure of any sort. Of course, it is possible that some treasure might remain after a victim has been devoured. . Main Predator; Green slime guzzler, Black Pudding Main Prey Any.

Bloodbloater Aquatic Ooze (*Plasmodiophoridus fluctuosis*)*

pudding	Bloodbloater ooze*
Type	Lowlife (Ooze)
Climate/Terrain	any notcold water
Frequency	Rare
Organization	swarm
Activity Cycle	Any
Diet	omnivore
AL	N
NA	1
Size	S; 8"
ST	10
IN	0
WI	1
DX	13
CO	22
CH	1
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	1*
HP	1d8
MV	15/5'
SW	90'(30')
THACO	13
Attacks	1 strike
Damage	1
Special Attacks;	Blood drain
Special Defenses;	+1 or better magic to harm mind effects, acid, sleep, paralysis Poison, Polymorph
Immune to;	
Extra Vulnerable to;	Fire
AM	10%
Save as;	F!
ML	12
XP	50
TT	0
Body Weight	12-18 cn



The bloodbloater ooze is a fairly small, flat, disk-shaped ooze about 8 inches in diameter with a bulge at the center. It is milky white with flecks of red.

Individually, a bloodbloater ooze poses little threat. However, these oozes tend to congregate in swarms of about several hundred creatures, and as such can be quite a menace to unwary swimmers.

Although the aquatic oozes normally live in the waters of the oceans, they can also lurk in deep, dank underground areas with stagnant pools of water. They are mindless, generally content to float with the current and eat whatever happens to pass within striking distance.

Combat

Aquatic oozes attack any creature they encounter with little regard to their own safety. An ooze is blind, but senses its surroundings by a form of Tremorsense and scent. This allows them to fight as well as a sighted creature. Through this ability, it can discern objects and creatures within 60 feet (unless they are flying above the water). An ooze usually does not need to turn towards the source of its sensory detection, as like a gray ooze, it has sensory pits all over its body, scenting, feeling and thus detecting in all directions (except above the water) at once. A bloodbloater swarm simply swims around or slithers over its target and begins to drain blood at 1hp / round per ooze. Bloodblockers have no concept of saturation; upon becoming engorged on blood (and turning milky red in color); they continue to feed as excess blood is forced out of their bodies and into the surrounding water (enabling other bloodblockers to feed on that).

Aquatic oozes are immune to mind-affecting effects, poison, acid, sleep, paralysis, stunning, and even polymorphing. A critical hit does not bring more damage (in any form) to them.

As natural swimmers, they can easily avoid any hazard, even if distracted or endangered. (Like waterfalls).

Habitat/Ecology

These creature are themselves greatly eaten by many fish from underneath the water surface, these fish have learned the hit and run tactic, which works easily against these surface floating creatures.

Main Predator; predatory fish, main prey; any warm or cold blooded creature.

Ochre Jelly (*Plasmodiophoridus aureatus*)

Ooze, Slime, Jelly	Ochre Jelly
Type	Lowlife (Ooze)
Climate/Terrain	Subterranean
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any
Diet	Omnivore
AL	N
NA	1d3
Size	M; 4'-7'
ST	15
IN	0
WI	1
DX	1
CO	22
CH	1
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	5*
HP	5d10
MV (Floating)	30'(10')
THAC0	15
Attacks	1 strike
Damage	2d6
Special Attacks;	Acid
Special Defenses;	0
Immune to;	Charm, Hold, Illusions Gaze attacks, Telepathy
Extra Vulnerable to;	0
AM	0
Save as;	F3
ML	12
XP	300
TT	nil
Body Weight	5600 LBS



This monster resembles a giant amoeba, consisting of a thick, porous, ochre or golden sludge stiffly built up into the amoeba shape. It lurks in dungeons, slowly sludging its way along floors, walls and ceilings alike, under doors and through cracks, seeping through darkened corridors, through cracks and under doors, searching for flesh or cellulose to devour.

Their form allows them to travel on walls and ceilings and drop on unsuspecting prey.

An ochre jelly is amorphous in form, having an outer elastic 'skin' or bag of tough, translucent cells, ochre in color. Inside the skin is a large mass of fluid—the main bulk of the creature. This fluid is thick, soupy stuff.

Stabbing an ochre jelly won't cause the stuff to drain away quickly, like the way a wineskin loses its contents if punctured; fluid will ooze from the wound until excess skin cells (produced from the cellulose the creature devours, and carried around in little globules inside the fluid) arrive to patch the leak. In this fashion, an ochre jelly can heal any wound it suffers from an edged weapon within $d8 + 4$ rounds. A wound from a blunt weapon is more traumatic, rupturing a greater number of skin cells and taking $1d10 + 10$ turns to close. In either case, the hit points lost when the wound was suffered are regained when it is healed.

An ochre jelly can grow to a diameter of about 15 feet—a surface area equivalent to a 6'—diameter circle—and a thickness of about 3 to 6 inches. A typical specimen weighs about 5600 pounds. Because of its construction, an ochre jelly can squeeze through any crack large enough to permit a thin 'wafer' of skin cells (both sides) and internal fluids to pass—about an inch in width is required for an average sized jelly. The creature's movement rate is only $12\frac{1}{4}'$ when it compresses itself to travel through an opening smaller than the jelly's normal thickness.

When it moves, it does so by extending one or more pseudopods of skin and fluid, becoming elongated in the direction of movement, and setting up a rippling motion that enables it to 'slosh' forward by means of inertia.

Ochre jellies can adhere readily to walls, ceilings, glass, and so forth, they do not seem affected by water, wine, oil, grease, and the like, and have never been observed to slip, but their grip on surfaces is not strong enough to enable them to pull open chests, armor, closed doors, etc., and they can be readily scraped or shoved off of a surface by a creature of at least average strength.

Combat:

When an ochre jelly comes into contact with any consumable (i.e., living or once-living) substance, a number of one-way valves in the creature's skin surface will open, and globules of the corrosive digestive fluid inside will be expelled onto the prey. This fluid seems to be a sort of acid-based enzyme which first eats away and then breaks down (by chemical reaction) the flesh or cellulose. The ochre jelly then reabsorbs the digestive fluid at the same time that it ingests the nutrients, through a set of similar one-way valves that work in the opposite direction. These valves are very only letting in the fluids that the selective, ochre jelly 'intends' to absorb; the creatures have been encountered in coastal salt waters, and in order to subsist in such an environment, they must be able to prevent the taking in the water with which they are surrounded.

Ochre jellies attack thus by attempting to envelop its prey. Its secretions dissolve flesh, inflicting $1d10+2$ points of damage per round of exposure. While a lightning bolt will divide the creature into one or more smaller jellies, each doing one-half normal damage, fire- and cold-based attacks have normal effects. They can destroy wood, leather, and cloth in 1 round, but cannot eat through metal or stone, they however, corrode iron or copper objects.



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As so often happens with the unique body fluids of certain mysterious creatures, the acid-enzyme secreted by an ochre jelly becomes inert if the creature is killed or the fluid is somehow prevented from being reabsorbed by the body. This neutralization of the fluid takes place immediately upon the death of an ochre jelly, or if the creature is forced to abandon partially consumed prey (which is why a victim's flesh does not continue to dissolve if the jelly is killed or pushed off). Similarly, the skin of an ochre jelly loses its distinctive properties after the creature is killed and cannot be salvaged for any useful purpose.

An ochre jelly can and will instinctively flow over or around its prey, enveloping it so as to retain contact if the target moves or struggles. If the creature is attached to a wall or a ceiling, it can send out pseudopods to contact something edible that is below or beside it. Once having made contact in this fashion, the jelly can detach itself from the wall or ceiling and flow onto the victim.

An ochre jelly can be damaged by cold or fire-based attacks. Severe cold (freezing temperature or lower) of a lasting nature will further impair the creature, slowing its movement rate to 21'7' and adding 1d4+1 rounds to the time required for it to heal a wound, since its internal fluids cannot flow as freely to reach the affected area. (Note that a cone of cold spell, to name one example, is not cold of a lasting nature, since the spell's duration is instantaneous.) Any single firebased attack that does damage equal to at least one-quarter of the creature's maximum hit points will cause a wound that takes 1d10 + 15 rounds to heal, and for 4-7 rounds following the attack the ochre jelly will lose 3 hit points per round as fluid continues to leak from the wound. Fire damage of less severity will take 10+1d10 rounds to heal, the same as for a blow with a blunt weapon.

The sudden application of intense electrical energy (such as a lightning bolt or magical or natural origin) does not damage an ochre jelly; instead, this serves to increase the creature's metabolism and cause it to divide immediately (within the round following the electrical contact) into a number of smaller jellies, each identical to the original creature in all respects except for size and damage; they are capable of doing 2-6 (d4 + d2) points of damage per attack. The number of 'offspring' created is usually (75%) 2-4, but occasionally as many as 4+1d4 are produced. These smaller jellies will grow into normal-sized creatures (doing the usual 2d6 points of damage) within 1d3 months after the split occurred. In rare instances, an ochre jelly will split 'voluntarily' into two equal-sized creatures (each doing normal damage), but only when the original creature is of huge size.

Habitat/Society:

An asexual creature, the ochre jelly is a solitary beast that is occasionally found with its own divided offspring. It lives only to eat and reproduce. Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hp (round down). A jelly with 10 hp or less cannot be further split and dies if reduced to 0 hit points.

Senses

The creatures are non-intelligent and have no visual organs as we know them. They can detect heat, vibrations, and the scents of organic substances, and will move in the direction from where these stimuli come (in the order given; ochre jellies apparently prefer live humans or animals as prey, but can 'smell' wood or plant growth, or corpses, if no live creatures are in the vicinity). They can sense the heat of a torch flame at a range of 500 feet, and the body heat of a living animal from 100 feet away; their sensitivity to vibrations (such as those caused by footsteps) or scents has a range of at least 500 feet, and often much farther depending on the severity of the vibration or the intensity of the odor; for instance, an ochre jelly can detect a troglodyte, by its scent, from several hundred yards away.

Ochre jellies will move mindlessly toward any stimulus, but will not voluntarily come into direct contact with any stimulus (such as a flame) that can damage them. In the absence of any detectable stimulus, an ochre jelly will continue to flow in the direction it is heading until forced to turn or double back on its path because of an obstacle;

Ochre jellies grow slightly every time they feed, but do not shrink when they go without food, and they can survive for several weeks on little or no nourishment. No example is known of an ochre jelly that died of 'old age' perhaps they do not age (as we understand the term), or perhaps they decompose quickly when they die in this manner, thus leaving no evidence of their passing.

An ochre jelly cannot be poisoned or intoxicated or otherwise adversely affected by attacks with purely fluids (including acid but not including flaming oil). It will absorb all such fluids, 'walling' them into globules surrounded by excess skin cells, suspending them within its internal body fluid, and holding them harmlessly until it is not feeding on prey or involved in combat, whereupon it will expel them through the same openings that release its digestive fluid. A physical attack upon a jelly that ruptures a globule of this stored fluid may cause its contents to squirt out at the attacker.

Ecology:

Voraciously dissolving all types of carrion and trash, this monster is sometimes tolerated in inhabited subterranean areas for its janitorial services, but this activity is difficult to organize and is usually not appreciated by the inhabitants because of its danger.

. Main Predator; Green slime guzzler, Black Pudding Main Prey
Any

Due to its unusual body chemistry, it has no need to breathe. It has no eyes, and is therefore impervious to gaze and blindness attacks. It has no mind, and is therefore not detectable via telepathy. An ochre jelly has no limbs and no head. It cannot pick up objects. It is acidic if eaten. They can under special circumstances grow out to be a maximum of 18 HD. For each HD more than 5 they gain 1d10 hit points. Use the next experience table to find their corresponding xp points. All other statistics remain the same.

HD	Xp	THAC0
6*	500	14
7*	850	13
8*	1200	12
9*	1600	11
10*	1750	10
11*	1900	10
12*	2125	9
13*	2300	9
14*	2500	8
15*	2700	8
16*	2950	7
17*	3150	7
18*	3475	6



Slithering Tracker (*Mycetozoa arcanum*)

Ooze, Slime, Jelly	Slithering Tracker
Type	Lowlife (Ooze)
Climate/Terrain	Subterranean
	Corridors
Frequency	Rare
Organization	Solitary
Activity Cycle	Any
Diet	Living Plasma
AL	N
NA	1
Size	S; 3'long
ST	9
IN	9
WI	9
DX	1
CO	9
CH	1
Languages	0
Spellcaster Limits;	0
AC	5
AV	0
HD	5*
HP	5d8
MV	120'(40')
SW	120'(40')
THACO	15
Attacks	1 strike
Damage	0
Special Attacks;	Paralysis Surprise
Special Defenses; Immune to;	Transparency Charm, Hold, Illusions Gaze attacks, Telepathy Poison, Polymorph Acid, Cold, Heat, Fire Material attacks 1damage only
Extra Vulnerable to;	0
AM	0
Save as;	F2
ML	11
XP	300
TT	C
Body Weight	500 LBS



It is called by such names as 'The Invisible Death' or 'The Creature That Follows The Doomed', and other fanciful phrases that suggest a thing of claws, fangs, and scaly limbs. When referred to by its mundane name, the Slithering Tracker is not nearly so imposing and, indeed, it is not a vicious-looking creature, when it can be seen at all.

Close examination of the beast reveals it to be rather like a giant tadpole in appearance. Its transparent, semi-fluid jellylike body is customarily shaped into a blob with a long, sinuous tail. The body is amorphous; enabling it to pass through small gaps and holes, but it prefers to assume its tadpole like form whenever possible.

The creature exudes a very faint, sweet, 'earthy' body smell, detectable only from inches away. The subtlety of its smell, sounds of movement and appearance are such that it is virtually undetectable in the dimly lit subterranean areas it inhabits.

Almost invisible and quite intelligent (especially for a slimelike creature), the tracker will lie in wait for prey in an advantageous location, such as in a cozy, apparently safe sleeping cavern, or at the bottom of a pit trap. It can grip and travel upon walls and ceilings and apparently can drop any reasonable distance without harm because of its form. When it moves, a tracker is almost silent except for the faint slither of its tail.

The standard body size for a slithering tracker is 2½ feet, or (for smaller specimens) roughly ½ foot of length for every hit die. When at rest, the body is in a flattened spherical shape; when in motion, it takes on a teardrop shape, bulkier at the leading edge. The tail which the tracker sends out to aid it in movement is in addition to its body length, tapering away from the direction of movement for a length of 4 or 5 feet in a full-grown specimen. The tracker cannot make abrupt changes of direction while in motion; to reverse its course, or even to make a 90-degree turn, it must come to a full stop for one round and then start off in the new direction. When one is trapped or cornered, it will make the best possible use of its natural defenses (transparency, body flexibility, and near-silent movement) to attempt an escape.

Movement

A slithering tracker forms a tail to aid it in rapid movement; the tail propels the creature along with a snakelike gripping and wriggling motion, at a rate of 120'/40' per round. It will also form a tail (or two protrusions, at opposite ends of its body) with which to anchor itself by wrapping around objects, so that it can form a barrier across a hole or a trail to stop and entrap small animals. If it is not employing a tail, a trapper can only 'creep' like an ochre jelly, through cracks and holes as small as a rat hole, at a rate of 30'/10' per round. It will always form a tail and move faster than 30'/10' per round when it is tracking prey; the tail will 'disappear' when the creature attaches itself to a victim, or when the trapper is stationary for longer than one round.

They move completely silently across all surfaces, simply oozing slowly over all bumps and turns.

Invisibility

Slithering trackers are transparent, plasma-draining jellies found in many dungeons and other dark places. They are not invisible per se, but are instead made of a transparent jelly-like material. Thus they are almost impossible to detect normally (only a 5% chance of happening to notice one). Under outdoor conditions, not brilliantly sunlit, there is only a 5% chance of detecting a slithering tracker by normal visual means. This chance increases by 45% when the creature is on clear sand or stone of a solid color under bright sunlight. (Subtract 5% or 10% if the undersurface is mottled in hue or appearance, and further 5% increments as the light grows fainter or more diffused by overhead foliage, and for other conditions that inhibit full normal visibility.) A tracker is thus, at best, only detectable on a 50% chance—under optimum conditions—to anyone not having a means of detecting or contacting an animal mentality, or the ability to detect invisible (in this case, transparent) objects or creatures.

No tracker will voluntarily put itself in such optimum conditions (few will even venture outdoors at all, if they can help it) and the chance for detection is usually much lower than the optimum 50%. A trapper's body takes on the same temperature as its surroundings; as such, the creature is not detectable by infravision except during one of its attacks, or for a period of one turn (10 minutes) after it has drained plasma from a victim.

Even if a tracker is detected once, that doesn't mean the creature will remain visible indefinitely. It is easier to see when it is moving (add +10% to +20% to the base chance of detection, depending on lighting and terrain), but still may be able to slip away from an attacker. It is very difficult to keep track of a tracker long enough to kill it with normal weapon blows, since several different strikes over a span of several rounds would be needed. One effective tactic is to immobilize the creature with hold monster or similar means, then successfully detect it where it lies (if that is not already known) and smash away. Of course, the tracker's natural transparency can be easily offset by dousing it with dye or covering it with soot or dust; this will not suffocate the creature or inhibit its movement, but will certainly make it visible to anyone within sighting range.

Combat:

Trackers seem to prefer dwarves, humans, and giants as prey, in that order, over other creatures, presumably because of the physical make-up of their plasma. A tracker will always attack sleeping or unconscious targets in preference to other sorts. They prefer to attack sleeping, solitary, or unconscious creatures, as their main weakness lies in the extended duration of their attack form.

It will not attempt its plasma-drain attack against a conscious target who makes a saving throw vs. paralyzation and is thus still mobile; in fact, it will not attempt to make contact with conscious, mobile targets of Halfling-size or larger unless it is starving and desperate.

If this happens, a mobile victim can easily and quickly (by pulling, scraping, burning, etc.) break a tracker's draining contact, leaving only a red, tender, non-bleeding area where contact with the tracker has resulted in the loss of skin layers. This reddened area is usually no larger than the circle described by an outstretched hand, and this is roughly the amount of exposed skin that must be available for the tracker to attach itself.

Paralysis

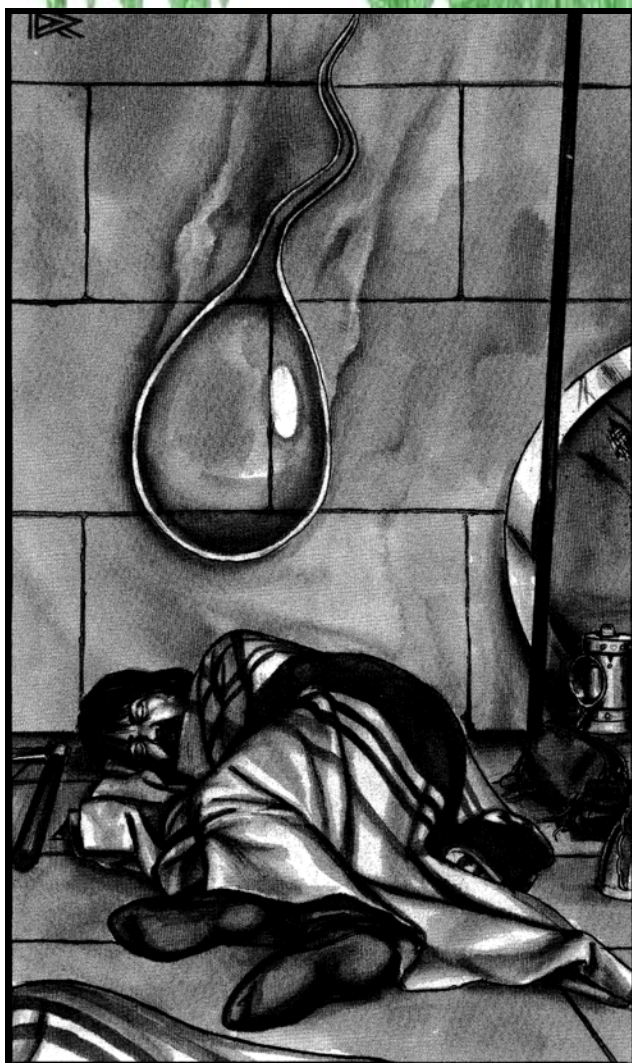
A tracker feeds by first paralyzing an opponent with a fluid produced by its body cells, forcing this liquid into the victim through the pores of its skin, and then using a second fluid to actually erode the hide or skin of its victim, so that the creature can absorb the plasma from the victim's blood. Both the paralyzing substance and the fluid which effects the draining of the victim are produced automatically within the creature's body from any meal the creature consumes, the remainder of its fare being converted to energy for bodily activity, and sometimes being used to make itself stronger or larger. No known alchemists can duplicate either of the tracker's fluids in the laboratory, but they eagerly make use of the former as an ingredient in the inks for the scribing of the paralyzation, hold person, and slow spells. Assassins, and alchemists in their employ, prize the skin eating substance for use in the manufacture of caustic poison mixtures. These substances are present in each and every cell of the creature, and not collected in specific areas or organs; however, they do readily settle and separate one from the other if a trapper's fluids are collected.

The secreted paralyzing substance immobilizes the victim on contact for 12 hours if a saving throw vs. paralyzation fails. The slithering tracker then covers the entire body of its victim and slowly draws all of the plasma from the creature (killing the victim in the process, of course). It can drain a man-sized creature in one hour, leaving a totally dried out husk of organic matter (everything not plasmatic).

The slithering tracker does not wrap itself around a victim, except possibly to curl its body around a patch of exposed skin on an arm, leg, or face; and it does not attach itself along the entire contacting surface of its body, even if a large area of exposed skin (such as a bare torso) is available. This is the main reason why it can be detached with relative ease.

A tracker requires 6 uninterrupted turns to entirely drain a paralyzed victim.

A victim who is sleeping normally (not under a magical effect) will awaken on the round when the tracker attaches itself, whether or not the victim saves vs. paralyzation. An unconscious victim will not revive as a result of the tracker's attack, unless the victim would have regained consciousness anyway at some point during the 6-turn time span of the plasma drain. A victim who suffers the plasma drain will lose one-sixth of its then-current total of hit points at the end of every full turn following the onset of the attack (round fractions up) for 5 consecutive turns; assuming the plasma drain continues uninterrupted. At the end of the sixth turn, the victim loses all remaining hit points down to zero. The tracker will detach itself at this point, and if unaided the victim will continue to lose hit points at the rate of 1 per round thereafter until one more turn has passed, at which point the victim (assuming a character or other humanoid) is dead. The creature can always tell whether or not its paralyzation attack has succeeded and it will not attempt to begin draining the plasma from an intended victim who makes his saving throw; instead, it will move away as rapidly as possible, trying to get out of range of a sleeping target before it awakens.





The save vs. paralyzation, which any intended victim is entitled to, represents the chance that the intended victim has a temporary immunity to the tracker's fluids, because of the target body's present chemical balance, and because of the target's innate resistance to paralyzation attacks; this natural resistance is stronger for those of relatively high levels of experience or large numbers of hit dice. A target that has proven to be immune for the moment will not have to save again during the same engagement, and a tracker (unless desperate) is not foolish enough to attack the same victim twice in rapid succession. But if a target is attacked twice by different trackers, he must save twice to remain unaffected. A second save is required against the same tracker if a target meets the creature more than one day after the initial encounter.

Splitting

Two events can cause a tracker to be split apart in battle; in either case, a hit from a slashing weapon (short sword or larger) is required. If an attack roll is one less than the minimum number needed to score a hit, the tracker takes no damage but is split into two creatures of identical size and hit points. Or, if a hit succeeds and does at least 6 points of damage, the creature is split into two equal-sized pieces, each with half of the remaining hit points (assign odd hit points to one half or the other).

Example: A tracker of 5 hit dice, with 26 hit points, is cleaved in half by a blow from a longsword that does 8 points of damage. The result is two smaller creatures with 9 hit points each, now effectively 2 HD monsters (figuring $4\frac{1}{2}$ hit points = 1 hit die). Note that when a tracker is forming a

pseudopod, the entire body of the creature may have more hit points (and, effectively, more hit dice) than would otherwise be normally possible. A 5 HD tracker with maximum hit points (40) could form a pseudopod and nurture that tracker-to-be, until the 'baby' acquires 14 or more hit points, at which time it will separate from the parent. In the meantime, the reproducing tracker would be treated as a monster of as many as 7 hit dice, with a possible maximum of 53 hit points.

Habitat/Society:

Trackers are solitary, never merge with or fight other trackers, and inhabit a specific territory or range that they come to know very well, patrolling it regularly and recognizing instantly when some feature of it has changed. The tracker tolerates scavenger creatures who remove the bodies of its victims, but before abandoning a body it attempts to retain loose objects that might be recognized as treasure, so as to lure more prey in the future. A tracker lair is typically a tiny, irregular cavern too small for an attacker to effectively harm its occupant, located at the intersection of beckoning trails of treasure. A tracker can 'burrow under' loose objects and carry them along for a distance before depositing them elsewhere, and in certain circumstances might lie dormant with treasure spread on top of itself.

Other Slimes

Since they possess no attack form capable of harming other trackers, territoriality is a question of first-come, first-serve. Being the most intelligent of all slimes and jellies, it would seem natural that slithering trackers would establish themselves as the leaders of the rest. But jellies and slimes lack both the means of communication and the intelligence to band together. They remain on the lower end of the monster food chain, serving as scavengers that kill the weak and stupid, leaving the larger creatures for major predators in the dungeons they inhabit. In fact, slithering trackers often hide themselves in the lairs of large monsters, which are known to kill far more than they can eat at a sitting. The tracker waits until the beast goes to sleep or departs and then it sucks dry the morsels left over. Many times the victims are merely unconscious instead of dead—at least until the tracker gets to them. And on more than one occasion, monster-slaying players have left a hoard guarded by a comrade, while they go for help, only to return to find their friend mysteriously dehydrated, with all of the treasure still in the lair.

Senses

A tracker has apparently keen senses, and once tracking intended prey by scent, will leave its territory and travel several miles, by dint of tenacity and perseverance in pursuit. It can think logically enough to deduce the probable destination of a target if the trail is wiped out by running water, heavy rain, or other means, but will not pursue if a large body of water intervenes, or if its quarry takes to the air. Trackers have no eyes as such, but possess an infravision sense that enables them to locate warm-blooded bodies in a 60' range. They are fairly keen receptors of odor, able to home in on body scents from 120' away with enough accuracy to discern the general direction they must take to keep on tracking their prey. They can sense even faint vibrations up to 160' away, even something as innocuous as the tapping of hard boots (but not soft ones) on a stone floor.

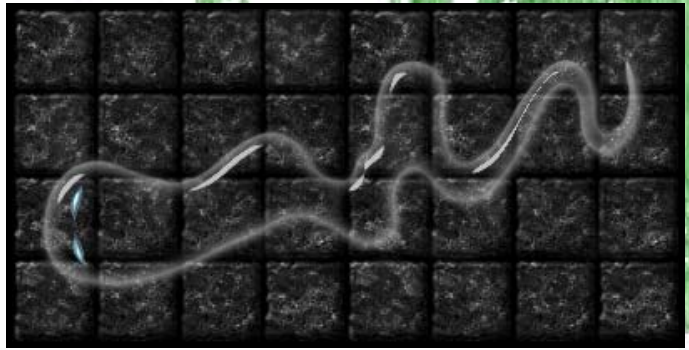
A tracker's brain cells are located in various areas of its amorphous body; it has no special, vulnerable area. It can re-form if its bulk is separated in battle or misadventure, flowing together, or its various pieces attacking in combination, like fingers of a closing hand. Such disembodied pieces will never voluntarily go off to seek their own territories; although they can survive permanently if of sufficient size, they will first seek to reform once more into the full creature.

Whether these creatures can hear, and if so, understand speech, is a matter of great and continuing debate among local sages and naturalists. It is suspected that they do hear, in a limited way, but no unquestioned proof has been set forth on either side of the debate.

Healing

A tracker can gain new hit points (or regain lost ones) by draining plasma from a victim, at the rate of 1 hit point per turn of draining. (The rest of the plasma is simply used to enable the creature to 'eat its fill' and maintain normal bodily functions.) Depending on its size (number of hit dice), each tracker has a maximum number of hit points it can attain. This figure is determined by rolling a die or dice every time the tracker qualifies to grow into a larger hit-dice category. The creature can then absorb hit points from its plasma drain until it attains that maximum figure. If a tracker has taken damage, 'plasma points' are first applied to bring the creature back up to its maximum number of hit points.

When there is no damage to be offset, these points may be used (by a 5 HD creature) to begin or accelerate the formation of a pseudopod, feeding it until it acquires 14 hit points (3 x 4½, rounded up) and thereby qualifies as a 3 HD monster that can live on its own. Hit points that cannot be applied for one of these specific purposes are simply wasted. Example: A tracker pseudopod has just reached 14 hit points and separated from its parent. The DM rolls 3d8 to determine the maximum number of hit points this creature can attain as a 3 HD monster; if the result is 14 or less, then the tracker is already at its maximum strength and will never grow any larger. If the dice roll is 15, 16, or 17, then that is the creature's maximum hit-point figure, and it can never be more than a 3 HD monster. If the roll is in the range of 18 to 22, the creature is able to attain that many hit points and, upon doing so, will qualify as a 4 HD monster. Upon reaching 18 or more hit points, the tracker is entitled to another d8 roll for additional hit points, and if the total of all the rolls is 23 or more, the creature will eventually be able to attain status as a full-sized 5 HD monster. Finally, when it gets to 23 hit points, it is entitled to one more d8 roll to determine the absolute maximum number of hit points it can attain. Note, again, that only a 5 HD tracker has the ability to form pseudopods and reproduce. In general, the intensity of a tracker's appetite depends on how many hit points it currently lacks to fill its needs. A wounded creature, despite its condition, will be obsessed with bringing itself back to full strength, and trackers do not regain lost hit points by resting. As stated in note 4 above, tracker fragments of less than 2 HD will be ravenous, since they literally need food to have a chance of surviving. A tracker that is not wounded but has not yet attained its maximum potential strength (see the example in the preceding section) will hunger to do so, and will leave its territory in pursuit of prey. A creature currently at its maximum strength will not be eager to take chances, but won't turn away from a meal. In any event, a tracker must consume a full meal (one M-sized creature worth of plasma, or more) once per month, or it will lose hit points at the rate of 1 per day as its body begins to atrophy. And the more hit points it loses, the hungrier it gets.



Ecology:

There are two theories regarding the origin of slithering trackers. The first and most likely one is that slithering trackers are just advanced forms of the other jellies, fortunate enough to have developed a transparent plasma body and a modicum of intelligence. Like most jellies, they reproduce asexually when the time and quantity of food allow for it. The second, more dubious theory is that slithering trackers were created, not born. Their high intelligence seems to lead many knowledgeable sages to believe that the creation of a slithering tracker is a hideous process, involving the transformation of a living human being. Certain legends seem to support this assertion, as there are many accounts of dark wizards removing the bones of their enemies, turning them into hulking masses of jelly-like flesh. While it is certain that no respectable wizard (good or neutrally aligned) would resort to creating such horrors, it is just as certain that there are many practitioners of the darker arts who have performed much worse experiments. It is possible that somewhere deep in the bowels of some long-deserted wizard's dungeon, there lies an ancient diary, with a detailed account of the terrifying curse of the tracker. This creature did not exist prior to 72 AC, and was first sighted in Darkwood Alphatia, seemingly confirming the hypothesis of creation. There are tales of abnormally large slithering trackers that live in the deep recesses of the Underground regions. Such monsters are often said to lurk around the edges of great underground civilizations, growing to vast size on the abundance of prey.

Reproduction

A tracker reproduces by budding. When specimens of full size gain further substance, they form excess body cells and place these in a pseudopod. All excess food (unless the parent creature is injured and reabsorbs these needed cells to maintain itself) is converted into more cells for this 'bud'. Such cells differentiate, and the pseudopod takes on the form of a second, miniature tracker joined to the first. When this is of sufficient size, the tracker produces brain-function cells for it, and these are passed into the 'baby', which acquires limited sentience and begins to gain some control over its own form and actions. When it has mastered its form and gained strength, the parent tracker shakes free of it, and, after the initial shock of sudden, total self-control and loneliness, it will go its own way.

'Full size' in this context means a creature with 5 hit dice, or 23+ hit points. A 'baby' of 2 hit dice, or 9+ hit points, is of sufficient size to acquire brain cells and limited sentience. The production of a pseudopod and specialized brain cells is instinctive when the creature is under the right conditions, but only a full-sized tracker of 5 HD can reproduce in this fashion. A parent instinctively parts from its pseudopod when the latter achieves 3 hit dice size, or 14+ hit points.

If a tracker is split into two or more smaller portions, its disembodied pieces will seek to re-form if possible, searching around in a small area (about 12' diameter) for their fellows. These disembodied pieces can survive if of 2 hit dice (9+ hit points) or more, but if less than 2 hit dice, they will die in 1d20 +11 turns from lack of a sufficient number and balanced order of body cells. Such 'doomed' fragments will be ravenously hungry, instinctively seeking sources of plasma, and will attack all likely targets encountered (conscious or not) without caution, for if they absorb enough plasma, they may be able to grow to a stable size and survive.

Main Predator; Green slime guzzler, Black Pudding Main Prey Any

Area

Trackers seem to have a marked aversion to large bodies of water, but why this is so and precisely what effects water may have on them are matters unknown to this chronicler. Some sages believe that trackers instinctively fear strong currents and coastal tides and breakers, which may have the power to tear apart and forever scatter their jellylike bodies, while other sages assert that it is simple prudence: unlike those of the jellyfish, a tracker's fluid defenses may be weakened or dissipated entirely by water, and in such circumstances even small fish could readily devour it. (There was never a success in neutralizing the creature's paralyzing fluids with water, but then, neither is a tracker being encountered and thus recorded, or attacking an adventurer, when the adventurer was immersed or swimming in water.)

A tracker will move into a heavily populated area if it can find a place for a good lair, where it believes it can remain undetected if it wants to. In pursuit of plentiful prey, it will leave its normal territory without hesitation, but will only do so in pursuit of men or larger creatures, and only out of starvation or desperation, not chasing off after every animal that happens past.

Pudding (*Dictyosteliida* species)



A pudding is a nonintelligent blob several feet in diameter. Puddings are voracious, pudding like monsters composed of groups of cell colonies that scavenge and hunt for food. They typically inhabit ruins and dungeons. Puddings are always hungry; they will attack any creature they come across. With their corrosive touch, they inflict acid damage to living things, and can dissolve wood and corrode metal in one turn. They cannot affect stone. They can travel on ceilings and walls, and can pass through small openings. (Passing through a small opening is very slow and usually takes a full turn or longer.) A pudding can only be killed by fire; other attacks (weapons or spells) merely break it up into smaller puddings. However, a flaming sword will cause full normal damage. Puddings normally have no treasure, but gems (the only remnants of previous victims) might be found nearby.

They have the ability to sense heat and analyze material structure from a distance of up to 90 feet to determine if something is edible. Deadly puddings attack any animals

(including humans) or vegetable matter on sight. All deadly puddings are immune to acid, cold, and poison. Lightning bolts and blows from weapons divide them into smaller puddings, each able to attack exactly as the original pudding. Fire causes normal damage, as do *magic missiles*. Puddings can ooze through cracks that are at least 1 inch wide and can travel on ceilings and walls (falling on victims as a nasty surprise) at the same speed as on a level surface.

The pudding moves silently at all times, in a steady flowing motion, over any solid surface. The pudding's movement can perhaps best be likened to that of a rolling ball of clay, if the clay were softened to an almost-liquid state, so that it hugged the floor as it rolled. The pudding can alter its shape and can also move snakelike in a long, thin mass; its soft, pliable body is equally silent when it moves in this manner. In fact, a black pudding can flow over a stone floor strewn with autumn leaves without making a single leaf crunch (it dissolves the leaves as it engulfs them).

The pudding can live underwater, as it can extract oxygen from water as easily as it can from air. However, water dampens its senses and its movement rate, halving them both. Thus, it can sense heat variations up to 45' away, and move at a rate of 30' (10') while underwater. The pudding cannot swim or float but must flow along the bottom of the body of water. Obviously, while underwater, the pudding is immune to fire, and one might think that it would adopt this environment for that very reason. However, water also dilutes its acid attack, reducing its damage per attack to 1d6 instead of 3d6. Once out of water, it takes two rounds to restore the acid strength with one 1d6: thus, after two rounds, it does 2d6 hp damage with each attack, and only after four rounds is it back to full damage.

A blow from a weapon divides a pudding into two smaller puddings, each with half of the original pudding's hit points, but each able to attack as the original. This is because the blow strikes the pudding's soft body and sends it flowing away from the weapon in all directions, which invariably splits the pudding into two or more sections. Once this separation occurs, each piece of the pudding is a separate being, unable to merge into one being. However, the stress from a weapon strike is largely due to its being unanticipated. When the blow lands, it takes the pudding by surprise; it cannot prepare for or prevent its separation into two or more entities. By contrast, the pudding can drop from above and land on the floor without splitting. There are two reasons for this. First of all, it knows exactly what's coming, and what to expect, as it's doing it itself. Second, it's being "struck" by the floor, along its entire length, and this flattens the creature out but does not send it flying in two different directions.

A pudding's senses extend a full 90' in all directions from its body. Within this area, it can distinguish the structural composition of its surroundings. While this sense is not fine-tuned enough to distinguish between different types of creatures, the pudding is aware of any animal or vegetable tissue in its range of awareness. Furthermore, it can tell whether the organic material is living or dead (not that this makes any difference whatsoever to the pudding's eating habits). Once a pudding is aware of a living creature, it will immediately approach this food and attempt to eat it, stopping at nothing to do so (puddings never check morale, and they always fight to the death).

Because puddings have no sense of sight, they cannot be affected by sight-based spells. They cannot be blinded by *light* or *continual light* spells, and *invisibility* cannot mask a creature's presence from the pudding's heat sense; its heat sense is not a form of vision.

Since puddings neither see nor hear, they are completely immune to all illusions with visual or auditory effects. In addition, their blindness makes them immune to such sight-based attacks as a medusa's gaze, and their deafness makes them immune to such sound-based attacks as the roar of an androsphinx. Puddings are also immune to all forms of acid. Their acid dissolves webs (both natural and magical) without slowing their movement rate. Finally, their odd metabolism allows them to ignore the effects of poison and cold. The latter ability is especially true of the white pudding, which thrives in arctic lands.

Puddings range in size from 3' to 8' in diameter. As they eat, they gradually get bigger. Of course, the rate of growth depends on the availability of food, but, regardless of how quickly it reaches reproductive size, the pudding will reproduce by fission at some time after reaching 6' in diameter, and before reaching 9'. Puddings splitting voluntarily (as opposed to as a result of being struck by a weapon or lightning) always form two equally-sized smaller puddings, each with half of the hit points of the parent pudding. Puddings reproduce by fission. They are adapted to live in a wide variety of climates. Puddings starting with 11-30% of maximum possible hit points are 3 feet to 4 feet in diameter; with 31-50% of full hit points, 5 feet wide; with 51-70% of full hit points, 6 feet wide; with 71-90% of full hit points, 7 feet wide; and with 91-100% of full hit points, 8 feet wide. If a pudding is split up so it becomes less than 3 feet wide, it becomes thinner but retains its 3-foot diameter. Because puddings do have mouth openings, the smallest pudding does the same damage as the largest.

Puddings do not need to sleep, a fact which gives them a distinct advantage over their prey, which usually does.

Puddings are nonintelligent, and so always head for the nearest food (animal or vegetable) available. Adventurers not willing (or able) to battle a pudding can usually escape a pudding by throwing some food its way and hightailing it in the opposite direction; the creature will follow the intended prey for a few rounds, but when it no longer detects them, it starts searching for other prey, in any direction possible. It can also be distracted by other prey coming into range.

Each form of deadly pudding is a variety of the better-known black pudding.

Feeblemind Pudding

Enchantment spell

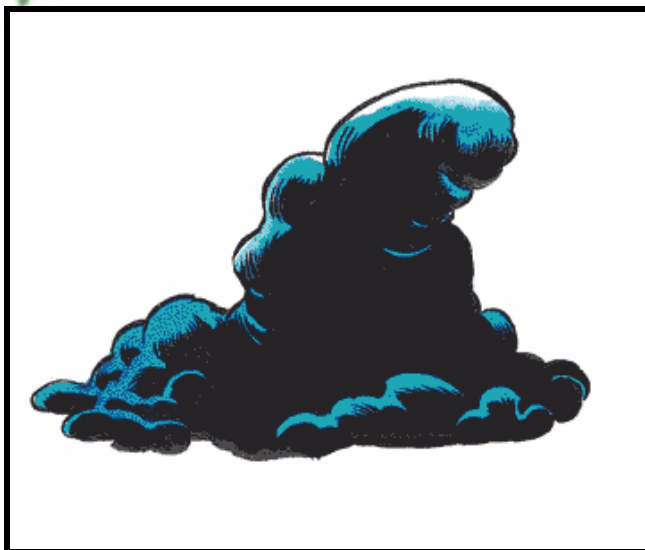
Range: 240'
Duration: Permanent until dispelled or splitting.
Effect: "Programs" a single Pudding to act a special way.
Saving Throw: Negates

This spell will erase all the puddings learning to date. It enables the pudding to learn from the scratch, providing him with a perpetually new market. This spell is used in the so-called "Glantrian Black Pudding Trash Disposals". In these large stone or ceramic jars or canisters a Pudding (and this can be a Brown, Black Green or White Pudding). The jars are specially treated so the Pudding has extremely difficulty to leave it (and making it absolutely impossible when closed). The spell is placed on the pudding, and it will eat any organic material thrown into the canister. There is one inescapable danger to these canisters, and that is not the slim chance that the pudding will escape, since the spell has "programmed" the pudding to eat only what is thrown on it. But that it will slowly grow, and split in two completely new puddings (as if struck by a cutting weapon), with no memories of their last combined form, and it will know only one thing: "Eat food", all other things it has to learn anew. This splitting takes place—depending on the food given—between 5 and 10 months. Other uses of this spell include a pudding to guard a special area, or clean it of all organic materials (like a battlefield or graveyard) before any building takes place on these places. Remember that the basic thought of a Pudding is and always stays: "Food, must eat". It is therefore that Glantrian officials have a control and recasting agreement license (of 100gp/pudding) of this spell that is set a few weeks (or so) after the 5th month of casting this spell. All damages caused by running amok puddings due to usage of this spell without a license will have to be reimbursed. Only with a license one can get an insurance agreement of 100gp/pudding/month, this will reimburse the first 5000gp damages to others only.



Black Pudding (*Dictyosteliida nigrum*)

Pudding	Black	Elder Black
Type	Lowlife (Ooze)	
Climate/Terrain	Subterranean	
	Ruins, Caverns	
Frequency	Uncommon	Uncommon
Organization	Solitary	
Activity Cycle	Any	
Diet	Any	
AL	N	
NA	1(1d4)	1
Size	L; 15' diameter 2' thick L; 40' diameter 4' thick	
ST	17	26
IN	0	0
WI	1	1
DX	1	1
CO	22	28
CH	1	1
Languages	0	0
Spellcaster Limits;	0	0
AC	6	3
AV	0	0
HD	10*	20**
HP	5d8	20d12
MV	60'(20')	60'(20')
SW	120'(40')	30'(10')
THACO	11	2
Attacks	1 strike	1 strike
Damage	3d8	3d6+12
Special Attacks;	Acid 1d8 Constrict 1d8	Acid 2d6 Constrict 2d8
Special Defenses; Immune to;	special Charm, Hold, Illusions Gaze attacks, Telepathy Poison, Polymorph Acid, Cold, Heat, Fire	
Extra Vulnerable to;	0	0
AM	0	0
Save as;	F5	F10
ML	12	12
XP	1750	6500
TT	see below	V
Body Weight	18,000 LBS	100,000 LBS



A black pudding is a non-intelligent blob 5 to 30 feet in diameter. Puddings are always hungry; they dissolve wood and corrode metal in one turn, but cannot affect stone. They can travel on ceilings and walls, and can pass through small openings. A pudding can only be killed by fire; other attacks (weapons or spells) merely break it up into smaller puddings, each with ½ its HD and inflicting half damage. The smallest is 2HD inflicting 1-8 points of damage per blow. However, a *flaming* sword will cause full normal damage. Puddings normally have no treasure, but gems (the only remnants of previous victims) might be found nearby.

Black puddings destroy chain mail in one round, and plate mail in two. This is because the links of chain mail allow the creature to flow through the armor and devour it from all sides simultaneously, whereas plate mail presents a continuous solid surface, and the pudding must dissolve it from one side only. Dissolving weapons works the same way: a sword poked into a pudding can be dissolved from all sides, so it takes the pudding one round, whereas a sword left flat on the ground takes the pudding one round, whereas a sword adds one round to the time required to dissolve

it.

Black pudding acid is highly corrosive, inflicting 3-24 points of damage per round to organic matter and dissolving a 2-inch thickness of wood equal to its diameter in one round. Black puddings also dissolve metal. Chain mail dissolves in one round, plate mail in two; each magical "plus" increases the time it takes to dissolve the metal by one round (thus *plate mail* +3 takes two rounds to dissolve for being plate mail, plus three rounds for having a +3 magical bonus, for a total of five rounds).

Black puddings are immune to damage from all forms of electricity, including lightning. However, although a lightning bolt causes no damage to the black pudding's body, it does cause an involuntary convulsive reaction that splits the pudding in two, regardless of the pudding's size. Lesser forms of electrical attack, such as a shocking grasp spell, cause a weaker convulsive spasm in the pudding, but this is not strong enough to split it.

Since black puddings are immune to all forms of acid, including their own, one pudding cannot eat another. Furthermore, they are asexual, and do not need to interact with another in order to reproduce. Therefore, puddings generally ignore the existence of others of their kind. If no food is within range, two puddings in the same location will generally go separate ways instinctively; if there is food in the vicinity, each immediately heads toward it.

Black puddings tend to remain underground and out of sunlight for a good reason: their dark coloration absorbs heat a bit too well, and dries them out after about one day's exposure. This is true only of the black pudding; the white, dun, and brown varieties of pudding have all adapted to life on the surface. Note that black puddings take no damage from being briefly exposed to sunlight, nor do spells such as *sunray* harm them. . Main Predator; None, but Disease Main Prey Any



Elder Black Pudding (*Dictyosteliida Nigrum rex*)

This are the largest variations of Black Pudding recorded, apparently they have evolved into a different breed, which lives solely in the great caverns in the subterranean world. Although larger variations of normal Black puddings do exist, they all still give the same damages. This variant, however, is capable of bringing down the most experienced party of adventurers or even a small army. . Main Predator; None but disease Main Prey Any

White Puddings (*Dictyosteliida albea*)

Pudding	White	Dun	Brown
Type	Lowlife (Ooze)		
Climate/Terrain	Arctic Plain	Arid Desert	Any Marsh
Frequency	Rare		Uncommon
Organization	Solitary		
Activity Cycle	Any		
Diet	Any		
AL	N	N	
NA	1(1d4)	1(1d4)	
Size	L: 3'to 8" diameter 2' thick		
ST	15	12	17
IN	0	0	0
WI	1	1	1
DX	1	1	1
CO	20	19	22
CH	1	1	1
Languages	0	0	0
Spellcaster Limits;	0	0	0
AC	8	7	5
AV	0	0	0
HD	9*	8+1*	11*
HP	9d10	8d10+1	11d12
MV	90'(30')	120'(40')	60'(20')
SW	60'(20')	na	60'(20')
THACO	11	13	9
Attacks	1 strike	1 strike	1 strike
Damage	7d4	4d6	5d4
Special Attacks;	Acid 2d6		Acid 2d4
Special Defenses;	Constriction 2d6		Constriction 2d4
Immune to;	special Charm, Hold, Illusions Gaze attacks, Telepathy Poison, Polymorph Acid, Cold, Heat, Fire		
Extra Vulnerable to;	0	0	0
AM	0	0	0
Save as;	F5	F4	F6
ML	12	12	12
XP	1600	1400	1900
TT	V	V	V
Body Weight	8500 LBS	9,000 LBS	12,000 LBS



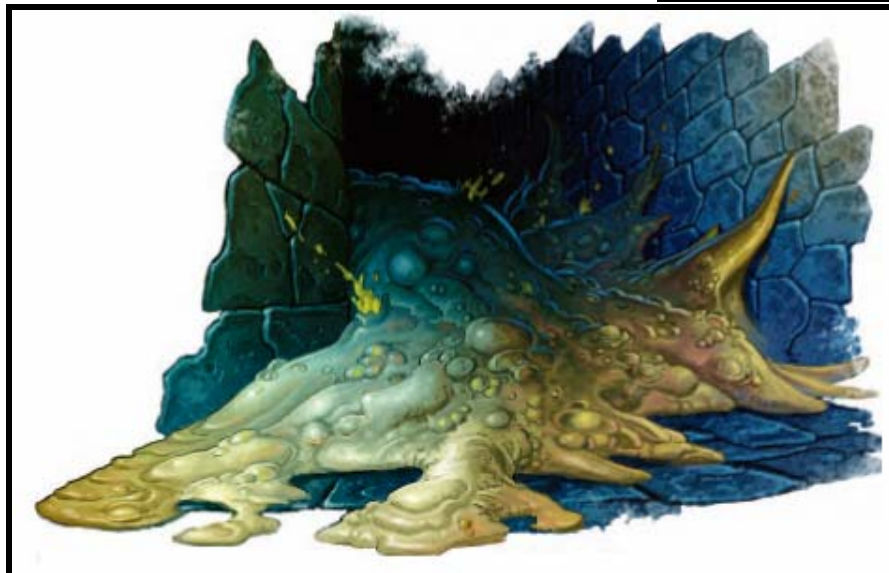
These cold-dwelling creatures are 50% likely to be mistaken for snow and ice (guaranteeing surprise) even under the best of conditions. They haunt Polar Regions or icy places in order to find prey, although they can live by devouring any animal or vegetable material; even ice provides them with enough nutrition to exist.

They do not affect metals but dissolve animal or vegetable materials in a single round, inflicting damage to flesh at an astounding rate. They are subject to attack forms as are all other deadly puddings. .

Main Predator; White and Crystal Dragon Main Prey Any

Dun Puddings (*Dictyosteliida hydro-sedimentum*)

Adapted to dwell in arid regions, these monsters scavenge barrens and deserts and feed on silicates (sand) if animal and vegetable matter is unavailable. They dissolve leather in a single round, regardless of magical pluses. Metals are eaten at a rate half that of black puddings; chain takes two rounds to dissolve, plate four rounds, with an additional two rounds per magical plus. Dun Pudding: Adapted to dwell in arid regions, these monsters scavenge barrens and deserts and feed on silicates if animal or vegetable matter is unavailable. They dissolve leather as does a brown pudding. Metals are eaten at a rate equal to half that of a black pudding, i.e., chainmail in 2 rounds, plate in 4. In other respects they are like brown puddings, with an Additional two rounds per magical adjustment.



Main Predator; Amber, Ruby, Red and Gold Dragon Main Prey Any

Brown Puddings (*Dictyosteliida compostellidae*)

This type dwells principally in marsh areas. It has a tough skin but its attack is less dangerous than other types of puddings. Brown puddings cannot affect metals but dissolve organic dead matter like leather and wood in a single round, regardless of magical pluses.

Main Predator; Onyx and Black Dragon Main Prey Any

Pudding, Vermilion (*Dictyosteliida vermillia*)

Pudding	Vermillion Pudding
Type	Lowlife (Ooze)
Climate/Terrain	Any
	Savage Coast only
Frequency	Rare
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1
Size	S to L; 1/ 10hp
ST	15
IN	0
WI	1
DX	1
CO	20
CH	1
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	10*
HP	10d10
MV	60'(20')
THACO	11
Attacks	1 strike
Damage	1
Special Attacks;	Cumulative damage (2, 4, 8, etc)
	Negate AV
Special Defenses;	special
Immune to;	Charm, Hold, Illusions
	Gaze attacks, Telepathy
	Poison, Polymorph
	Acid, Cold
Extra Vulnerable to;	0
AM	0
Save as;	F5
ML	12
XP	1750
TT	0
Body Weight	8500 LBS



Vermillion pudding is the name given to an aggregate colony of the flesh-eating vermillia bacteria. The Red Curse has affected these colonies,

imbuing them with the ability to act together as one creature.

The vermillion pudding glows with an eerie internal red light. It usually takes the form of a red-tinged amorphous blob, and like other puddings, it can change shape rapidly and flow through almost any opening. The pudding is extremely sticky and tarlike.

The Red Curse: Vermillion puddings never acquire Legacies or become Afflicted.

Combat:

In order to determine if something is edible, the vermillion pudding can sense heat and vibration from a distance of up to 90 feet. The vermillion pudding will even attack undead creatures that have organic matter in their bodies. The puddings count as +2 magical weapons for the purpose of eating undead or magical flesh.

Vermillion puddings prefer to attack Legacy-using creatures and will attack Inheritors before attacking those with a single Legacy. Like all deadly puddings, the vermillion pudding is immune to acid, cold, and poison. Lightning bolts and weapon attacks cause them to divide into smaller puddings, each able to attack as an individual pudding. Fire causes normal damage, as do magic missiles. Vermillion puddings can squeeze through very small cracks (such as the chinks and gaps in armor) and can travel on ceilings and walls. All vermillion puddings are at least three feet in diameter. They have hit points in proportion to their size, roughly 1 foot per 10 hp. The attack mode of the rapacious vermillion pudding is similar to that of the vermillia infection, except much faster. The pudding causes 1 point of damage the first round, 2 points the second round, 4 points the third round, 8 the fourth, (etc.). If the pudding successfully hits an opponent once, it automatically succeeds each subsequent round until it is destroyed.

Armor provides little protection from the vermillion pudding's attack since the pudding only has to touch its victim. All of its victims have a base of AC 10, although magical armor bonuses, magical protection such as a *ring of protection*, and dexterity bonuses are still applicable. Any form of metal armor will hold off the vermillion pudding for one round before the pudding finds a hole or a chink in the armor to flow through. The vermillion pudding does not eat the armor itself; it simply flows past it to get at the flesh beneath.

The vermillion pudding is mindless and will never retreat as long as there remains flesh to be eaten.

Ecology:

Vermillion puddings reproduce by fission. If a vermillion pudding reaches eight feet in diameter, it will split into two separate four-foot diameter puddings. They adapt to live in a wide variety of climates.

Kartoeba "The Thing in the Pit" (*Dictyosteliida tentacullus*)

pudding	Kartoeba
Type	Lowlife (Ooze)
	Magical creature
Climate/Terrain	Subterranean
	Ruins, Caverns
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any
Diet	Any
AL	N
NA	1, unique
Size	L; 15' diameter 2" thick tentacles 15' long 1" thick tapered 1" tip
ST	17
IN	0
WI	1
DX	1
CO	22
CH	1
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	10**
HP	5d8
MV	60'(20')
BR	3'/1'
THACO	11
Attacks	4 tentacles
Damage	1d8 each
Special Attacks;	Acid 2d6 Constrict 1d8
Special Defenses;	Regeneration tentacles after 8 damage=4/r Regeneration body after 1T=1/r
Immune to;	Charm, Hold, Illusions Gaze attacks, Telepathy Poison, Polymorph Acid, Cold, Heat, Fire Light (Dislike = Morale -6)
Extra Vulnerable to;	0
AM	0
Save as;	F10
ML	12
XP	2300
TT	C
Body Weight	18,000 LBS

The mindless abomination known as Kartoeba is the ancient guardian of the Hutaakan Temple of Pflarr. It has a nightmarish form - a large green mound of ooze with four 40-foot-long tentacles and hideous gaping glutinous maw.

Combat

Any characters seeing it for the first time will be affected by the equivalent of a cause fear spell unless they make a successful saving throw vs. Spells at +4. Despite its size, Kartoeba can move silently and climb vertical surfaces, leaving only occasional smears of slime to mark its passing. In addition to causing damage by lashing out in distance (40'—thus protecting to body from opponents melee attacks) at usual chance to hit, Kartoeba's tentacles also wrap around and grasp opponents if the hit roll was sufficient to hit AC 6 (modified by the targets dexterity adjustment, but not by magic). Grabbed characters are automatically dragged into Kartoeba's maw at a rate of 10' per round, and held there while it secretes a digestive slime over them. This slime has the same effects of Black Puddings (and reveals its origin), except that it only inflicts 2d6 points of damage per round. Kartoeba's maw can only attack held characters (or those lying asleep, or unconscious or dead on the ground). It later digest the mixture of slime and prey remains.

Characters held by tentacles can break free with an opposed strength check against the creature, or if a single blow to the tentacle inflicts 8 or more points of damage, in which case the Kartoeba let's go, and regenerates the damage of the tentacle at 4 points per round.

Habitat/Society

For years Kartoeba wallowed around contentedly in a damp subterranean pit beneath the temple of Pflarr in the Hidden Valley of the Hutaakan and Traldar in Karameikos, restrained from ranging abroad by the ceremonies of the Hutaakan priests. However, following the expulsion of the priests from the temple by the Traldar, it began to stalk the passages under the temple. These tunnels have numerous secret exits throughout the valley which allow the Kartoeba to venture into the countryside in search of prey. The creature only moves outdoors at night, retreating by the first sign of day to the darkness of the tunnels.

Ecology

The Kartoeba was one of the rare experiments of the Nithians (before the Traldar age). This near to immortal creature escaped from its confinements, surviving on anything it could devour. It



slipped over the mountains into the hidden valley where it lived for centuries on footpad lizards and similar animals. When the Hutaakan erected their temple in the valley, they soon discovered the monster, and with multiple light spells they imprisoned it in the pit it still exists today.

This creature is near to immortal, for it will ultimately regenerate completely if defeated, as long as at least one ounce of the creature is existent (which will take about 44 years). This regeneration is so special, that it will grow cut off parts together, even after decades, with only one part as the moving factor, which has an unlimited range of detecting its other parts.

Typically, the creature's regeneration is active mostly on its tentacles, the body starts to regenerate no sooner than 1 Turn after wounding at a rate of 1hp each round.

There are rumors that a single creature is charmed/controlled by a female evil mage, using Feeblemind Pudding spells..



Jellyfish (Medusozoa)

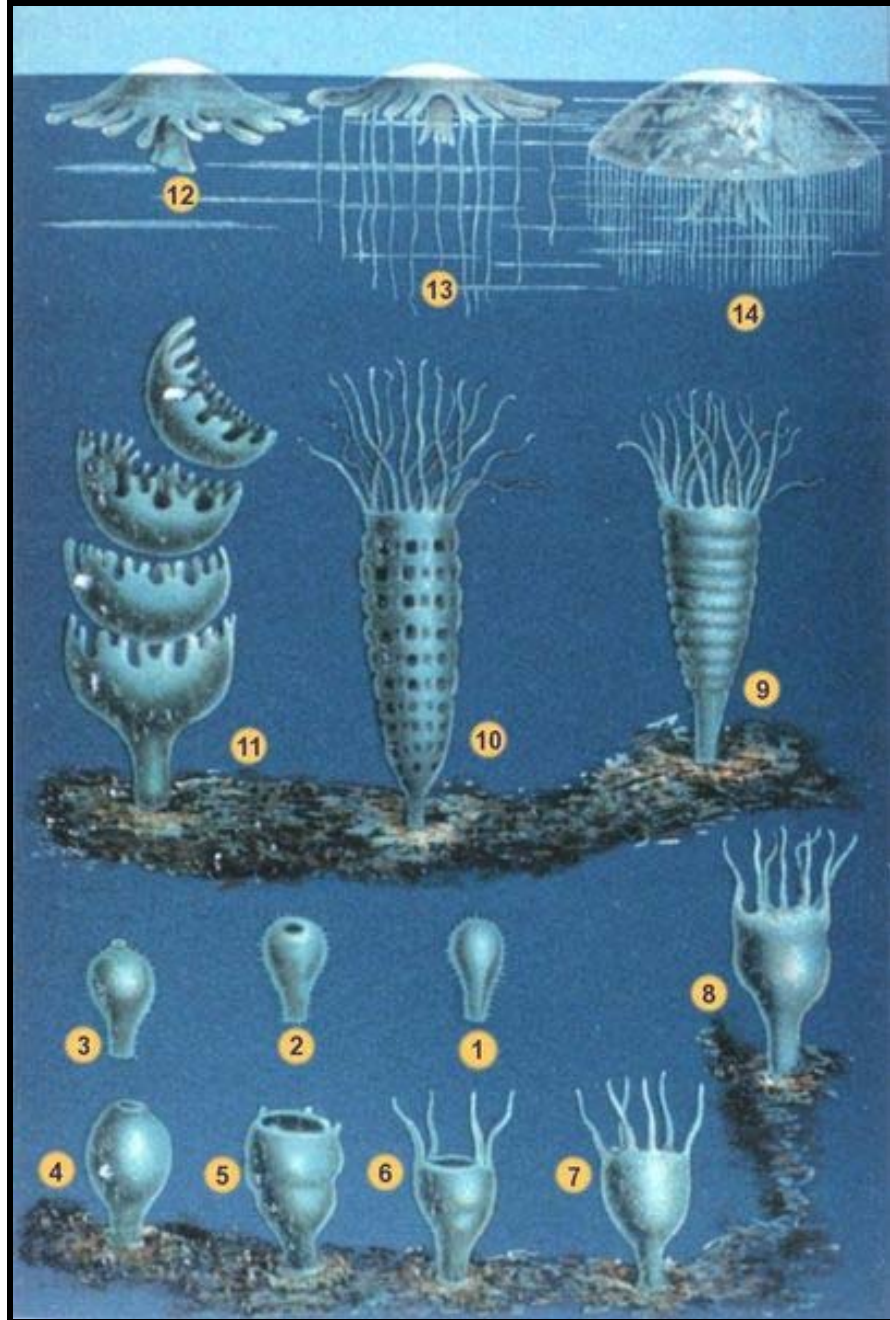
Each variety of these nearly transparent creatures possesses stinging tentacles ranging from a few feet to up to 100 feet long. The tentacles look like weeds hanging down in the water, but these giant jellyfish can manipulate their tentacles to attack prey. They can slash and paralyze.

Giant jellyfish stay afloat by storing air in one or more large bladders, which make up the majority of their bodies. They float on or near the surface of the ocean.

They will always be found near the surface of the sea. Any AV may be completely deducted from the stinging attack damage, possibly resulting in no damage at all. But only full body armor or natural armor of AV2 or better will protect against a critical hit.

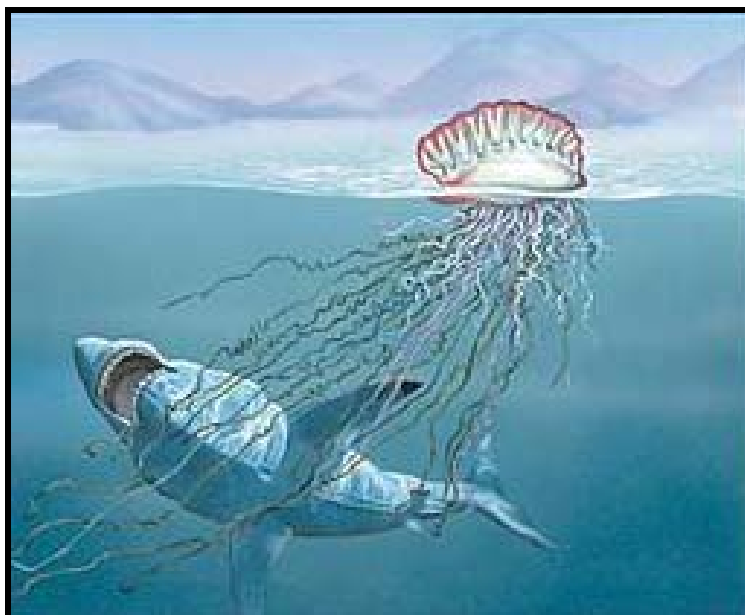
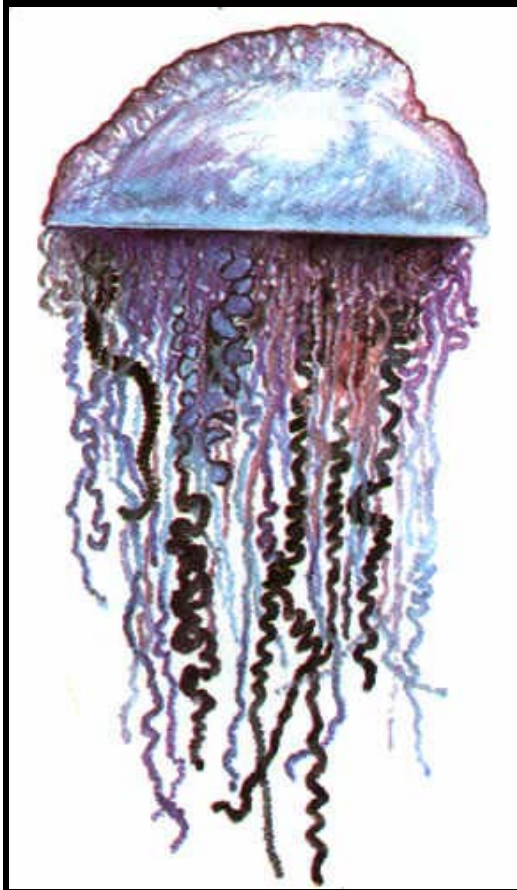
Their primary metamorphosis state is that of a polyp like creature, budding finally into multiple genetic equal individuals. See the illustration.

In this chapter are also included the Polyps, and anemones, as being all soft bodied forms of aquatic lowlife.



Man-O-War (*Physalia physalis*)

Jellyfish	Man-O-War,		
	Young	Large	Adult
Type	Lowlife		
Climate/Terrain	Warm Ocean		
Frequency	Uncommon		
Organization	Solitary		
Activity Cycle	Day		
Diet	Carnivore		
AL	N		
NA	0(1d10)	0(1d4)	0(1d4)
Size	S; 2'long	M; 6'long	L; 10' long
ST	9		
IN/WI	1		
DX / CO / CH	9		
Languages	0		
Spellcaster Limits;	0		
AC	9	6	6
AV	0	0	0
HD	1*-4*	5*-8*	9**
HP	1d8/HD	1d8/HD	9d8
MV (Floating)	30'(10')		
THACO	19	17	11
Attacks	80 Tentacles		
	1d3/target	1d4/target	1d6/Target
Damage	1d10		
Special Attacks;	Paralysis		
Special Defenses;	Transparant		
Immune to;	Charm, Hold, Illusion		
Extra Vulnerable to;	0		
AM	0		
Save as;	F1	F3	F5
ML	9		
XP	1 HD = 13 2 HD = 25 3 HD = 50 4 HD = 125	5 HD = 300 6 HD = 500 7 HD = 850 8 HD = 1200	2300
TT	U		
Body Weight	2 LBS/HD		18LBS



Man-o-war are giant jellyfish that float in warm sea waters, trailing their deadly tentacles below. They most often float at or just below the surface of the ocean, and often wash up on beaches during storms. Some types are nearly transparent; it is 90% probable that these will be undetected unless the creature encountering them is able to detect invisible objects.

Combat:

The man-o-war is a drifting hazard with no perceptible intelligent control of its movements except an instinctive reaction to avoid pain. Any creature touching the tentacles takes damage from their poison and must make a successful save vs. TS or be paralyzed for several hours. Paralyzed creatures will be drawn up by the tentacles and devoured in 3d4 turns. Each man-o-war has 10 to 40 tentacles. Their number and length is a function of the creature's size; for each Hit Die, the tentacles are 10 feet long. The diameter is also a function of Hit Dice. A 1 Hit Die man-o-war is 2% feet in diameter and has 10 tentacles that are 10 feet long. A 2 Hit Dice man-o-war has a 5-foot diameter and 20 tentacles of 20-foot length. A 3 Hit Dice creature has a diameter of 7% feet and 30 tentacles of 30-foot length, and a 4 Hit Dice mature has a diameter of 10 feet and 40 tentacles that trail downward 40 feet. Each tentacle requires but a single hit point to sever, but this does not damage the creature. Only hits on the creature's body will kill it. Severed tentacles regenerate in several days.

Natural Poisons

Type	cost	damage	source
	investive	r / max	
P	30.000 sp	Paralysis 2d4 T	Man-o-War Jellyfish
Onset 1 round			
Not damaging poisons will always do their effect, even if saved.			

Habitat/Society:

Adult man-o-war are solitary drifters, borne on warm ocean tides, though chance may well bring them together in larger numbers. They are most common in tropical shallows, and are rarely found deeper than light can easily penetrate (about 30 to 40 feet). Occasionally storms wash Portuguese men-o-war up on beaches, where their tentacles become partially buried in the sand and hard to see. This might result in a nasty surprise for a creature walking barefoot on the sand or digging by hand. Of course, scavengers like small crabs and sea birds make short work of the beached jellyfish.

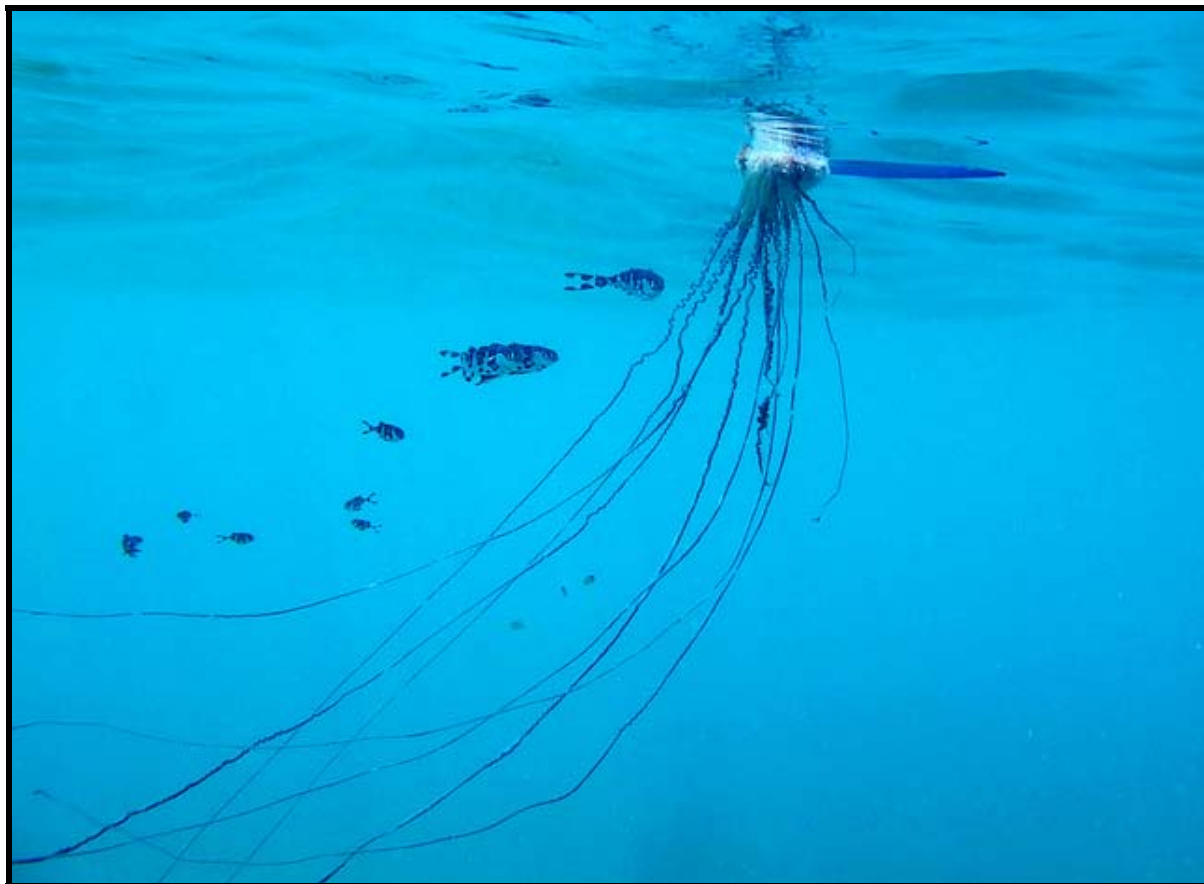
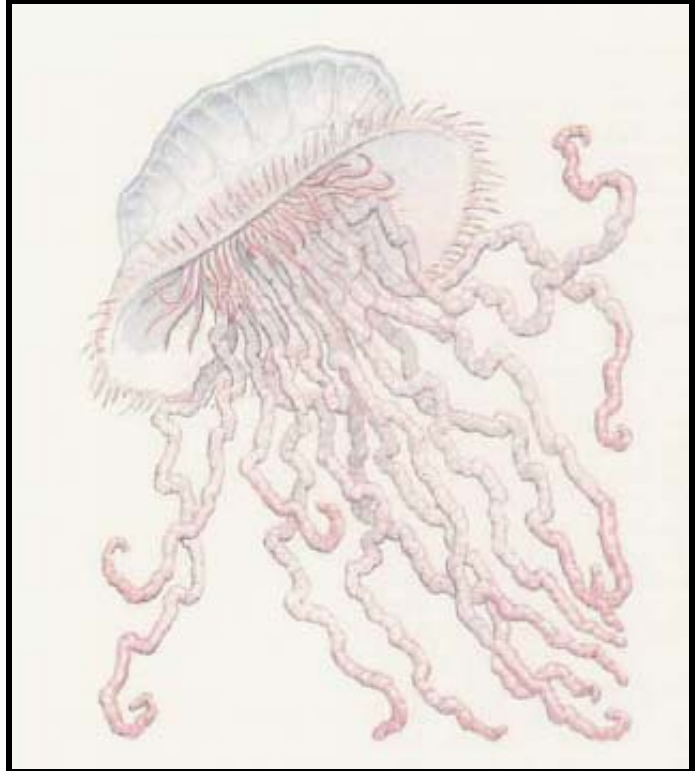
Ecology:

Certain types of small fishes seem to be immune to the paralytic poison and take refuge from larger predator among the tentacles, effectively luring such predators to the man-o-war. Some primitive tribes use the tentacles of man-o-war in crude traps, and might construct crude scourges of ship-sails from the tentacles.

Sea Swarm

Immature Portuguese men-o-war are occasionally found in great swarms in tropical seas. They are attracted to light and vibration, and can deliver nasty stings to the unprotected. Being caught in such a swarm can be dangerous. The swarm as a whole is treated as a single creature of 2 Hit Dice; expectedly large gatherings can be treated as multiple swarms. Each swarm as a whole has one attack per round, inflicting 1d4 points of damage and requiring a saving throw vs. paralysis. As such swarms move slowly and erratically, it is unlikely that a creature will suffer more than one attack unless the swarm is magically controlled, these jellyfish are too small to devour all but the smallest creatures they paralyze; however, they will feed on the scraps left by predators that tear apart their victims.

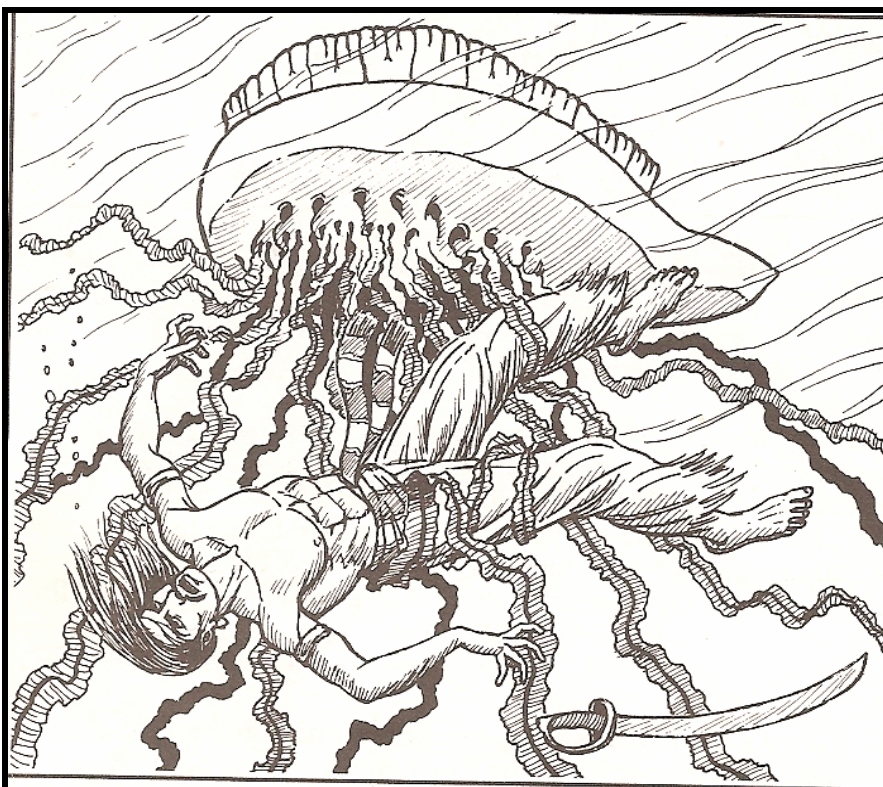
Main Predator; Turtle, Fish Main Prey Fish, Plankton



Marauder (*Physalis maraudris*)

Jellyfish	Marauder,
Type	Lowlife
Climate/Terrain	Uncommon
Frequency	Uncommon
Organization	School
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	0(1d10)
Size	L; 12'
ST	5
IN/WI	1
DX / CO / CH	9
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	4**
HP	4d8
MV (Floating)	15'(5')
THACO	16
Attacks	40 Tentacles 1d4/Target
Damage	1d10
Special Attacks;	Paralysis Surprise
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F2
ML	8
XP	75
TT	nil
Body Weight	8 LBS

Jellyfish	Common
Type	Lowlife
Climate/Terrain	Warm Ocean
Frequency	Common
Organization	School
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	0(2d20)
Size	S; 1' to 3'
ST	3
IN/WI	1
DX / CO / CH	9
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	1*
HP	1d6
MV (Floating)	30'(10')
THACO	20
Attacks	1d3 Tentacles
Damage	1d3
Special Attacks;	Poison
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	NM
ML	11
XP	5
TT	nil
Body Weight	5cn



The marauder is 10 feet across, and has 40 tentacles; however, it can only use 1d4 of them against each opponent. Its body is almost transparent, making it nearly undetectable (-5 on surprise rolls). Each hit inflicts 1d10 damage points of damage and the victim must make a saving throw vs. paralysis or be paralyzed for 1d10 rounds. This paralyzation is cumulative.

The monster gains a +4 bonus on all hit rolls against paralyzed opponents. Paralyzed opponents are automatically hit by 1d4 tentacles each round the paralyzation remains in effect. The Marauder draws its paralyzed victim toward its mouth and can devour all flesh from a man-sized morsel in 3d4 turns. A tentacle can be severed with a single point of cutting damage, but only hits scored on the creature's body count toward its hit point total. Tentacles regenerate in several days. Main Predator; Turtle, Fish Main Prey Fish,

Natural Poisons			
Type	cost	damage r / max	source
P	30.000 sp	Paralysis 1d10 r	Marauder Jellyfish
Onset 1 round			
Not damaging poisons will always do their effect, even if saved.			

Common Jellyfish (*Scyphozoan species*)

These creatures have a variety of colors and shapes and can be found anywhere in the ocean, even arctic, their tentacles can give damage, but most creatures suffer the poison first. This poison results in an irritable skin rash, buboes, and overly itch. Each person after 1d3 Turns has a 15% to suffer an anaphylactic shock from it, which results in heavy spasms, followed after con x rounds by a complete paralysis resulting finally (con x Turns) in death. Any Remove Poison or Paralysis treatment (thus any Cure spell stronger than Cure Light Wounds) will revive the patient. A person with the healing skill may try to revive the patient, if he has cold and warm water, and stabilizing help available, but must roll his healing skill at -2 to succeed. Main Predator; Turtle, Fish Main Prey Fish, Plankton

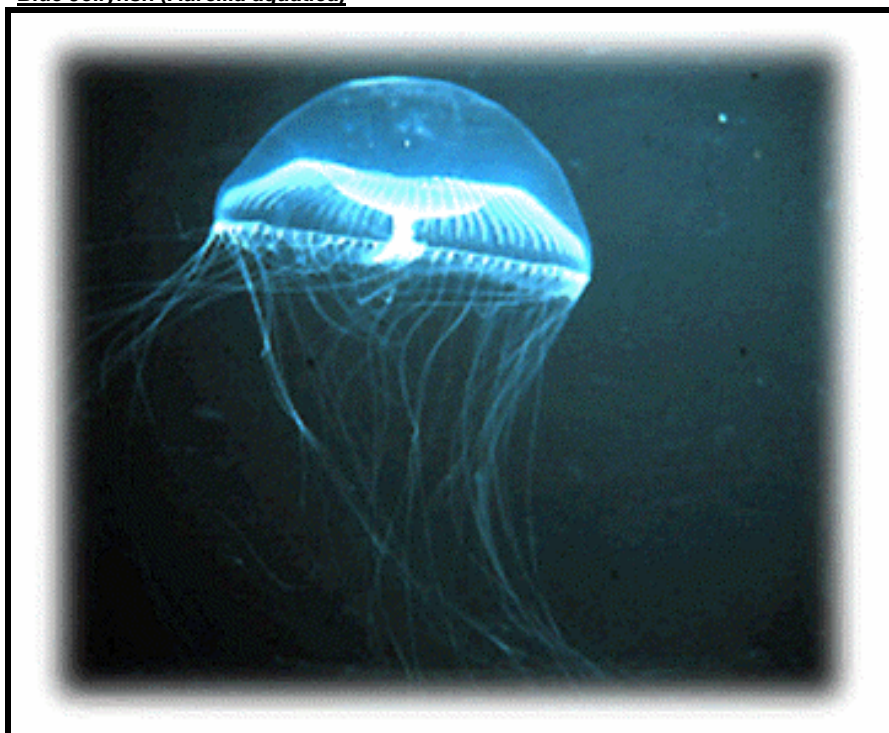
White Starlets (*Aurelia species*)

Jellyfish	White Starlet
Type	Lowlife
Climate/Terrain	Temperate Ocean
Frequency	Common
Organization	School
Activity Cycle	Night
Diet	Carnivore
AL	N
NA	0(3d30x100)
Size	S; 1'
ST	2
IN/WI	1
DX / CO / CH	9
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	1*
HP	1d8
MV (Floating)	15'(5')
THACO	20
Attacks	1 Tentacle
Damage	1d6
Special Attacks;	Poison
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	NM
ML	9
XP	5
TT	nil
Body Weight	1 LBS
Jellyfish	Blue
Type	Lowlife
Climate/Terrain	Warm Ocean
Frequency	Common
Organization	School
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	0(2d20)
Size	S; 2'
ST	3
IN/WI	1
DX / CO / CH	9
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	2*
HP	2d6
MV (Floating)	30'(10')
THACO	19
Attacks	1 Tentacle
Damage	1d4
Special Attacks;	Poison
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	NM
ML	11
XP	10
TT	nil
Body Weight	1 LBS



These shiny jellyfish are nocturnal creatures living in silent bays, and surface with the fullness of the moon. The fuller the moon, the more they are on the surface of the water. The creatures are a pure, silverish white in the water, reflecting any light, hence their name. They swim with a single school of hundreds, and it is death to all unprotected creatures to swim between them. Any natural AV of 2 or full body armor of AV2 or better will protect the creature completely though. Main Predator; Turtle, Fish Main Prey Fish, Plankton

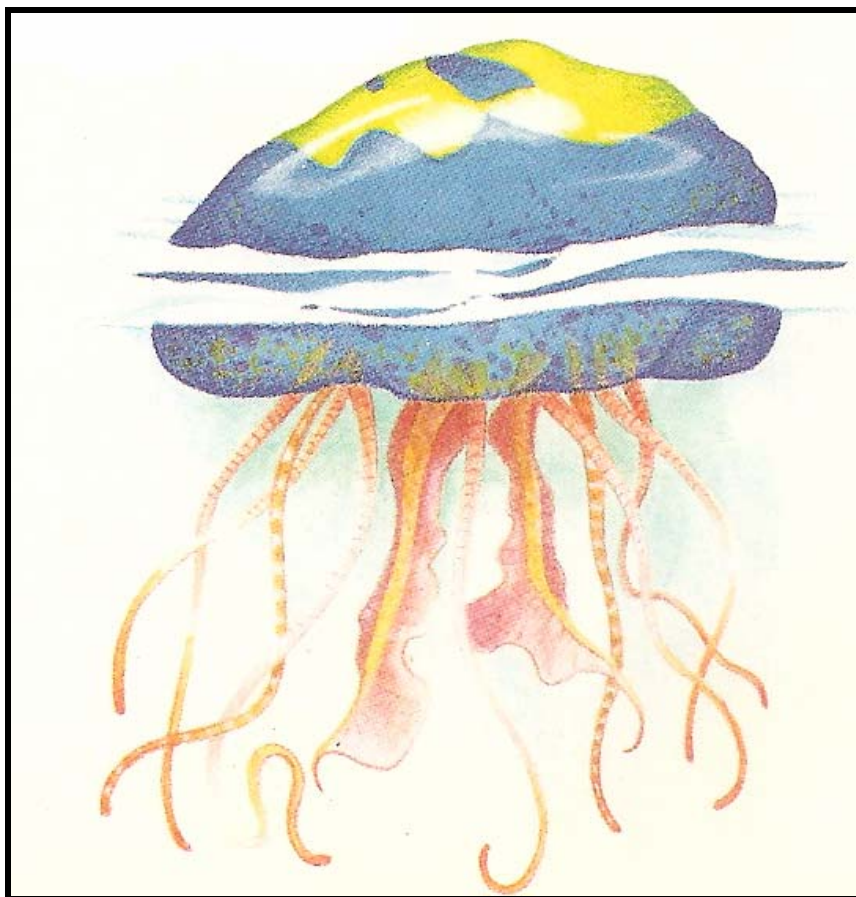
Blue Jellyfish (*Aurelia aquatica*)



These creatures have a variety of colors and shapes (and are bioluminescent at greater depth to attract small prey) and can be found in temperate and cold waters, their tentacles can give only minor damage, but most creatures suffer the poison first. This poison results in an irritable skin rash, buboes, and overly itch. Each person after 1d3 Turns has a 15% to suffer an anaphylactic shock from it, which results in heavy spasms, followed after con x rounds by a complete paralysis resulting finally (con x Turns) in death. Any Remove Poison or Paralysis treatment (thus any Cure spell stronger than Cure Light Wounds) will revive the patient. A person with the healing skill may try to revive the patient, if he has cold and warm water, and stabilizing help available, but must roll his healing skill at -2 to succeed. Main Predator; Turtle, Fish Main Prey Fish, Plankton

Death Head Jellyfish (*Cyanea morti-faciis*)

Jellyfish	Death's Head
Type	Lowlife
Climate/Terrain	Non-Arctic
Frequency	Rare
Organization	School
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1d4
Size	L; 14'
ST	3
IN/WI	1
DX / CO / CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	6
HP	6d8*
MV (Floating)	30'(10')
THACO	15
Attacks	24 Tentacles 1d6/Target
Damage	1d12
Special Attacks;	Poison
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F3
ML	6
XP	500
TT	U
Body Weight	20 LBS



The death's head takes its name from a pattern on its body that resembles a skull. The jellyfish measures 14 feet across and has 24 tentacles of up to 100' length. Giant Death's Head jellyfish are nearly transparent creatures, Its body is midnight blue, and the characteristic's head mark ranges from yellow to fluorescent green.

This aggressive jellyfish initiates attacks. It can bring 1d6 tentacles to bear against an opponent, and can engage up to four opponents, with each tentacle inflicting 1d12 points of damage. The sting is fatal; any creature stung by a tentacle must make a saving throw vs. poison X or die. A successful saving throw means the opponent makes all rolls at a -4 penalty for 1d3 Turns by partial paralysis. Penalties are not cumulative for subsequent hits.

Natural Poisons			
Type	cost		source
	investive	contact	
X	75,000 sp	300,000 sp	10/death Death's head jellyfish
P	30,000 sp	100,000 sp	Paralysis 2d4 T Gally Jellyfish
Onset 1d3 rounds			
Not damaging poisons will always do their effect, even if saved.			
Any successful save results in minimal damage			
for 3 rounds adjusted by reversed constitution adjustments.			
A 17 con. Fighter saving against a poison H			
H would get 5-2(con 17=+2)=3 rounds long 7 damage.			

The tentacles look like weeds hanging down in the water, but these giant jellyfish can manipulate their tentacles to attack prey. Giant jellyfish stay afloat by storing air in one or more large bladders, which make up the majority of their bodies. They float on or near the surface of the ocean. Many sailors harbor a superstitious fear of the Death's Head. If one is spotted at night, it is believed to be a portent of someone's death. Main Predator; Turtle, Fish Main Prey Fish, Plankton

Galley (*Coroneata gelleum*)

Jellyfish	Galley
Type	Lowlife
Climate/Terrain	Non-Arctic
Frequency	Rare
Organization	School
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1d6
Size	L; 12'
ST	3
IN/WI	1
DX / CO / CH	9
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	
HP	8d8**
MV (Floating)	120'(40')
THACO	15
Attacks	16 tentacles 1d4/Target
Damage	1d8
Special Attacks;	Poison Spit Poison
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F4
ML	6
XP	1750
TT	nil
Body Weight	18 LBS



So named because it is both a fast "swimmer" and a deadly surface combatant, this multicolored jellyfish measures 12 feet long and is shaped like a flattened oval. It can shape a strange sail-like structure on its back with which it moves thus fast. It moves at 1/10 of this speed against the wind, or ¼ if no wind. It uses the optical sensory organs on its body and its tentacles to detect prey.

The galley has 16 tentacles. It can aim four tentacles at a single opponent, and can attack up to four targets at once. Each tentacle inflicts 1d8 points of damage. The galley's

deadliness stems from its poison delivery. Using its sensory organs, this creature can sense the presence of a foe on the surface; using specialized, tube like tentacles, it shoots a stream of venom up to 20 feet away (requiring an attack roll), even in the air (it can't attack flying creatures though as they pass by too fast to react accordingly).

A creature struck by the stream must make a successful saving throw vs. paralysis or be paralyzed for 2d4 rounds. Paralyzed opponents are hit automatically by any tentacle attacks. A venom attack roll 4 higher than the number needed to hit means the venom has struck the opponent's eyes. In this case, the opponent is blinded for 3d4 rounds and must make a successful saving throw to avoid paralysis.

Galleys instinctively follow ships and often attack objects or creatures tossed overboard. Sailors in warmer waters hate these nasty critters as the often attack those walking on board; they get rid of them by scuttling some sewage and food to them, that will keep them busy so the ship will easily move away. Fishermen hate them even more, when one is caught in a net together with fish, all the fish can be thrown away, as the paralyzing poison remains active for days even in the dead fish, and this makes them inedible.

Natural Poisons			
Type	cost		source
	investive	contact	
X	75,000 sp	300,000 sp	10/death
P	30,000 sp	100,000 sp	Paralysis 2d4 T
Onset 1d3 rounds			
Not damaging poisons will always do their effect, even if saved.			
Any successful save results in minimal damage			
for 3 rounds adjusted by reversed constitution adjustments.			
A 17 con. Fighter saving against a poison H			
H would get 5-2(con 17=+2)=3 rounds long 7 damage.			

(If someone still eats these he must roll a save vs. TS or suffer first a severe numbness in its mouth—impossible to speak in any way—than it goes to the stomach where it will paralyze the lungs, stomach and finally heart. To prevent this, the victim must succeed his save vs. TS, and then a save vs. poison, with half the rate of success or failure added to the roll.

This evil way of poisoning someone is done solely by pirates from the Sea of Dread found in Minrothad, Karamaikos, Thyatis, Darokin, Ierendi, and the isles of the sea of dread. This of course can only be done if the

fish is still fresh, as nobody likes to eat a stinking rotten fish. Somehow any species of carnivores and seagulls have a +8 to both saves.

Main Predator; Turtle, Fish Main Prey Fish, Plankton

Sea Anemone, Giant (*Condylactis gigantea*)

Jellyfish	Giant Sea Anemone
Type	Lowlife
Climate/Terrain	Ocean depth, Tropical coasts
Frequency	Rare
Organization	solitary
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1
Size	L; 8' diameter
ST	17
IN/WI	1
DX / CO / CH	16
Languages	0
Spellcaster Limits;	0
AC	6 body, 8 tentacle
AV	1 body, 0 tentacle
HD	7*
HP	7d8
MV (Floating)	12'/4'
THACO	13
Attacks	1d3 tentacles/creature
Damage	1d3 each
Special Attacks;	Paralysis
	Swallow
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F3
ML	11
XP	850
TT	nil
Body Weight	250-500LBS



The giant sea anemone is essentially a larger and far more dangerous version of its smaller relative. Although it lives in a variety of ocean depths; it is encountered singly at depths greater than 50 feet. In tidal pools and secluded shorelines, smaller varieties live in colonies numbering from 50-200 and have a great variety of appearance and living environments (all ocean of course). See picture later. The giant sea anemone has a stout central body about 8'in

diameter. Surrounding the top maw are many stinging tentacles with a maximum tentacle reach of 30'. Its mouth is nearly 6' across and is centered between the creature's tentacles. Most creatures of this species have 100 tentacles, with a rare few having more or less than this amount. Giant sea anemones are often very colorful, being a riot of red, green, pink, and blue, or a combination of colors (as most creatures seem to be attracted to brighter colors, this is mainly a way to attract potential prey.

Combat

The gentle drifting motion of the sea anemone's tentacles belies how swiftly they can react to seize and draw in any prey that so much as brushes against them. A successful hit with a tentacle causes thousands of small, hook-like needles to spring forth from the appendage. The needles as a whole (not each individually) cause 1d3 hp damage on the initial strike (only). In this manner, the giant sea anemone attempts to restrain its victim, trapping it within the grasp of several tentacles. The anemone will attempt to attach at least three tentacles to the prey; making up three attacks per round against creatures in reach of its tentacles.

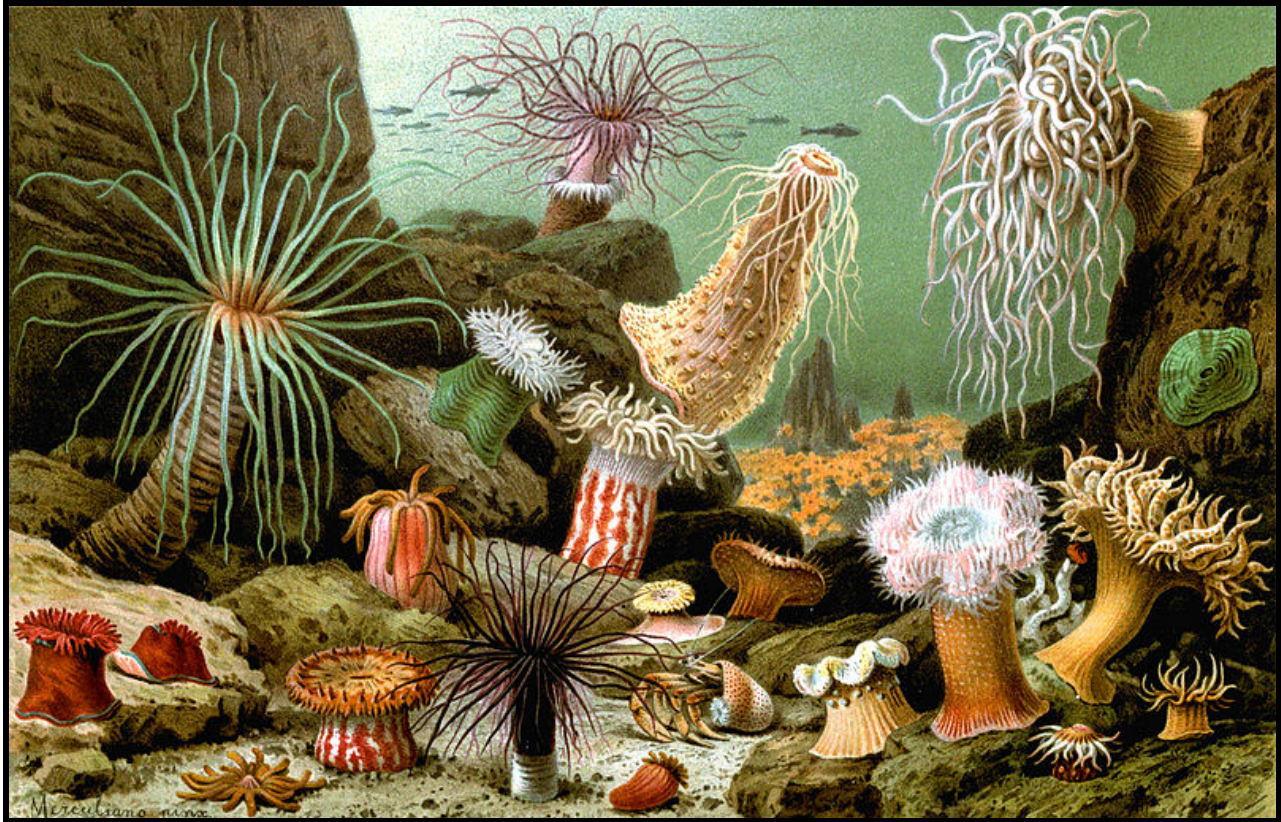
On the round following a successful tentacle hit, the sea anemone begins secreting its poison into the victim's body. The poison secreted causes a loss of 1 point / round from the character's strength and dexterity scores; similarly, the victim's movement base is slowed by 10' / round. A character reduced to 0 in either strength, dexterity, or movement suffers the effects of paralyzation and is unable to move without outside assistance. A save vs. poison negates the effect of this secretion for 1 round. Having more than one tentacle attached does not accelerate the paralysis, but the poison advances as long as a single tentacle is attached. A neutralize poison spell can negate all poisoning the prey's system, but does not prevent new poison from being administered.

At the beginning of each round, a trapped victim may attempt to break free of the giant sea anemone's grasp. To do so, the character must make an opposing strength check against the creature penalized by -3. If the character is held by more than one tentacle, a successive number of rolls equal to the number of tentacles holding the character must be made. Failure to make any of these rolls means that the character has not broken the grasp and is still within the giant sea anemone's grasp.

The sea anemone can grasp a character with no more than three tentacles at a time. A tentacle can be severed by 6 points of slashing damage only. Severed tentacles do not count against the giant anemone's hit points. The giant sea anemone cannot be killed by cutting off its tentacles; the central body itself (where the hit points are) must be attacked. A severed tentacle grows back at a rate of 1' / day.

Once the giant sea anemone has wrapped three tentacles around the paralyzed character (an action requiring three successful 'to hit' rolls), the creature attempts to swallow the victim whole. A successful 'to hit' roll by the creature at this point results in the victim being swallowed. A swallowed victim is ground up by internal organs which do as many points damage per round as the victim's armor class (so AC 0 victims take no damage). Inedible prey or an object too large for the anemone's mouth (6' diameter) will be released when paralyzed on the currents or fall to the sea bottom, where it will be picked up by other scavengers (like giant grabs).

The base of this creature cannot regenerate if destroyed (i.e., taken to 0 hp or less). Although the giant sea anemone has the ability to move, most rarely do so, preferring instead to remain in one spot for the duration of their lives. The tidal anemone fastens itself to a rock, while its deep-water cousin sits freely on the ocean bottom or on a rocky ledge. Any treasure left around the giant sea anemone's lair is simply incidental; it is the remaining accoutrements of previous victims.



Though they look much like plants, giant sea anemones are animals, if very basic ones. While giant sea anemones are often encountered as stationary hazards, but they can, in fact, slowly move to new locations that promise a better food supply. Most species of giant sea anemone, when seriously threatened, can or pull their tentacles all the way back into their central bodies. An anemone might be easily mistaken for a large rock when its tentacles are thus withdrawn.

Ecology

Some fish are immune to the poison of the giant sea anemone or actually any sea anemone. Two types are common; the first type consists of 1 to 2 feet long, brightly colored fish (anemone fish) that escape their predators by hiding among the tentacles; the anemone does not attack them at all. Unwary predators who venture too close to the anemone are trapped, however, and the small fish feed on the scraps left by the anemone (this is a sort of symbiosis). The second type of fish is a predator, such as a barracuda, that attacks the tentacles and feeds upon them. These fish are either immune to the anemone's poison or have thicker hides than most other fish to defeat the barbed needles of the tentacles. They attack the tentacles in swift darting forays.

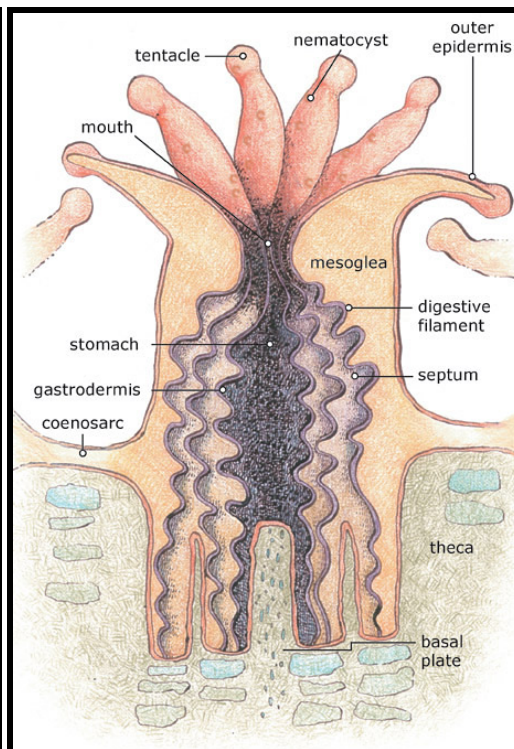
Giant sea anemones are sometimes kept as guard creatures by underwater races as the merrow or sharkkin, who feed them enough to keep them from leaving, while leaving them hungry enough to attack intruders. They often have developed an ointment that mimics the immunity of the coral fish or an armor that acts as protection, for even they will be seen as potential prey by the blind sea anemone.

Studies done on Giant Sea Anemones, gives that they are actually helpful in the pharmaceutical, and medical industries as well, by extracting proteins from the tissues, it is suggested that this anemone's neurons contain neurofilament – like proteins that are molecularly similar to the neurons of mammals, which means, that many studies can be done on the evolution of nervous systems by experimenting on present-day cnidarians such as the own, Giant Sea Anemones.

One other important thing to mention, the sea anemone (either small or large) never dies by age as it does not age in any way. If not preyed upon or destroyed by (un)natural disasters they would last forever.

Coral (*Anthozoa species*)

Coral	Covering coral	singular low coral	Small Bush
Animated By Treants	up to 4	up to 4	up to 4
Type	Lowlife (Plant)		
Climate/Terrain	Anywhere, but arctic		
Frequency	Common		
Organization	Solitary/ patch		
Activity Cycle	Day		
Diet	Sun, Light, Soil (photosynthesis)		
AL	N (mostly) NG, L, CG or LG		
NA	0(1d3)	0(1d3)	0(1d3)
Size	variable	T-S; 4"to 4'	M; 4'to 6'
ST	15	16	17
IN	0		
WI	14	15	16
DX	12	9	
CO	8-12	10-13	12-14
CH	9		
Languages	0		
Spellcaster Limits;	0		
AC	8	7	5
AV	1	2	3
HD	1-3	1- to 2	2-4
HP	1d8/HD	1d6/HD	1d8/HD
MV	60'(20')		
THAC0	HD 1 =19	HD 1- = 20	HD 2 = 18
	HD 2 = 18	HD 1 = 19	HD 3 = 17
	HD 3 = 17	HD 2 = 18	HD 4 = 16
Attacks	nil		
Damage	0		
Special Attacks;	Rough edges chance for 1d3 dm.		
Special Defenses;	infection chance		
	Less vulnerable to Blunt weapons		
	Charm, Hold, Illusion		
	Fire, Heat, cutting Weapons		
Extra Vulnerable to;	0 to 25% depending on species		
AM			
Save as;	NM	NM	F2
ML	12		
XP	HD 1 = 10	HD 1- =5	HD 2 = 20
	HD 2 = 20	HD 1 = 10	HD 3 = 35
	HD 3 = 35	HD 2 = 20	HD 4 = 75
TT	0 (medicinal value, food value, building material etc.)		
Body Weight up to	10-80cn	10-40cn	100-800cn



Coral is a calcium-based exoskeleton on soft-bodied creatures, called polyps, which anchor themselves to the seafloor and filter their food from the sea water with a cluster of tiny tentacles. The coral branches prevent the polyps from being eaten by most other sealife, providing a tough outer shell into which the polyp can withdraw when threatened.

Common coral generally poses few hazards to the careful, the main dangers being cuts that attract aggressive predators, poison, (certain species only), and damage to ships that collide with coral reefs. Coral will form mainly in tropical seas; near islands, shorelines and submerged volcanoes and can be

found alive to a depth of 500 feet (any lower exist from a period of less deep water, and is always dead coral. Underwater races use coral as building material for their undersea homes; some dare physicians use coral to repair broken bones. Like plants they seem to share the same uses and statistics further. (Use any statistics given here—bushes are bladed corals, with two-dimensional like blades of branches).

Corals are marine organisms in class Anthozoa of phylum Cnidaria typically living in compact colonies of many identical individual "polyps." The group includes the important reef builders that inhabit tropical oceans, which secrete calcium carbonate to form a hard skeleton.

A coral "head," which appears to be a single organism, is a colony of myriad

genetically identical polyps. Each polyp is typically only a few millimeters in diameter. Over many generations the colony secretes a skeleton that is characteristic of the species. Individual heads grow by asexual reproduction of individual polyps. Corals also breed sexually by spawning. Polyps of the same species release gametes simultaneously over a period of one to several nights around a full moon.



Although corals can catch small fish and animals such as plankton using stinging cells on their tentacles, most corals obtain the majority of their energy and nutrients from photosynthetic unicellular algae called zooxanthellae. Such corals require sunlight and grow in clear, shallow water, typically at depths shallower than 60 meters (200 ft). Corals can be major contributors to the physical structure of the coral reefs that develop in tropical and subtropical waters, such as the enormous Great Reefs near Thanagioth islands. Other corals do not have associated algae and can live in much deeper water, with the cold-water genus *Lophelia* surviving as deep as 9800 feet. Corals have also been found off the coast in medium cool waters.

Corals divide into two subclasses, depending on the number of tentacles or lines of

symmetry, and a series of orders corresponding to their exoskeleton, nematocyst type and mitochondrial genetic analysis. Those with eight tentacles are called octocorallia or Alcyonaria and comprise soft corals, sea fans and sea pens. Those with more than eight in a multiple of six are called hexacorallia or Zoantharia. This group includes reef-building corals (Scleractinians), sea anemones and zoanthids. Initially believed to be a plant, but coral has the characteristic thin cell membranes of an animal. While a coral head appears to be a single organism, it is actually a group of many individual, yet genetically identical, polyps. The polyps are multicellular organisms. Polyps are usually a few millimeters in diameter, and are formed by a layer of outer epithelium and inner jellylike tissue known as the mesoglea. They are radially symmetrical with tentacles surrounding a central mouth, the only opening to the stomach or coelenteron, through which food is ingested and waste expelled.



The stomach closes at the base of the polyp, where the epithelium produces an exoskeleton called the basal plate or calicle. The calicle is formed by a thickened calcareous ring (annular thickening) with six supporting radial ridges (as shown below). These structures grow vertically and project into the base of the polyp. When a polyp is physically stressed, its tentacles contract into the calyx so that virtually no part is exposed above the skeletal platform. This protects the organism from predators and the elements. The polyp grows by extension of vertical calices which occasionally septate to form a new, higher, basal plate. Over many generations this extension forms the large calcareous structures of corals and ultimately coral reefs.

Formation of the calcareous exoskeleton involves deposition of the mineral aragonite by the polyps from calcium and carbonate ions they acquire from seawater. The rate of deposition, while varying greatly across species and environmental conditions, can be as much as 10 g / m² of polyp / day (0.3 ounce / sq yd / day). This is light dependent, with night-time production 90% lower than that during the middle of the day.

Nematocysts are stinging cells at the tips of the calices that carry poison which they rapidly release in response to contact with another organism. The tentacles also bear a contractile band of epithelium called the pharynx. Jellyfish and sea anemones also carry nematocysts.

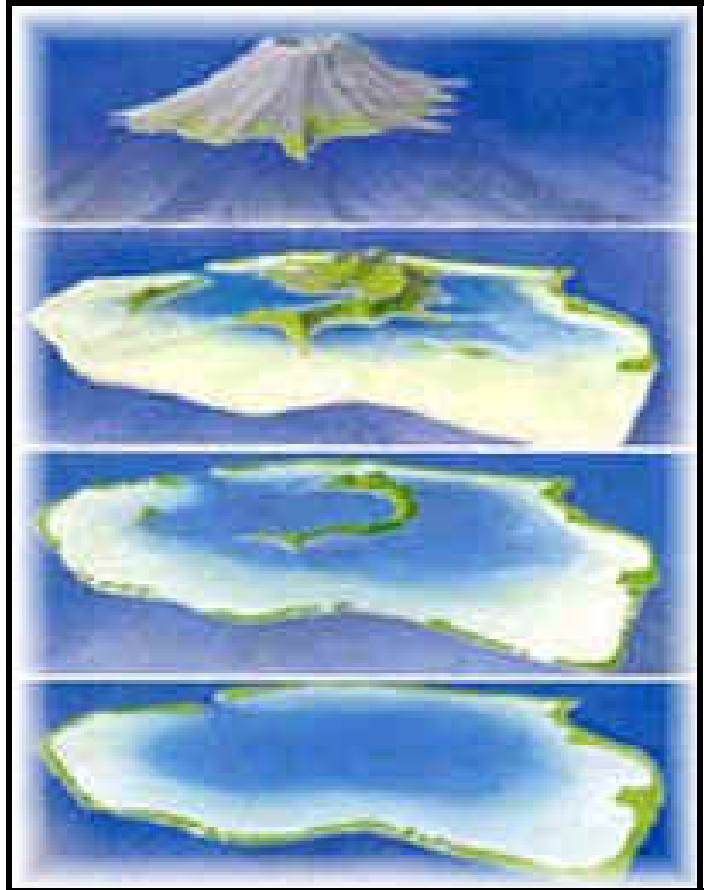
Reefs



The hermatypic, stony corals are often found in coral reefs, large calcium carbonate structures generally found in shallow, tropical water. Reefs are built up from coral skeletons and held together by layers of calcium carbonate produced by coralline algae. Reefs are extremely diverse marine ecosystems hosting over 4000 species of fish, massive numbers of cnidarians, mollusks, crustaceans, and many other animals.

Corals already existed in the Paleozoic era.

Where surfacing the thus create islands, on which sand settles, and organic debris is disposed, and thus a normal land environment is created. When this happens around a volcano, it can be that the volcano long ago disappeared and on its ridges the coral grows up to form a circular island with a large opening within, this we call an atoll. These almost enclosed saltwater areas harbor a great variety of creatures and could be held as a underwater home for those creatures with a link to the surface world (be it merchandising, foraging, reproduction)



Brain Coral (*Faviidius psionicus*)

	Brain Coral
Type	Lowlife (Coral)
Climate	Tropical
Terrain	Tidal Zone
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	Omnivore
AL	N
NA	1
Size	S; 2'diameter
ST	6
IN	16
WI	3
DX	1
CO	9
CH	12
Languages	0
Spellcaster Limits;	0
AC	5 exoskeleton/10 polyp
AV	5 exoskeleton/0 polyp
HD	3**
HP	3d8
MV	0
THACO	nil
Attacks	0
Damage	0
Special Attacks;	Poison
	Psionics
Special Defenses;	Psionics
	1/2 dm slashing/piercing
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	MU3
ML	7
XP	
TT	incidental
Body Weight(LBS)	2-3 LBS

Brain coral is an evolutionary offshoot of a type of stony coral. It has an exoskeleton that is convoluted and ridged so that it resembles a human brain. Like its simpler cousin, this more advanced type of brain coral is restricted to the warm waters of the tidal zone, but may be found at depths of 1000 feet or more. Usually, it is found with the growth of a coral reef or atoll where feeding is easier.

The brain coral consists of the animal polyp which has settled and, over the years, built up an exoskeleton of pure calcium carbonate around it for protection. The exoskeleton is AC 5 and takes damage equal to the total hit points of the polyp before fracturing enough to allow the attacker to actually get at the AC 10 polyp.

Combat

Nematocysts (Tiny stinging cells) throughout the skeleton inject a weak neurotoxin into victims which can paralyze for 1-10 rounds (save vs. poison at +4).

The brain coral can cast any three of the following spell-like powers at will; animal telepathy, domination, ESP, invisibility, and clairvoyance, and Telekinesis, but never more than one at the same time. These spells are cast at powers equal to a 21st level caster.

If encountered, a brain coral may attempt to read its visitors' minds if it has ESP. If attacked and if it possesses

telekinesis, the brain coral uses its power either to move attackers away from the area or to batter one attacker with underwater debris for 1d4+1 hp damage/ round. Brain coral skeletons are yellow, brown, or olive-green in color. If removed from the water, the skeleton turns bone white.



Giant Polyp (*Aspesfexia dilligentus*)

Plant	Polyp Giant
Type	Lowlife (Plant)
Climate/Terrain	Any Subterranean water
Frequency	Very Rare
Organization	Solitary
Activity Cycle	any
Diet	Carnivore
AL	NE
NA	1
Size	L; 10'tall
IN/WI/CH	6
ST/CO/DX	16
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	7*
HP	7d8
MV	0
THACO	13
Attacks	24 tentacles
Damage	1d2 each
Special Attacks;	paralyzation
Special Defenses;	sharp spines
Immune to;	Charm, Hold, Illusion
Extra Vulnerable to;	Cutting weapons (no AV)
AM	0
Save as;	F3
ML	10
XP	850
TT	incidental U, V
Body Weight	52-104 LBS

This large, tree-like creature is a semi-sentient, gigantic variety of polyp, similar to a sea anemone.

Much like the Kampfult and other deadly plants, the giant polyp attacks with tentacles attached to a strong central core. Every giant polyp has 24 tentacles with which to attack, but their even placement around the central core makes it impossible for more than three tentacles to attack any man-sized target. Each 15-foot-long tentacle causes 1-2 points of damage when it hits; a saving throw vs. poison must be rolled with a +2 bonus. If the save is failed, the victim is paralyzed for one turn, during which time the monster drags the helpless victim into its huge mouth (located at the very bottom of the trunk, usually concealed). It takes two rounds for the victim to reach the mouth, and five rounds later the victim is completely digested by the immensely powerful digestive agents within. Each tentacle can receive 4 points of cutting damage before being severed; severed tentacles regenerate fully in 2d6 days. The only way to permanently kill a giant polyp is to attack the trunk, which is protected by hundreds of razor-sharp spikes. Any character who engages in melee with the trunk is struck by 1d4 of these spikes, and each spike causes 1d4 points of damage. By all accounts, the best way to deal with a giant polyp is by spellcasting, most notably fire spells. All fire-based attacks add 2 to each die of damage rolled. Tentacles suffer damage as we'll, should a fireball or like spell encompass the entire creature. Giant polyps grow in dark, subterranean chambers filled with pools of dark, stagnant water.

Combat

Several creatures can be attacked at the same time. Once hit by an appendage, the victim is wrapped up until either the giant Polyp is slain or the victim frees himself (ST check against the creature—16 strength free themselves in one round). Only the central section of the creature need be attacked to kill the beast, but severing its tentacles can succeed in rendering a giant Polyp harmless. Each tentacle requires 2 points of cutting damage to sever and causes 1 point of constricting damage. All portions of the Kampfult are AC 4 and AV 5.

Unsuspecting prey would then be trapped as the giant Polyp looped its coils of vine-like appendages around the victim, crushing and strangling it to death. When the giant Polyp strikes a 18, 19 or 20 on the Hit roll, it has entangled the neck of the victim, and the increase of strength will strangle it in as many rounds as it

has constitution (in game effects it reduces Constitution by 1 each round until 0 is reached and the character is dead) a victim suffering from strangulation, has greater difficulty to breaking the tentacles, each penalty of constitution will become a penalty on the strength check imposed.

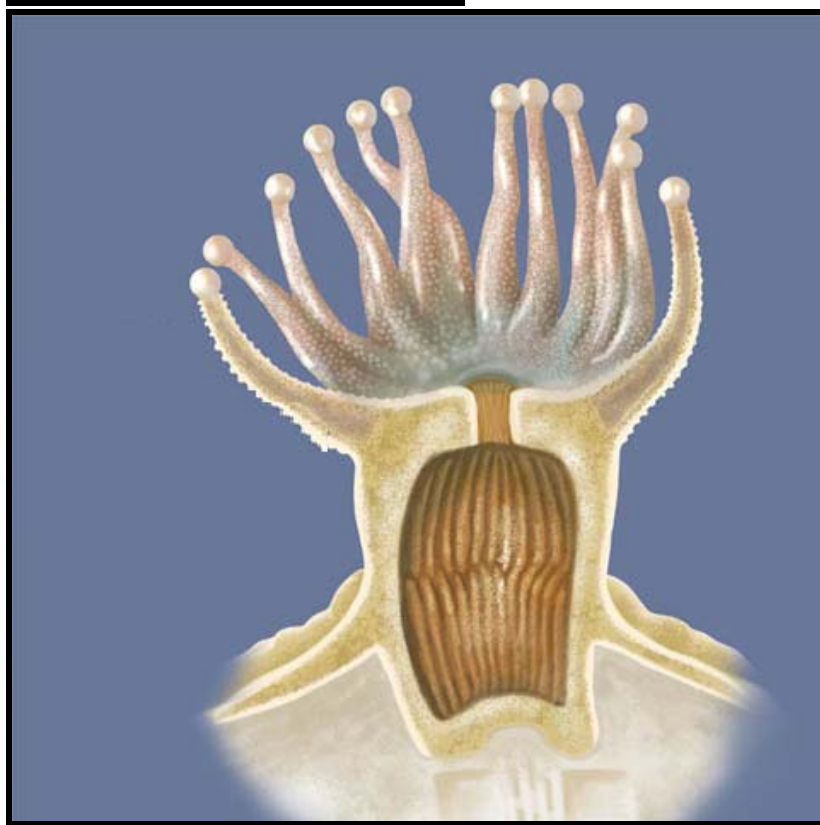
Habitat / society

The monster can hold out or pull in its appendages in order to disguise itself, and when doing so it will surprise 1-3 on 1d6. Actively hunted by humans, the few remaining monsters of this kind can now typically be found underground. There, appearing to be floating vegetation, ropes or nets, the monsters surprise the unwary.

Giant Polyp are carnivorous but relatively weak, they prefer to attack small solitary mammals, as these are usually the most vulnerable and require the least amount of work to secure. A giant Polyp spends much of its day capturing mice, fish and rats for food; it rarely snags anything larger. In such it prefers to attack the smaller species of a group adventurers, and then only when approached or hungry.

Ecology

Giant Polyp originally inhabited thick kelp forests floating along lakeshores, where it disguised its rope-like body among the plants. Unsuspecting prey would then be entrapped as the giant Polyp looped its coils



of vine-like appendages around the victim, crushing and strangling it to death.

Chimer (*Chimerus disintegratus*)

Plant	Chimer
Type	Lowlife (Plant)
Climate/Terrain	HW Nithian Desert
Frequency	Very Rare
Organization	Colony
Activity Cycle	any
Diet	Carnivore
AL	N
NA	1
Size	H; 60'diameter
ST	6
IN	17
WI	12
DX	6
CO	7
CH	26
Languages	0
Spellcaster Limits;	0
AC	0
AV	0
HD	20****
HP	20d8
MV	0
THACO	1
Attacks	light blast
Damage	20d10 incineration
Special Attacks;	Charming
Special Defenses;	4d6 sound blast sv 1/2
Immune to;	Charm, Hold, Illusion Fire, Heat, Light
Extra Vulnerable to;	Cutting weapons (no AV) Darkness
AM	0

A chimer can be very large. An entire box canyon, can be bedecked with precious jewels. Tiny flowers made of delicate diamond-like material, shattering sunlight in a thousand colors. The very rock, stones, and earth in this canyon are covered with a fine web of diamond dust, and over it all stand several trees (1d6) of solid diamond.

Within their trunks, you could see fine veins of gold and silver. Their branches spread to a distance of about 20 feet, and in the biggest branches of each tree is a burnished metal disk, suspended by fine wire.. the entire are sparkles and shines in the sunlight, and over it all is the most melodious chiming. To all creatures this will sound as the most beautiful music coming from the diamond trees. Sometimes, it would seem, even voices could be made out of the music.

The chimer is actually a colony composed of thousands of polyps, joined together by metal rhizomes to form an immense, immobile net of living crystal and metal. The centermost polyps, being the oldest, form the elders' of the colony.

Combat

Since the chimer is immobile, its 'attacks' consist of waiting for luckless victims to wander within its range.

These voices seem to say; "Come! Rest and listen to our beautiful music! Be free from care and want!. These voices come seemingly from the disks themselves, telepathically promising knowledge of the world and the cosmos. Those hearing this music and within a 50 feet of the Chimer, must make a saving throw vs. spells or be enthralled (Charmed) by the resonance that gives the creature its name. Those so charmed wander into the midst of the chimer (near the trees), laughing and happy.

As soon as one character enters, the chiming song will seem to take on a more sinister tone. The charmed victim will be oblivious to this change. Suddenly, all at once, the crystal flowers and the trees will begin to shine brighter. All the light is focused on the victim, which is dancing in the area. In seconds, it grows so bright normal persons can't look at. The light is normal sunlight focused on the victim(s) by the myriad reflective surfaces of the chimer polyps. The victim's dying shriek will be nearly drowned out by the deafening sound now coming from the canyon.

This sound is so loud that creatures within 60 feet of the chimer must save vs. spells or become deafened by the loud noise, destroying one or both eardrums.



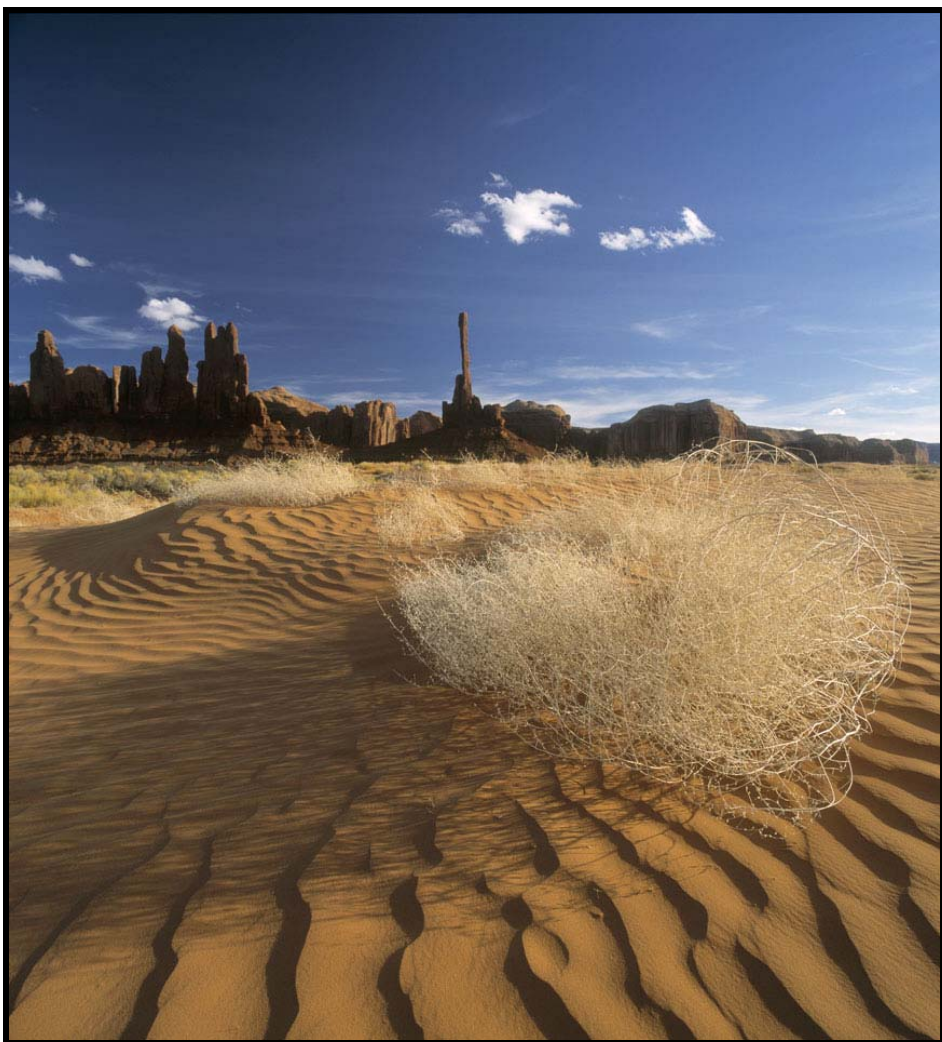
Meanwhile the light literally incinerated the victim into a pile of fine, white ash that is consumed by the awful crystal creatures.

Habitat/Society

Chimers also have special defensive abilities. The musical chiming can be focused, inflicting 4d6 damage to a maximum distance of 30 feet (saving dragon breath for half damage) from the chimer.

Finally, the Chimer can duplicate wizard spells of up to level 3, preferring spells like Charm Person And Lightning Bolt. (Other spells effects available are Light, Magic Missile, Sleep, Continual Light, Mirror Image, Phantasmal Force, Clairvoyance, Fireball). Yes , many of these spell effects are unknown in the Hollow World, explaining the Chimer's origing from the Outer World (it was created in Nithia 750 BC) and a seed was accidentally taken on with the Nithian transition to the Hollow World, and thus spread in its perfect habitat.

The creature is fully dependant upon light and as thus a remarkable adapted creature of the sunlit Hollow World, and will not be very active (or able to attack) in darkness (when one of the floating continents passes over, creating a period of darkness.) in these periods it will only be able to use its charming music to try to lure the creatures and remain waiting (enjoying) until the sun reappears. It will shine light in this moment, but this is stored light and of less strength. A shadow of over 8 hours will fully deplete a chimer, (laying it fully dormant) until the sun returns.



Ecology

Crystalweeds are the young mobile form of a Chimer. At certain times of a year, chimers grow tumbleweed-like clumps of crystal fiber. These sandy colored crystals detach and roll with the wind until they find a suitable place to grow and begin the process of life again. They seem to be attracted to existing veins of silver or gold, needing them in their growing process.

The Living Light

(*Lux-mineralis Viventum*)

The Living Light	
Type	Elemental Creature
Common	Plane of Matter
Very Rare	Prime Plane
Climate/Terrain	Underground
Frequency	Extremely Rare
Organization	Swarm
Activity Cycle	Any
Diet	Intelligence and Strength
AL	LN
Number Appearing	1 swarm
Size	Microscopic
Swarm Size	10'+1' diameter per consumed ST /IN point
ST, CO, DX	0
IN	6
WI	8
CH	18
Languages	nil
Spellcaster Limits;	NA
AC/AV	NA (Cannot be hit)
HD/HP	NA
MV/CL	1' / round
Ability	Detect Life 60'
Way of Attack	Lure and entrap
THACO	Always hits
Attacks	encroachment on touch of 1" / round
Damage	none
Special Attacks;	Drain 1 ST +1 IN point/round
Special Defenses;	Pressure Resistant
Immune to;	Physical Attacks Fire , Cold, Electricity All spell except those vulnerable too
Extra Vulnerable to;	
Darkness	works as Hold Spell
Cure Disease	Kills (on prey or object)
Direct sunlight	Instant Kill
AM	0% if effect encompasses whole swarm else 100% except vulnerability effects
Horror Rating	1
Save as;	NA
ML	12
XP	10 / 10'diameter
TT	0
Body Weight	1cn/ 10' diameter area



A dim light 100' away is not the color of a torch, lantern, or sunlight, but seems to glow a pale icy blue. Except for a small trail down the middle, the light covers the floor, ceiling, and walls of the tunnel for 240' to 480'. It is bright enough that the characters can see within this area without any other light, and noticing the light up to 500 yards away in unobscured darkness. The light is too soft the reflected on walls and other surfaces beyond 100'. The light seems to come from everything the rocks, the fungi, the water. Its color lends a sense of transparency to all the objects it coats.

When the players reach the center of the path, the light has advanced onto the path, blocking both ends, leaving a 50' long 1 foot wide strip in the center of the area. The light then continues to close up this strip at a rate of 1' per round. The players have 25 rounds to act before the light covers the trail completely. If players try to use a spell (commune, contact higher plane, or wish) to learn more about this area, answer their questions as per the rules. This light is alien and new to this world, so even the gods know little about it. In fact the following quote from the Diaries of Quod (this is a Person) is the only existing account of it.

"Aldisious of Parquossia (this is another person mentioned by Quod) writes of one of his travels: 'While traveling through the Mountains of Anthropomagi (Animal humanoid mages), I found a primitive tribe whose god was called the Living Light. At their behest I was taken to their shrine, where I observed a well, the walls of which were coated with an icy radiance that shifted and moved in my presence. Before being conducted to a closer examination of the well, Don Hesquirot and his knights prevailed on the tribe by force of arms to allow us passage through their lands to continue our voyage. What examination I was allowed supports my opinion that the light was a product of a mixing of mineral oils and rare earths in the bowels of the earth. Whether the light was living or intelligent I could not tell. Since my return, I have not been able to copy the effect in my workshop.'"

The actual source of the moving/shifting light of icy radiance is a product of mixed mineral oils and rare earths from the bowels of the earth.

This means it is a form of biological or elemental life source or construct.. As its contents could be discerned by Aldisious in a short time, this means that the components must be visible also (on closer examination). Aldisious could not copy the result as he was unaware of all the right components and balance, or if any magical effects were added to it. As the tribe is primitive and worships the light, they have clearly NOT created it.

So according to Aldisious and other mages either it is a natural occurrence from deep in the earth or from an elemental gate or someone else had created it and it became free to wander around. In fact it is an Earth elemental biological agent. Billions of microscopic grains of sand and mineral oils form a primitive mutual entity, where the mass is greater than the added microscopic grains together.

Combat

The entity clearly likes darkness as it hides in a well or in dark tunnels, it uses the shape of the tunnels and its light to lure prey. At first insects, than rodents, until at a size of 100' it has become as large enough to prey on small humanoids (or sleeping humanoids). At 200' it is large enough even to entrap active humanoids.

It has some sentience as it can detect others upon which it reacts. The distance it detects is about ¼ of its diameter. It mostly creates a wavy small path open covering all else, luring prey in between the lit surfaces. Due to the wavy path and it's width, no running is possible without touching the light. The reaction is predatory as it entraps the potential victims and then covers it.



Living Light Draining

If any item touches the glowing areas, the light sticks to it and spreads over the item at the rate of 1" every round. This is fast enough to cover a full-grown man in one turn. The light does not seem to harm the player while it spreads. However, when he is entirely covered by the light, the player begins to lose 1 point of strength AND intelligence each round. Do not tell the player what is happening, but give him warnings such as "You feel tired. Now you feel even weaker. Perhaps you'd better sit down," and "You can't figure out what is going on. Now you are getting distracted easily. Everything seems very confusing to you. The color all around you is very pretty." If the player is reduced to 0 Strength, he is dead. If he is reduced to 0 Intelligence, he is a mindless vegetable.

The final state of a character engulfed in the light is similar to the *Colour out of Space* by HP Lovecraft. They become lethargic and then brittle (6 rounds) and finally crumble into dust (1 Turn), while the whole entity covers the Victim(s). First then the Light starts looking for other victims. It has grown 1' for each strength and Intelligence drained. If the strength was lower than the intelligence of the victim, the remaining intelligence points are lost to the entity.

Ecology

It draws sustenance from the victims strength and intelligence (Muscular energy and Electro-chemical energy). There is nothing said if this can be restored by healing or by magic. In a way it is similar to a Shadow (a dark light entity/creature which also feeds on strength). The victim either dies or becomes a mindless vegetable.

A *cure disease* will destroy the light covering any simple object or creature, but will not

affect the light covering the floor, ceiling, or walls of the passage.

A *darkness spell* will stop the growth and effects of the light in the area covered by the spell. When the spell wears off or is dispelled, the light will return to its normal behavior.

Direct sunlight will also destroy the strange glow, as will spells/magic that shed sunlight. (Sunbursts, Oltec Sunlight spell)

Any other spell will falter unless it fully encompasses the full swarm. (i.e Teleport, Disintegrate, etc) and not only part of it.

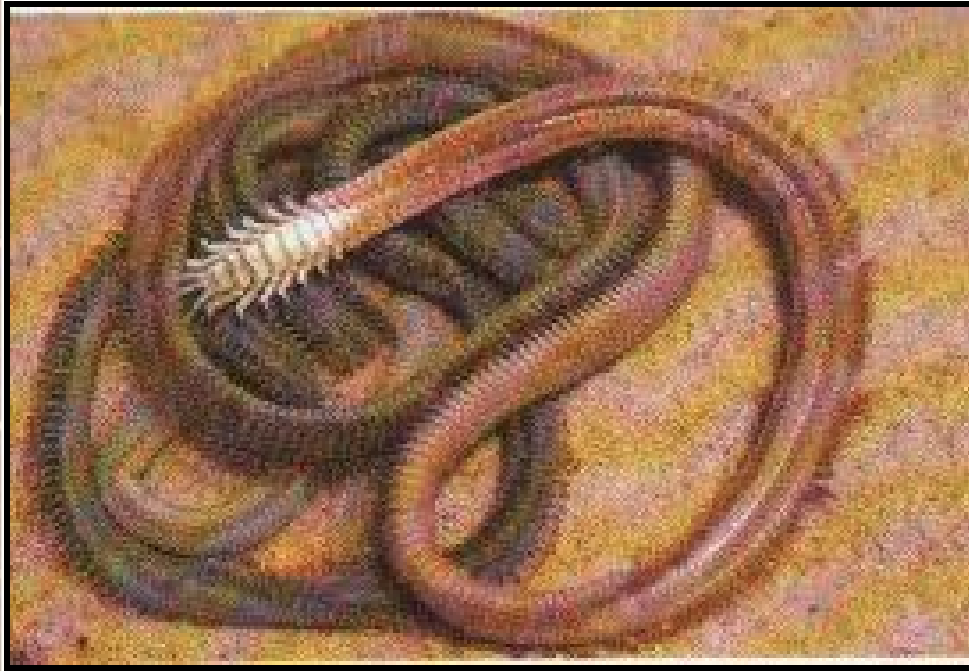
The Living Light can be collected by clever mages with a Stone/Crystal vessel of enough size to hold 1cn of liquid per 10' square foot of area covered. It can be lured in by holding a source of energy (like a belt of Giant Strength, or plasma left from a slain Shadow, A potion of strength, or intelligence) but the light will move slowly by 1' per round so a 200' plus area will take 200 rounds if placed outside the light or 100 rounds if placed (flying?) inside the area. A stone lid must be placed on the area and enclosed with a Hold Portal or Wizard Lock spell. It must have at least 8 hours of indirect contact with the ground or it will lose 1' of diameter for each Turn beyond 8 hours.

This is however an extremely dangerous experiment.

And no use is as of yet discovered from this creature. It will consume all biological matter, and will even penetrate glass (though only at a rate of 1" per round. A stone vessel with a Living Light in it could be valued up to 1000 gp or more.

Worms





A worm is a common name given to a diverse group of invertebrate animals that have a long, soft body and no legs. There are hundreds of thousands of species of worms, 2700 of these are earthworms. Animals which are commonly called worms include species of annelids, insects (their immature larva stage), and flatworms and leeches. Many marine and freshwater species, which are usually seen only by professional biologists, are recognized as "worms". In everyday language, the term *worm* is also applied to various other living forms such as larvae, insects, centipedes, shipworms (teredo worms), or even some vertebrates

(creatures with a backbone) such as blindworms and caecilians. Worms can be divided into several groups; other invertebrate groups may be called worms, especially colloquially. In particular, many unrelated insect larvae are called "worms", such as the railroad worm, woodworm, glowworm, bloodworm, inchworm, mealworm, or silkworm. "Ringworm" is not a worm at all, but a skin fungus.

Worms live in almost all parts of the world including marine, freshwater, and terrestrial habitats. Some worms living in the ground help to condition the soil (e.g., *annelids*, *aschelminths*). Many thrive as parasites of plants (e.g., *aschelminths*) and animals, including humans (e.g., *platyhelminths*, *aschelminths*). Several other worms may be free-living, or nonparasitic. There are worms that live in freshwater, seawater, and even on the seashore. Ecologically, worms form an important link in the food chains in virtually all the ecosystems of the world.

The first of these includes the flatworms. This phylum is called *Platyhelminthes*. They have a flat, ribbon- or leaf-shaped body with a pair of eyes at the front. Some are parasites.

The second group contains the threadworms, roundworms, and hookworms. This phylum is called *Nematoda*. Threadworms may be microscopic, such as the vinegar eelworm, or more than 3 feet long. They are found in damp earth, moss, decaying substances, fresh water, or salt water. Some roundworms are also parasites. The Guinea worm, for example, gets under the skin of the feet and legs of people living in tropical countries.

The third group consists of the segmented worms, with bodies divided into segments, or rings. This phylum is called *Annelida*. Among these are the earthworms and the bristle worms of the sea.

There are hundreds of thousands of species that live in a wide variety of habitats other than soil. Over time this broad definition narrowed to the modern definition, although this still includes several different animal groups. Phyla that include worms include:

- Acanthocephala* (spiny-headed worms)
- Annelida* (segmented worms)
- Chaetognatha* (arrow worms)
- Gnathostomulid* (jaw worms)
- Hemichordata* (acorn/tongue worms)
- Nematoda* (roundworms)
- Nematomorpha* (horsehair worms)
- Nemertea* (ribbonworms)
- Onychophora* (velvet worms)
- Phoronida* (horseshoe worms)
- Platyhelminthes* (flatworms)
- Priapulida* (phallus worms)
- Sipuncula* (peanut worms)

The most common worm is the earthworm, a member of phylum *Annelida*. Earthworms in general have been around for 120 million years, evolving during the time of the dinosaurs. They enrich and aerate the soil; Charles Darwin found that worms turn over the top six inches (15 cm) of topsoil every 20 years. They lack a brain but have nerve centers (called ganglia); they also lack eyes but can sense light with photoreceptors. Worms are hermaphrodites (both sexes in one animal) but can cross fertilize.



Worms usually have a cylindrical, flattened, or leaf-like body shape and are often without any true limbs or appendages. Instead, they may have bristles or fins that help them move. A few have light-sensing organs. Worms vary in size from less than 1 mm (0.04 inch) in certain aschelminths to more than 100 feet in certain ribbon worms.

Some worms reproduce sexually. Hermaphroditism, the condition in which a single individual possesses both male and female reproductive parts, is common in many groups of worms. Asexual reproduction, whereby new individuals develop from the body cells of another, also occurs in some worms.

Worm species differ in their abilities to move about on their own. Many species have bodies with no major muscles, and cannot move on their own — they must be moved by forces or other animals in their environment. Many other species have bodies with major muscles and can move on their own; they are a type of muscular hydrostat. Many species of worms are decomposers; they break down dead plants and animals to return nutrients to the soil.

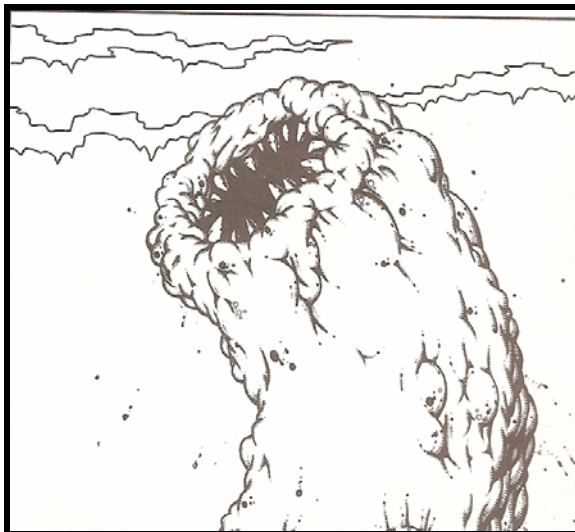
Leviathan (*Gnathostomulid* species)

The dreaded desert and marine leviathan are huge worm-like creatures with massive, gaping maws. They are among the mightiest of creatures living on the planet Mystara (or even the Prime Plane). The largest known desert leviathans have been reported at 500 feet long and 40 feet wide, and the greatest marine specimens reach 650 feet long and 30 feet wide.

Despite their size, however, the vastness of the deserts and the fathomless depth of the oceans where the two varieties live mean that these monstrous creatures are rarely seen by civilized beings (however, it is rumored that the ancient Empire Millennia lost all trade over the desert due to one or more of these creatures. Those travelers who encounter a leviathan seldom survive to tell the tale. Nevertheless, the often distorted tales of them have reached the outside world have been enough to breed legends of awesome power and destruction vast enough to rival even the creatures themselves (probably they have encountered a greater annelid instead).

Combat

Both varieties of leviathan attack by swallowing everything in a large volume of sand or water 30' x 30' x 30' or 50' x 50' x 50' respectively. Each victim within this area must save vs., Dragon breath at -4 penalty to escape a swallow attack by jumping aside, or be swallowed.



Each victim swallowed takes 3d12 bite damage, plus 4d12 automatic digestive damage each round thereafter. Victims, may however, attack the soft inside of the creature while still live.

A leviathan cannot digest magical inorganic items. If an object or creature has not been totally dissolved within 1 Turn (10 minutes-60 rounds), the monster ejects it before returning in the depths). This can be done by regurgitating the content, which results in 4d4 rounds of continuing acid damage of 1d8 damage each round on organic tissue unless flushed with at least 2 gallons of liquid other than wine, vinegar or acid, or they can be expelled after 2d4 rounds by the secretional exit, which results in a 25% chance of infection, and 25% non-cumulative chance each round for a random bone breaking.

Desert Leviathan (*Gnathostomulidus giganticus*)

Worm	Leviathan
	Desert
Type	Lowlife (worm)
Climate/Terrain	Great Deserts Desert of Eggs (HW) Desert of Bones(HW) Desert of the Lizard(HW) Desert of Boglutucul (HW) Great Waste/Sind Desert (Brun) Great Aryptian Desert (DaVania) Izondian Desert(Davania) Great Skothar Desert
Frequency	Very Rare
Organization	Solitary
Activity Cycle	any
Diet	Omnivore (almost literally)
AL	N
NA	0(1)
Size	G; to 500'long 40'diameter
ST	25
IN/WI	1
DX / CO / CH	9
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	60**
HP	60d8
BR	240'(80')
SW	na
THACO	1
Attacks	1 Bite
Damage	3d12
Special Attacks;	Swallow 4d12 digestive damage (2d12 if acid resistant)
	Earthquake like waves
Special Defenses;	0
Immune to;	poison, Disintegration, Charm, Hold, Control. all spells, magic effects abilities that cause no damage Half damage from all attacks, psionics, spells
Extra Vulnerable to;	0
AM	0
Save as;	F36
ML	11
XP	35750
TT	nil
Body Weight	Unknown, but immense



This creature dwells in the depths of the desert sand, and its tough hide is a dull, pale brown to match the environment. It is blind, but is attracted by vibrations caused by the movements of its intended prey. When closing for the kill, it moves just below the surface, creating a ripple in the sand like an ocean wave.

This is rumored how sand dunes come into existence, although scholars say it is done by wind, it is not completely impossible). It can thus destroy whole cities and wholly or partially sink them beneath the sand, just by burrowing underneath it.

Any structure will suffer 50+5d10% material damage, creatures inside will take 1d6 damage for each 10% above 40% the structure is damage. Smaller structures could be swallowed whole.



Marine leviathan (*Gnathostomulidus oceanus rex*)

Worm	Leviathan, Marine
Type	lowlife(worm)
Climate/Terrain	Deep/Wide oceans Sea of Dread Alphatian Sea Bellisarian Sea Nothorn Atlas Ocean (HW) Southern Atlas Ocean (HW) Sea of Pearls Sea of Aquas Sea of Steam Far-end Ocean Weatern Sea Sea of Esterhold Vulcanian Sea (HW) Ostsea (HW)
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any non arctic fresh water
Diet	Omnivore (almost literally)
AL	N
NA	0(1)
Size	G; to 650'long 30'diameter
ST	25
IN/WI	1
DX / CO / CH	9
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	70***
HP	70d8
SW	300'(100')
THACO	1
Attacks	1 Bite
Damage	4d10
Special Attacks;	Swallow 4d12 digestive damage (2d12 if acid resistant) Whirlpool
Special Defenses;	0
Immune to;	poison, Disintegration, Charm, Hold, Control. all spells, magic effects abilities that cause no damage Half damage from all attacks, psionics, spells
Extra Vulnerable to;	0
AM	0
Save as;	F36
ML	10
XP	57500
TT	nil
Body Weight	Unknown, but immense



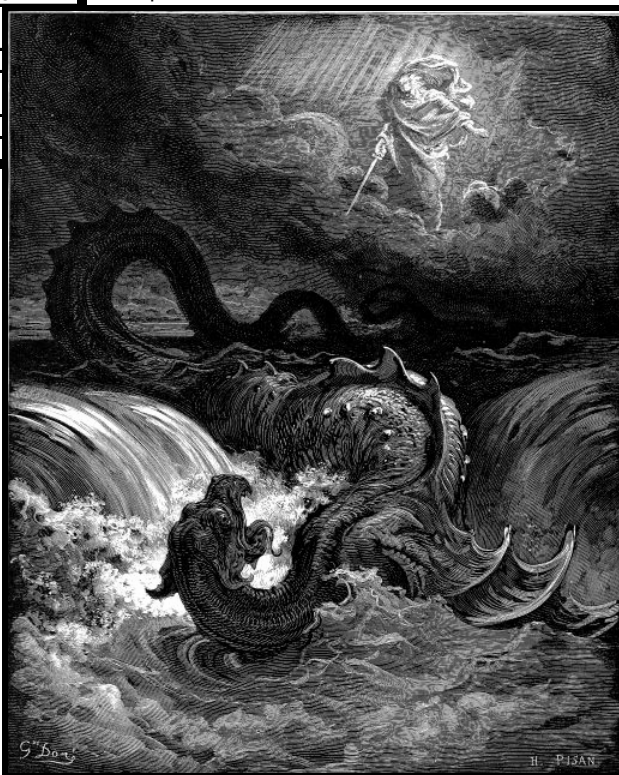
The marine leviathan lives in the deepest parts of the widest oceans and it is a dark green color. It is longer and sleeker than its desert dwelling relative, and has large eyes adapted for the gloom of the depths (Infravision 240').

As well as swallowing prey whole, the marine leviathan can swim around and around to create a whirlpool which can sink a ship with up to 80+1d100 hull points. This can be done from 50' depth for each 2nd circling done. So if it circles 10 rounds, at a depth of 250' the whirlpool will come into existence, with a diameter of 35'. For each additional round circling, the whirlpool will enlarge by 10' diameter, to a maximum of 200' diameter (this is due gravitational reasons).

When stopped circling, the whirlpool will slowly diminish with 10'diameter each round until it will collapse at a diameter of 50'.

A whirlpool its middle as deep as half the diameter, anything captured in the whirlpool will be succeed down with a speed equal to that of the leviathan, which is 300'(100') to a depth 25' above the location of circling by the leviathan.

The creature is so immense that even Immortals sometimes decide to battle it See illustration From the Holy Book of the Church of Karameikos. The other illustration reveals a marine leviathan above a sunken tower used by aquatic elves or merrow in the Sea of Dread.



Purple Worm (*Gnathostomulidus purpureum*)

Worm	Purple Worm
Type	lowlife(worm) Monster
Climate/Terrain	Underground Also Underwater
Frequency	Rare
Organization	Solitary
Activity Cycle	any
Diet	Omnivore Meat Preferred
AL	N
NA	0(1)
Size	G: 60' long
ST	25
IN/WI	1
DX / CO / CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	15
HP	15D8
MV	90'(30')
BR	90'(30')
THACO	5
Attacks	1 Bite
Damage	3d8
Special Attacks;	4d12 digestive damage (2d12 if acid resistant) Swallow
Attacks	1 Tail
Damage	3d8
Special Attacks;	poison X
Special Defenses;	0
Immune to;	poison, Disintegration, Charm, Hold, Control.
Extra Vulnerable to;	Dislike light
AM	0
Save as;	F7
ML	9
XP	2750
TT	B,5 x Q
Body Weight	Unknown, but immense



A constant threat to subterranean explorers, the purple worm burrows through the earth in search of prey. The worm is

sensitive to minute vibrations in the earth, and can sense prey at a range of 60 feet. Adult purple worms as large as 8-9 feet in diameter and 140-150 feet long have been reliably reported.

The worm attacks by biting; an attack roll that exceeds the required score to hit by 4 or more indicates the victim has been swallowed whole. This worm can devour creatures up to 8 feet tall and 6 feet wide. A swallowed creature dies in six rounds, is digested in two hours, and cannot be raised from the dead. Anyone trapped inside a purple worm may attempt to cut their way out. The interior is AC 9, but digestive juices weaken the victim, causing a cumulative -1 penalty to the damage the victim can cause. This worm has a stinger on its tail. Anyone hit by the stinger suffers 2d4 points of damage and must make a successful saving throw vs. poison or be slain instantly.

The purple worm is solitary and seeks a companion only to mate. The moment a new worm hatches, it burrows into the ground, never to be seen by its siblings again. As the worm tunnels, it consumes vast amounts of material that are excreted when it returns to its lair. Among the discharged substances are precious metals and gems.

Combat;

Natural Poisons					
Type	cost in sp			damage	source
	injective	soluble	contact	r / max	
X	75.000	112.500	300.000	10/death	Purple Worm/Chemical
x	15.000	30.000	45.000	1/30	Thunderherder/Chemical

All these poisons have an onset of 1d10 Rounds

Not damaging poisons will always do their effect, even if saved.

Any successful save results in minimal damage for 3 rounds adjusted by reversed constitution adjustments.

A 17 con. Fighter saving against a poison H would get 5-2(con 17=+2)=3 rounds long 7 damage.

A purple worms tail stinger deals 2d6+6 piercing damage and forces the victim to make a successful save vs., poison or take (1d6 temporary strength damage, 6 round later again or suffer 2d6 strength damage).

A purple worm's primary attack is with its bite, which deals 2d8+12 damage and allows it to initiate take hold of the prey (new hit roll) and then the victim is pulled in the mouth. At that point damage is automatic until the victim escapes or is swallowed down the guzzard. Swallowing a victim is accomplished by yet another hit roll (at +8). If successful, the victim ends up in the worm's guzzard, where he or she takes 1d8 acid damage each round. To climb out, the victim must succeed two attack rolls at -12 (one to reach the maw, the second to get out. These attempts are mostly doomed by the movements and interior of the worm.

Not that screaming to a purple worm does any good, as the creature is stone deaf. They can, however, detect vibrations, so the tromp of walking men on the stone floor can be 'heard' by the worm better than airborne sound waves.



Purple worms enjoy feasting upon shrieker Funghi (and related), but they are attracted by their scent, not the shrieks they make. Purple worms have a fairly good sense of smell; they often find their ways back to their lair by following their own mucus tracks. When they digest a pudding that is resistant to acid both start dissolving each other at the same rate. If the worm is the one surviving it can heal in 1 day per 8 points of damage. This healing rate is for all sorts of damage.

Habitat/Society

Purple worms are subterranean creatures. They burrow through the ground devouring anything organic they can find, and leaving tunnels 3-6' in diameter. When the worm returns to its lair, it will purge itself of anything inorganic it may have eaten, such as mineral deposits. In such a lair -- which is usually a fairly large cavern dug out of the surrounding earth, one can often find up to a dozen eggs, or immature worms ranging in size from 5 feet long to over 20 feet. Worm lairs are often raided by umber hulks, who prize the tender young as food.

Even though the creature can 'swim, they habitually crawl along the bottom of an ocean, lake or underground pool, searching for food. This is because their Tremorsense allows them to detect creatures scuttling across the ocean floor, but they have a hard time fixing the locations of prey swimming through the water or detecting solid surfaces in the water. Ocean dwelling 'mottled' worms—if you prefer the term—can often times be found far out to sea, exploring coral reefs and deep ocean trenches alike. A purple worm's four eyes are situated equidistant around the circumference of its head, with each eye pointing forward. Thus, the creature can only see what is directly in front of it. Thick, bony ridges protect the eyes from the worst of the stone and dirt. They're liable to come into contact with in an underground environment. The eyes have no lids, remaining open at all times—even when the creature sleeps. However, since purple worms have poor vision and rely primarily upon their tremor sense, they seldom awaken as a result of a visual stimulance (light however will awake them in 1 r).

The prominent jaw of a purple worm is a feature possessed by the worm even before hatching. The spike is initially used to assist the worm in escaping from its egg; later, the worm uses it to loosen up rock or packed earth where it wishes to burrow. While iron hard and as strong as the creature's powerful teeth, the jaw spike is not used by the worm as a weapon, as it isn't particularly sharp.

A cross section of a purple worm shows five distinct layers. The outer most layer is the mucus coated skin, from which the beasts' setae emerge. The next layer is a ring of muscle that circles each of the creature's numerous segments. The third layer is a series of long muscles running the entire length of the worm, connecting each ring muscle in sequence. These long muscles allow the purple worm to crawl by expanding and contracting its body in sequence. The fourth layer is a hollow space called the coelum (pronounced SEE-lum, for those who care about those things), which is filled with fluid and acts as a buffer for the innermost layer, the digestive tract. The coelomic fluid allows the muscles of the digestive tract to keep about the business of pushing food along despite the movements of the rest of the body.

A victim inside a purple worm's guzzard can elect to carve its way out rather than climb back out through the mouth. This can only be accomplished with natural claws or a small piercing or cutting/slashing weapon. The guzzard of a purple worm is AC 5 and it takes 25 hp damage to carve a hole large enough to crawl through. Creatures swallowed by a purple worm are considered hindered and can't cast spells that have somatic components, and material components must already be in hand. Casting any spell inside requires a concentration check penalized by the damage dealt to the caster during the casting of the spell. A teleport or dimension door spell however, will work under these circumstances.

One of the purple worm's most useful senses is its tremor sense, which allows it to pinpoint the location of anything touching the ground within 60 feet from it (or jumping or else making heavy contact at 60 yards). Of course, the best way to defeat a worm's Tremorsense, is to get off the ground, whether by flight magics, levitation or something similar—climbing the walls won't suffice, the worm still senses you. With a strength of 35, purple worms enjoy a hefty strength modifier, so web spells and similar are, at best, a temporary measure against it.

Habitat/Society;

A Purple worm lairs in underground burrows. Given the worm's enormous size, these lairs are often gigantic. There is usually only one entry into the lair, dug by the worm itself, but this often branches off in several directions some distance from the lair. Tunnel is permeated by a hideous stench, a stinking miasma of rotting flesh.

Purple worms crawl in an undulating manner by expanding and contracting the bands of muscle that runs the entire length of their bodies. While they have no legs, their armored skin is covered with numerous hairline bristles, called setae, their act to sense and grip the surface and pull them along.

Purple worms tunnel through packed earth and solid stone, leaving behind passageways the width of their own bodies. Dirt and stone pass through the worm's simple digestive system and are ejected from the body after the worm has extracted enough nutrients from the substances. The round tunnels left behind are common near purple worm lairs, often criss-crossing and penetrating into pre-existing caverns. Occasionally, a purple worm's tunnel branches off into the surface world. The effect benefits those dwelling in the underworld, creating new air shafts. Other corridors are wholly or partially filled with its excrements, but mostly this is dropped in flowing water areas (a purple worm seems to be tidy in its lair, or just won't to keep it open).

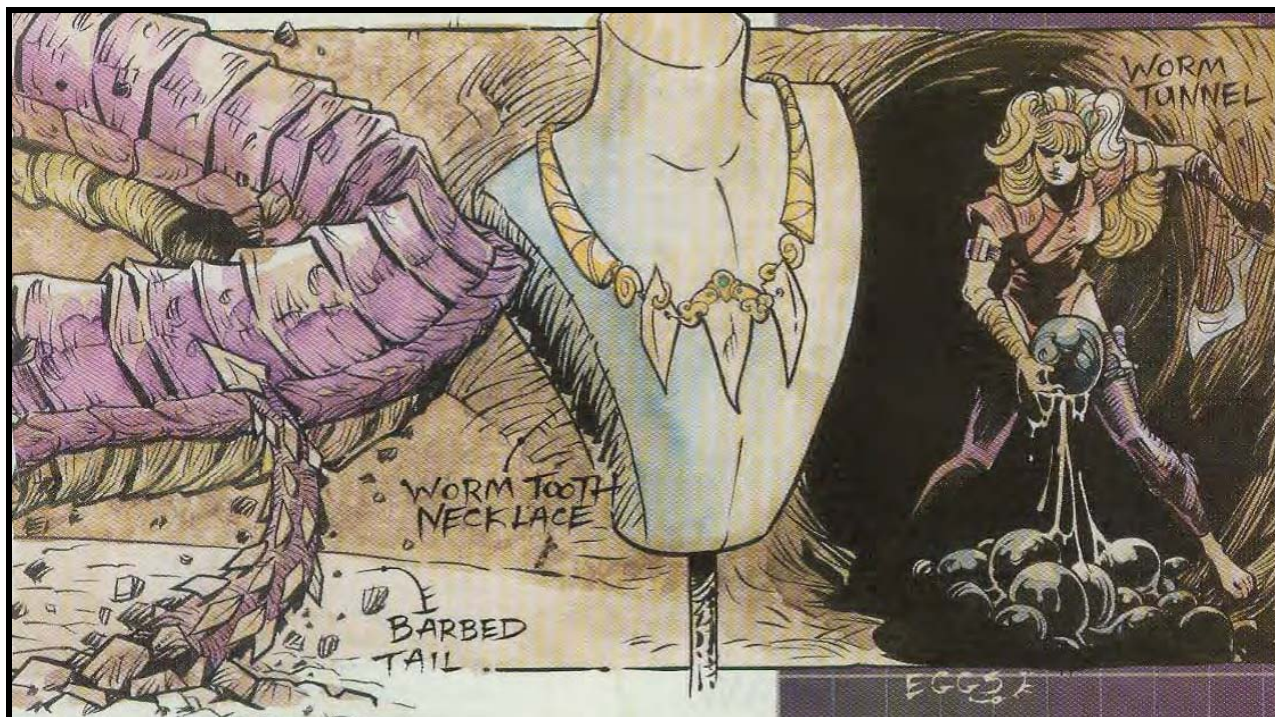
Purple worms are opportunistic hunters, chasing down anything that crosses their path, but they do not go out of their way to find living food, for they extract sufficient nutrients from the dirt and stone of their underground environments.

Purple worms are hermaphroditic, each creature having both male and female reproductive organs. The male organs are several segments in front of the female organs; forward the front of the body of the worm. The arrangement allows any two purple worms to breed; they line up their bodies in opposite directions and fertilize each other's internal eggs. During the mating process, the worms produce a great amount of the slimy mucus their bodies normally exude. This thick coating actually adheres the worms to each other while they mate the entire process often takes several hours. Afterwards, each crawls away to its own lair, where it secretes its eggs wrapped in a mucus cocoon. Purple worms mate only once each year, often around summer solstice.

Purple worms 'breathe' through the pores of their skin—which in fact they only can continue to do so if the skin is kept moist and there fore they seldom visit warm locations like volcanoes or the surface world. For this will dry up their mucous coating too much. They extract oxygen equally well from both air and water and thus can be found in either environment. While underground, their skin takes a mottled look as the water washes some areas clear of their mucous coating. In fact for years it was believed that the 'mottled worm' was an aquatic variety of the purple worm. That this belief went unchallenged for so long is not surprising, as few individuals could get within observing range of a mottled worm without becoming the creature's next meal.



Ecology;



Purple worms have no concept of treasure; nonetheless, their lairs often contain riches, if one knows where to look. As purple worms burrow through the ground, they swallow vast amounts of dirt and stone. In mineral rich areas, a purple worm might also be chewing its way through veins of copper, silver, gold or other valuable ores. These ores are ejected, along with other detritus, in the worms castings (about 10-25% of the eaten mass remains) purple worm castings look like the piles of wet dirt and are commonly found in the worm lair. It is these droppings that give the round tunnels a reasonably flat flooring—making it looking allots artificial). There are more dignified methods of striking it rich than digging through purple worm dung, but the end results are often worth it. Occasionally, items from devoured adventurers make it through the purple worms digestive tract relatively intact; these might include rings, metal armor, weapons and the like (organics are fully dissolved—but nothing easily digestible like scrolls, spellbooks, leather armor, or cloth goods and so on. Finally a purple worm's guzzard often contains several gems or other acid resistant valuables that are used to help the creature grind up its food. These items are usually embedded in the walls of the creature's gullet, so retrieving them is only possible after the worm has been slain.

When seriously injured purple worms exude a chemical that warns others of their kind away from the area for weeks. Many underground civilizations know of this warning scent, and harvest the appropriate glands from immature purple worms (or let them be made by Aspis, and trade according) and douse it around the entrance ways to their subterranean living places to keep the creatures at bay.

Purple worm blood is reddish, with a faint trace of purple to it. It is often used in the magical inks used to inscribe the arcane versions of Strength related spells or in Manuals of bodily health or similar.

Like the common earthworm, a purple worm enjoys a limited type of regeneration ability; it can regrow a severed head or tail, or tail spike in about a week, provided that the cut occurs in the first 5 segments or the last twelve body segments. A purple worm with one severed end, still attacks with its remaining end, a tail les worm still bites, a headless worm still stings. Although a headless worm lost its visionary input, it still has its tremor sense which is based on organs spaced evenly throughout its skin, and the brain consists of a long nerve that runs the length of its body. Obviously, although a headless worm still has a digestive tract, it cannot bite or swallow prey, nor can it burrow new passage ways through neither dirt nor stone. Generally, a purple worm in this condition curls up into a ball and conserves its energy, awaiting full restoration after a week or so.

Mottled Worm (*Gnathostomulidus purpureum aquaticus*)

There is an aquatic variety of the Purple worm (evolutionary developed due to the creatures many entries underwater). It inhabits shallow muck but often surfaces for prey it senses with its Tremorsense. Even while being aquatic, (pressure-rsistant, waterbreathing, brown-purple spotted it is further still equal to a purple worm.

Thunderherder (*Gnathostomulidus purpureum socialum*)

Worm	Thunderherder
Type	lowlife(worm) Monster
Climate/Terrain	Underground Desert
Frequency	Very Rare
Organization	Herd
Activity Cycle	any
Diet	Carnivore
AL	N
NA	10d10
Size	M; 5 to 10' long
ST	25
IN/WI	1
DX / CO / CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	7*
HP	7d8
MV	90'(30')
BR	90'(30')
THACO	13
Attacks	1 Bite
Damage	3d8
Special Attacks;	4d12 digestive damage (2d12 if acid resistant)
	Swallow
Attacks	1 Tail
Damage	3d8
Special Attacks;	poison X
Special Defenses;	
Immune to;	poison, Disintegration, Charm, Hold, Control.
Extra Vulnerable to;	Dislike light
AM	0
Save as;	F3
ML	8
XP	850
TT	0
Body Weight	1250 LBS



This is the desert variety of the purple worm; they travel in herds of 10-100, several feet under the sands. They feed on small creatures in the sand, their bodies ejecting sand. They are 3-5 feet in diameter and 5 to 10 feet long, and have 7 Hit Dice. They have thorn-like extensions on their ground part of their body, which they tend to use as a form of stabilization to rise up in order to attack.

Combat

Their mouths are unable to cause much damage, but their passage beneath an area causes an earthquake-like effect, similar to the earthquake spell. The area of effect is about 10 feet from each worm, so the average 50 worms herd will roughly affect an area of 70 by 70 yards, and the maximum 100 worms will affect an area of 150 by 150 yards. The effects last 1d3 rounds after the worms have left the area, as the ground clings in again. All other differences are listed in the statistics.

This powerful effect is non-magical (caused by the motion of the worms) and it causes a section of earth to shake and tremble, and 'liquefies' the ground in such a way that within the area of effect, all small dwellings are reduced to rubble, and larger constructions (unless protected) are cracked open. Earthen formations (hills, Cliffside's, etc.) form rockslides. Creatures may sink into the ground (and it is this the worms are after) and engulf 1 creature on a chance of 1 on 1d6, suffocating or crushing them. When the die roll indicates that a character is in danger of being crushed, the character gets a Save vs. Death to escape. But it is of short due for as long as the worms are in active motion the effect is continuous every round, and chances to sink are called for every round too.



It also will have effects on the surrounding area's that come into the area of effect, as followed; Cave or cavern— Collapses roof Cliffs— Crumble, causing landslide Ground— liquefies or Cracks open, causing the following fractions of creatures to fall in and die: (chances are; Size S: 1 in 4 Size M: 1 in 6 Size L: 1 in 8), Marsh— Drains water to form muddy, rough ground, Tunnel— Caves in, Small growth— No effect, Trees— 1 in 3 are uprooted and fall, All structures— Sustain 5d12 points of structural damage; those suffering full damage are thrown down in rubble.

Fyrsnaca (*Gnasthosmulidus fyrsnaca rebeum*)

Worm	Fyrsnaca
Type	lowlife(worm)
	Draconic
	Magical Creature
Climate/Terrain	Subterranean
Frequency	Very Rare
Organization	Solitary
Activity Cycle	any
Diet	Omnivore/Minerals
AL	CN
NA	1 (1d2)
Size	G; 70'long
ST	13
IN/WI	1
DX / CO / CH	14
Languages	0
Spellcaster Limits;	0
AC	6
AV	1
HD	6*
HP	6d8
MV	60'(20')
BR	30'(10')
THACO	1
Attacks	1 Bite
Damage	1d8
Special Attacks;	Firebreathing
Special Defenses;	0
Immune to;	Charm, Hold, Control.
Extra Vulnerable to;	Dislike light
AM	0
Save as;	F8
ML	9 or 12
XP	1750
TT	M
Body Weight	27500 LBS+



These fire breathing creatures are distantly related to purple worms and red Dragons. They are created by an unknown magical experiment in the northern region of Rockhome by a mage who merged the essence of a Red Dragon into a purple worm. Whatever the goal or purpose of this ludicrous idea was, it created an asexual creature

that reproduces itself, by a variation of cloning' their offspring are the Red Worms. Their skin is smooth and reddish purple with a lighter more orange underside. Their gaping maws glow cherry red (shedding reddish light 15' away—which can be seen from 500' away or through 50' of water), and are filled with wickedly sharp teeth.

Fyrsnaca are not true meat eaters, and are more like great annelids, they consume rock and minerals and devour organic compounds located within. They tend to be badly tempered, however, and are prone to attack unless an intruder backs away quickly or bribes the creature with a gem or precious metal (a remaining Draconic trait). A Fyrsnaca has no language, but if communication can be established through the use of Speak with Monsters or similar magics, a Fyrsnaca might be persuaded to perform some service in return for ample payment of gems and metal (10.000 to 40.000 gp total value).

Combat

Once every 1d3 rounds a Fyrsnaca can breath fire like a Red Dragon, but in a line 5 feet wide and 50 feet long (when impacting on nearby solids—like walls—spreading 25% to either direction of remaining distance—so if something is within 30 feet, the remaining 20 feet of flame spray will spread on the object in a circle of 5 feet from impact) the flames will cause 2d6 points of damage, but a successful save will reduce this by 50%.

It otherwise will bite for 1d8, or even trample for 3d8 damage.

Habitat/Society

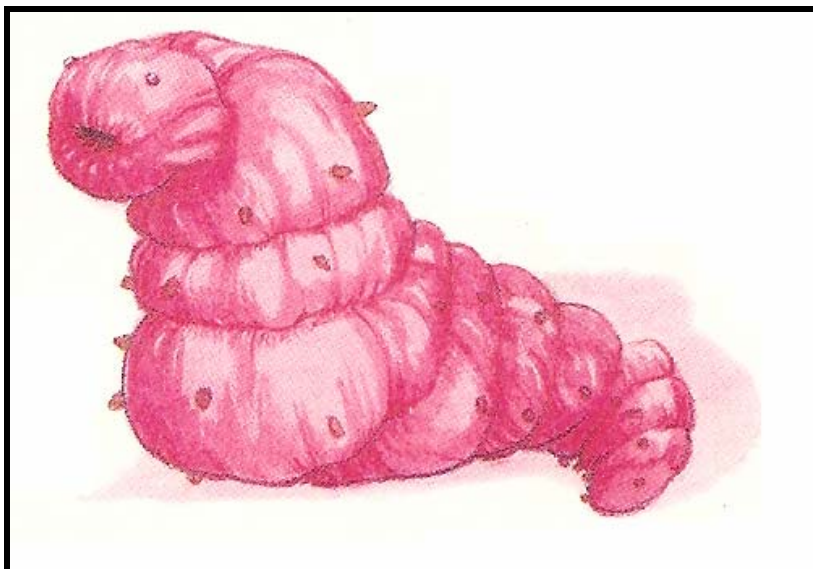
Periodically (every 100 years) a Fyrsnaca's internal fires flare and the creature begins to heat up. This extra heat does not make its breath weapon more formidable, but it does cause the creature to eventually (after a month or so) spawn 2d6 Red Worms by disgorging them, through its mouth. Immediately after spawning the Fyrsnaca must immerse itself in water or burn up. Once submerged, the Fyrsnaca remains dormant for 50 years and attacks fearlessly (morale 12) but dies nor leave the body of water, remaining out of melee range, attacking intelligently (diving, attacking from different angles, etc). The water of a Fyrsnaca will be warm to Hot. The temperature will be 99 degrees Celsius (just before boiling) and will reduce in temperature by 1 degree for each year it remains in dormancy. Remember water hotter than 40 degrees Celsius will hinder or even burn the creatures coming in contact with. And water hotter than 55 degrees causes 1 point of damage each round for each 10 degrees hotter than 55 Celsius cumulatively.



Red Worm (Larvae *G. f. rebeum*)

Worm	Red Worm
Type	lowlife(worm)
Climate/Terrain	Subterranean
Frequency	Rare
Organization	Brood
Activity Cycle	any
Diet	Carnivore
AL	CN
NA	2d6(2d6)
Size	L; 10'long
ST	21
IN/WI	1
DX / CO / CH	11
Languages	0
Spellcaster Limits;	0
AC	7
AV	1
HD	2+2*
HP	2d8+2
MV	90'(30')
BR	30'(10')
THACO	1
Attacks	1 Bite
Damage	1d4
Special Attacks;	poison
Special Defenses;	0
Immune to;	Charm, Hold, Control.
Extra Vulnerable to;	Dislike light
AM	0
Save as;	F3
ML	9
XP	35
TT	L
Body Weight	275 LBS

Red Worms is encountered, a (mostly dormant) Fyrasnaca will be cooling in a nearby body of water. It takes 50 years for a red worm to become a Fyrasnaca, and there is only a 25% that this will succeed, the others die by predation or starvation (they'll lose 1 hp each month no food after three month no food).



These grotesque worms are the larval form of the Fyrasnaca. Their red-hued skin is almost transparent, revealing the veins and inner organs within. They are voracious carnivores, always on the lookout for food. Unlike Fyrasnaca, Red worms do not breathe fire. Their bite, however, is mildly venomous, and any creature bitten must make a save vs. poison each time bitten or take one round later the same damage as rolled again. (Thus don't subtract AV this time).

Red worms can detect prey by vibrations in a distance of 90' and often burst out solid rock to attack. This maneuver gives them a 50% chance to surprise prey. If a brood of



Slime Worm (*Gnathosmulidus phlegmeaus*)

Worm	Slime worm
Type	lowlife(worm)
Climate/Terrain	Subterranean
Frequency	Very Rare
Organization	Solitary
Activity Cycle	any
Diet	Carnivore, Minerals
AL	N
NA	1 (1d2)
Size	G; 50' long
ST	15
IN/WI	1
DX / CO / CH	14
Languages	0
Spellcaster Limits;	0
AC	5
AV	1 or 4(with coins
HD	10
HP	10d8
MV	60'(20')
BR	30'(10')
THACO	10
Attacks	1 Bite
Damage	2d6
Special Attacks;	swallow
Special Defenses;	0
Immune to;	Charm, Hold, Control.
Extra Vulnerable to;	0
AM	0
Save as;	F5
ML	9
XP	1000
TT	D
Body Weight	27500 LBS+



These giant worms secrete a sticky substance that coats their backs. They roll in treasure hoards (often of Dragons, who thus intensely despise these creatures) so that their backs are covered in coins jewels, weapons, armor and debris. There is a 1 in 1d6

chance that a slime worm will be indistinguishable from a large pile of treasure.

Slime worms attack with surprise whenever possible. They swallow their prey whole (mostly lowlife, like puddings, oozes and insects, but any other creature of Medium or smaller size will suffice too) on an unmodified attack roll of 18 or more (or on a 20 even if this would normally not succeed). Swallowed victims take 2d6 points of damage each round by compression and stomach acids (half each) until they are dead or cut their way free. The slime does not affect attacks on the worm other than increasing its AV by 3 in resemblance to its unprotected slimy hide with an AV of 1.

Tube worm, giant (*Ryftia pachyptila* (carnivorus))

Worm	Tube Worm	
	Normal	Carnivorous
Type	lowlife(worm)	
Climate/Terrain	Deep ocean/Hydrothermal vents	
Frequency	Rare	Very Rare
Organization	Colony	Clumb
Activity Cycle	any	
Diet	Suspension feeder	Carnivore
AL	N	N
NA	20d10	2d4
Size	M; 6'long	
ST	9	11
IN/WI	1	2
DX / CO / CH	12	13
Languages	0	0
Spellcaster Limits;	0	0
AC	2/7	
AV	tube 5 else 0	
HD	1+1	2+2*
HP	1d8+1	2d8+2
MV	0	
THACO	nil	19
Attacks	nil	1 strike
Damage	2d4	2d6
Special Attacks;	0	Surprise Poison
Special Defenses;	Alert	0
Immune to;	Charm, Hold, Control.	
Extra Vulnerable to;	0	
AM	0	
Save as;	NM	F1
ML	3	8
XP	15	35
TT	0	incidental



Giant tube worms are a fairly common sight near hydrothermal vents. The mundane variety consists of pacific suspension feeders, measuring about 6' high and 2' in diameter. They possess an extremely durable outer casing of a dark yellow coloration. Their bodies are of a pale yellow. The heads are topped with flowery appendages and are extended while feeding. Carnivorous tube worms, also known as blood worms, closely resemble their peaceful relatives but are thankfully more rare. Their heads lack the flowery appendages of the common variety; instead, they are adorned with wide mouths containing an extremely wicked set of sharp teeth.

Combat:

The common giant tube worm has no form of attack. As its body is comparatively vulnerable (AC7 AV0), it relies on its shell to provide it with

protection (AC2 AV5). The worm can sense pressure caused by either sound or movement and is thus very difficult to surprise (+2 bonus to avoid surprise). Should it feel threatened by the approach of another creature, which is almost always the case, the worm withdraws inside its tube. A valve (AC 2) seals the tube from the top, and the animal is then well protected from attack. Carnivorous giant tube worms are usually encountered hidden among the more common variety and are 90% indistinguishable from the latter. They typically lie in wait for a suitable meal to pass by, and then strike out with speed and ferocity (+2 to surprise roll). The body of a worm is extremely flexible and can extend to 3' in all directions from the top of its tube. Carnivorous tube worms are unpleasant fighters: In addition to their nasty teeth, they secrete a weak poison through their saliva (save vs. poison at +2 or lose 2 points of Dexterity for 1d6 turns from burning and itching). They are not, however, overly brave, and if they lose more than 50% of their hit points they retreat to the comparative safety of their tubes.

Habitat/Society:

Giant tube worms are found exclusively in the vicinity of hydrothermal vents. Generally, the hotter the water (and therefore the more nutrient rich), the more worms are found. Both types of worms are exclusively sexually reproductive. The young, numbering several thousand, are emitted from a genital valve found near the head on the female. While neither type of worm collects treasure, some items may (rarely) be found near the base of the carnivorous variety.

Ecology:

The common giant tube worm lives in a symbiotic relationship with chemosynthetic bacteria. The bacteria are found in the guts of the worm and convert mineral particles into food. The worms serve as a source of food for many creatures, and their hollowed-out tubes are often used as lairs. Most creatures not native to hydrothermal vents find the worm's meat inedible because of its high sulfur content. Carnivorous giant tube worms eat almost anything they can grab and are considered a great nuisance by deep dwelling octopi.

Coral Worm (*Nematodus corallus*)

	Coral Worm					
Type	Lowlifew (Coral)					
Climate	Any but cold					
Terrain	Deep Coastal					
Frequency	Very Rare					
Organization	Colony					
Activity Cycle	Any					
Diet	Carnivore					
AL	N					
NA	10d10					
Size	L; 7' long	L; 9' long	H; 12' long	H; 14' long	H; 17' long	H; 20' long
ST	4	5	6	7	8	9
IN	1					
WI	4					
DX	7					
CO	9					
CH	10					
Languages	0					
Spellcaster Limits;	0					
AC	8					
AV	4					
HD	3	4	5	6	7	8
HP	3d8	4d8	5d8	6d8	7d8	8d8
MV	0					
THAC0	17	16	15	14	13	12
Attacks	1					
Damage	3d4	4d4	5d4	6d4	7d4	8d4
Special Attacks;	nil					
Special Defenses;	retreat razor edges					
Immune to;	poison, Disintegration, Charm, Hold, Control.					
Extra Vulnerable to;	Dislike light					
AM	0					
Save as;	F1	F2		F3		F4
ML	8					
XP	35	75	175	275	450	650
TT	C					
Body Weight(LBS)	25cn/Hp					



The tube of the Coral worm ranges from 2 feet to 8 feet in diameter stands from 2 feet to 20 feet tall, and looks like the precious pink, red-orange, or white variety. The worm itself has a long, black slug like body that exactly fills the diameter of the coral tube.

When prey approaches the coral reef, the worm darts out to their full length to attack the prey. Their mouths are lined with rough, bony plates able to grind coral or bite through a wooden ship hull or even armor (negating 50% of its AV). Their damage is based on their size, 1d4 per Hit Dice, so a 4 HD worm causes 4d4 points of bite damage. If threatened, the coral worm can (and will) retreat into its tube, safe from all but the most persistent predator. Coral worms attack most creatures, but some types of lampreys and eels live with them and feed upon the scraps they leave.

The coral worm's tube is covered with razor sharp ridges, 4 to 6 inches high and running several feet. Anyone coming in contact with these suffers 1d10 points of cutting damage (minus full AV) the inside surface of the coral worm's tube is pearly smooth.

Coral worms might abandon their protective coral to attack boats or swimmers. They move slowly (30'/10') and are only AC8 A0 when exposed.

The coral tubes have no monetary value, but in a marine environment they are invaluable natural dwellings used by many creatures after the original worm has abandoned them.

The coral tube around the worm is created by normal tiny coral attracted by the mucus of the worm and very rapidly build a tube like structure around it, the worm lives in these tubes until it has grown too large, then it moves to another nearby location, taking many coral polyps with it (clinging to its mucous skin) so that they can rapidly build a new tube. A tube takes roughly 1 day per HD of the worm to 'grow'. Then it is AV0, each day thereafter it increases in AV until the



maximum is reached.

Death Worm (*Allghoi khorkhoi*)

Worm	Death Worm
Type	lowlife(worm)
Climate/Terrain	Subterranean Adri Varma Plateau Desert Ring
Frequency	Very Rare
Organization	Solitary
Activity Cycle	day
Diet	Micro-organisms in soil
AL	N
NA	1
Size	M; 2'-4'tall'tail
ST	15
IN/WI	2
DX / CO / CH	14
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	1****
HP	1d8
MV/BR	45'/15'
THAC0	16
Attacks	2 limbs
Damage	1d6 each
Special Attacks;	Heat Drain Suprise attack Spit Electrical Tail
Special Defenses;	acidious skin
Immune to;	Charm, Hold, Control. Electricity
Extra Vulnerable to;	0
AM	0
Save as;	F1
ML	8
XP	22
TT	0
Body Weight	500 LBS



The Allghoi Khorkhoi, also known as the Adri Varma (or Mongolian) Death Worm. Death worm are thick red worms ranging in length to 2 to 4 feet. They look as though they were intestine, hence they are also known as intestine worms. The head of the death worm contains a venom sack that can be used to catapult venom to a distance of up to 10 feet. The inhabitants of the Adri Varma plateau fear the worm for it's potent poison. For the Ogrhiz it is taboo to even mention or talk about the worm. The Ogrhiz believe anyone who talks about the worm will be the victim of extremely bad luck, which may result in injury or death. Local folklore also lend a long range electrical attack to the worm. The truth is this is just an exaggeration of the worm's already deadly abilities.

Combat:

The worm is not a predator and spend most of it's time underground at a depth of 15 feet or less. From time to time it surfaces, and if it senses something within it's spitting range, it will spit to protect from a possible attack. A sort of offensive defence. The

poisonous yellow spit is shot from the worm's mouth by a venom sack in its head segment. The venom spit has a range of 10'. If the venom hits the victim must save versus poison or die within 2d4 rounds. A successful saving throw still means 1d20 points of damage for the victim. This poison spit is highly acid and a little bit corrosive.

The worm is also poisonous to the touch, which acts as a form of self-defence. Any unprotected living creature touching the worm automatically suffers from the worm's poison but receive a +1 bonus to his saving throw. Gloves will protect someone touching the worm has it is not corrosive to the touch.

The creature is able to release a lightning effect in a 10' area from the tail, doing 2d6 damage. It needs to restore electrical energy again in 24 hours before being able to use the attack again. Itwill also recharge if hit by any source of lightning of 2HD or greater, which give it no damage.

Habitat/Society:

The death worm burrows underground in the soil where it feeds in the same way of most worms. As other worms, it also comes to the surface, especially when it rains and it's small fragile tunnels are flooded. The worm is solitary and does not encounter others of his kind frequently. When it does it either ignores the other death worm or reproduce. The worm is said to be drawn to the colour yellow.

Ecology:

The Adri Varma death worm is the source of many legends and fright among the inhabitants of the plateau. Has it is not numerous it does not have a big impact on the ecology. Since it sometimes kills creatures which it does not eat, it offers carrion to vultures. After a few hours the poison loose it's potency, which permits scavengers to eat the carcass safely.

Valley Wurm. (*Lumbricus Valis-Mons-Nigris*)

Worm	Valley worm
Type	lowlife(worm)
Climate/Terrain	in Valley alpine soil Black Mountains
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any
Diet	Micro-organisms in soil
AL	N
NA	3d10
Size	L; 2'to 9' long. 1'-3'diameter
ST	18+21/HD
IN	1
WI	2
DX/CO	13
CH	5
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	1HD/foot Length
HP	1d4 each
MV/BR	30'/10'in frozenground 15'/5'
THACO	NA
Attacks	nil
Damage	na
Special Attacks;	nil
Special Defenses;	Slippery skin Retract length 50% Clone Self
Immune to;	Charm, Hold, Control. Cold
Extra Vulnerable to;	Electricity, Heat, Drought
AM	5%
Save as;	FIV/HD
ML	8
XP 1HD	5
XP 2 HD	10
XP 3HD	15
XP 4HD	25
XP 5HD	50
XP 6HD	75
XP 7HD	100
XP 8HD	125
XP 9HD	225
TT	Special
Body Weight	50 LBS/ 8 inch length



The Valley wurm lives in thick layers of soil up to 5 feet deep, in areas of average temperature no higher than cool.

In all respects it looks like a common pink-purplish faint yellow giant worm.

These worms live in all the valleys of the Black Mountains and here and there in the Alpine Meadows, but not beyond (Hule and the Great Waste are too warm or too dry).

Can often be found under fields of mountain daisies. (They dispose their egg sacks between the roots).

Combat

Resistant to freezing and cold spells. Greatly dislikes temperatures above 20 degrees Celsius or drought. Vulnerable to lightning, dehydration and fire (double damage).

Will and cannot fight back other than "rapidly" crawling away at a rate of 30'/10' or 15'/5' in frozen ground.)

Opposing Dex.check to capture it alive (failure means it slips through your hands leaving a coating of slippery saliva on them). Opposing Strength check to keep holding it. (failure means it slips through your hands leaving a coating of slippery saliva on them--if this happens while the wurm tries to flee by burying it retracts itself to 50% of its length, to try as fast as possible to disappear into the ground.).

Innocent; Feeds solely on mineral and vegetable matter. Will NOT live in ground where corpses or blood lies in or upon, except when rotten to a bone state. But can burrow in frozen ground at Half normal speed.

Habitat/Society/Use

Edible. Each cubic foot of wurm is one standard ration of food value (7 days). Taste;

Buttered bloody sausage.

Saliva is usable in Matter conjuration spells or in Resist cold magic. Worth 5 gp/qrt. 1 qrt / 3 feet wurm obtainable if not subjected to dehydration, fire or lightning (then 0). A person with Valley Wurm saliva on its fingers will be slippery, but matter conjuration castings or resist cold magic can't be disturbed while casting.

They also generate a panic pheromone (from the thicker gland in the middle), alerting all other worms within 200' when attacked (or when a wide shadow flies over them (caused by wings like rock or dragon), they will then dig deeper into the soil. This Pheromone can be used in *Cause Fear spells*, but is hard to collect; one worm brings 1 gram of Pheromone at best, and a minimum of 100 grams is needed. 100 grams are valued 50 gp.

They are Hermaphrodites, but still needs a partner to reproduce. Capable of "cloning" itself if cut in two, but regrows only 1 hp /day until fully grown to former size.

They lay each month (even in winter) under mountain daisies large Egg sacks, which contain sticky saliva (unusable) and 3d20 young worms in leathery eggs, which hatch in 20+1d 10 days after the ground is not frozen anymore. Young are 1 foot and 2 inches thick and grow to double the size in a months, and then 1 foot and 2 inches thick again in another 6 weeks, doing this each 2 months until adult size. Life expectancy 2 year at most. (due predators--without this will be about 3 years at most.)

Main prey; Vegetable matter in ground, and micro-organisms.

Main Predator; Large birds, and Carnivorous Mountain Wildlife

Other Worms and Worm-like creatures

Caecilia (*Caecilia species*)

Worm	Caecilia
Type	lowlife(worm)
Climate/Terrain	Any non arctic
Frequency	Rare
Organization	Solitary
Activity Cycle	any
Diet	Carnivore
AL	N
NA	1d3(1d3)
Size	L; up to 30'long
ST	18
IN/WI	1
DX / CO / CH	14
Languages	0
Spellcaster Limits;	0
AC	6
AV	1
HD	6*
HP	6d8
MV	60'(20')
BR	30'(10')
THAC0	1
Attacks	1 Bite
Damage	1d8
Special Attacks;	Swallow
Special Defenses;	0
Immune to;	poison, Disintegration, Charm, Hold, Control.
Extra Vulnerable to;	Dislike light
AM	0
Save as;	F3
ML	5
XP	500
TT	B
Body Weight	12500 LBS

unadjusted attack roll of 19 or 20 means that the Caecilia has swallowed its prey whole. A victim takes 1d8 points of damage each round until the victim or the Caecilia is dead.

The creature bears some similarities to worms, but they are probably acquired due to its environment; they include its immunities and vulnerabilities.



This giant gray wormlike creature is about 30' long, but it isn't a true worm. Actually it is more related to the salamander and frog, as it is an amphibian. Only due to its general appearance it is listed by sages worldwide under the worms.

They are meat-eaters and can be found nearly anywhere. Caecilia often lie in wait in loose soil (mostly compost, leaves, or humus) just below the surface.

Combat

Whenever a small party of animals or humans pass, they shoot up out of the ground (surprising 50% chance) and begin biting with their large mouths and sharp teeth. An

Leech (*Hirudin Species*)

Leech, Common and Giant (*Hirudin species* and *H. giganticus*)

Leech	Common	Giant				Throat	Swarm
Type	Lowlife						
Climate/Terrain	Any non arctic fresh water						
Frequency	Common	Uncommon				Common	Uncommon
Organization	Group						Swarm
Activity Cycle	Any						
Diet	Hemovore						
AL	N						
NA	2d6	4d4				1d6	(1d4+1) x 100
Size	S; 2"-4"	S; 2'	S; 2.5'	S; 3'	S; 4'	S; 2"-4"	T; 1/8"-1/4"
ST	9	10				6	9
IN/WI	1	1				1	1
DX / CO / CH	9	9				10	9
Languages	0	0				0	0
Spellcaster Limits;	0	0				0	0
AC	8	9				10	10
AV	0	0				0	0
HD	1/8*	1*	2*	3*	4*	1/8*	5*
HP	1	1d8	2d8	3d8	4d8	1	Special
MW	30'(10')					9/ 3'	
SW	120'/40'						
THACO	19	19	18	17	16	20	automatic
Attacks	1 Bite						bites
Damage	1/T	1/r	2/r	3/r	4/r	1/r	1d10/r
Special Attacks;	Continuing bloodloss						
							Choke
Special Defenses;	0						
Immune to;	Charm, Hold, Illusion, Control, Paralysis, Disease						
Extra Vulnerable to;	0						
AM	0						
Save as;	NM	NM	F1	F1	F2	NM	NM
ML	4						
XP	6	13	25	50	125	7	300
TT	nil						
Body Weight	1cn	5cn	10cn	20cn	30cn	1 cn	1cn



weakness (the loss of 50% of hit points) sets in and makes the victim aware that something is amiss.

This viscous saliva acts immediately upon contact with the victim's skin, and is only removed by alcohol, ether, or similar liquids. Additionally, Leech saliva contains an anticoagulant (Hirudin) and a substance which enlarges the blood vessels in the area of the bite (a vasodilator, in medical terms) for increased blood flow. Some leech saliva even contains a substance which dissolves pre-existing blood clots. Due to these anticoagulants, blood continues to flow from a leech bite much longer than from a normal wound. Characters bitten by a giant leech lose blood at the rate of the bite per melee round for 1d12 rounds after the leech is removed (or until the wound is bound, or burned). Clerical healing may other actions at the DM's discretion. As an example, some swamp-dwelling races commonly use spider webs to help clot leech bites.

In addition to anticoagulants and vasodilators, a leech's saliva contains antibiotics, so leech bites rarely become infected. Leech bites should be treated as any other wound for chances of infection. A giant leech must be killed to be removed from a live victim. They can be killed by attack or by salt sprinkled on their bodies.

If the victim dies, the leech drops off and hides while it digests its meal. It also drops off if it has leeches four times as many hp blood as it has hit points itself. The creature becomes severely bloated and slow in movement and swimming (9/3').

While attached to prey, leeches are very unresponsive to outside stimuli. Salt, ashes, or other dehydrating substances cause them to release their hold quickly, as will an open flame. An attached leech which is slain continues to draw blood at the normal rate for an additional 1d4 rounds.

A giant leech is a loathsome swamp-dwelling worm-like creature about 3' to 4' long. All other leeches are similar, but range between several inches instead of feet. Their slimy skin is mottled brown and tan with an occasional shade of gray. Two antennae protrude from atop the head.

Leeches (both the small varieties and the giant variety) are segmented worms. The posterior and anterior segments of leeches are modified into suction disks. The posterior disk is larger and is used only to hold the leech in place against rocks and the like. The smaller anterior disk contains the leech's mouth, which is equipped with three jaws of teeth which make a clean, Y-shaped incision.

Leeches have two main modes of locomotion. The most common is an 'inchworm's' Vertical undulations, but it will not attack prey in this manner.. Movement, by which the leech stretches forward and attaches its anterior disk, then moves the posterior disk forward and attaches it in turn. This method is slow (30'/10') but very efficient. A leech can climb any vertical or overhanging surface in this manner, although it generally avoids those that are potentially harmful (such as one covered with thorns or salt). Additionally, a leech may swim very rapidly (120'/40').

By employing Receptor cells on the leech's skin are sensitive to slight amounts of certain chemicals. This keen sense of 'smell' allows leeches to home in on substances or organisms attractive to the leech or to avoid those which may be harmful.

A leech's eyes typically consist of groups of light receptive cells (ocelli) which register light intensity but cannot see images. Leeches often react when light conditions change, such as when a shadow is cast by a passing boat, fish, or a wading person.

Leeches do not bite in self-defense. If attacked while unattached, a leech tries to escape as soon as it is wounded. An escaping leech swims away or attempts to crawl into a protective tangle. Since leeches are invertebrates, a relatively large leech can crawl through a very small space.

Combat:

Leeches wait in the mud and slime for prey. The initial attack attaches the sucker mouth of the giant leech. On the next round, and on each round thereafter, it drains blood for 1 point of damage per Hit Die of the leech. There is only a 1% chance that the victim is aware of the attack if it occurs in the water. The leech has anesthetizing saliva, and its bite and blood drain are not usually felt until

Habitat/Society:

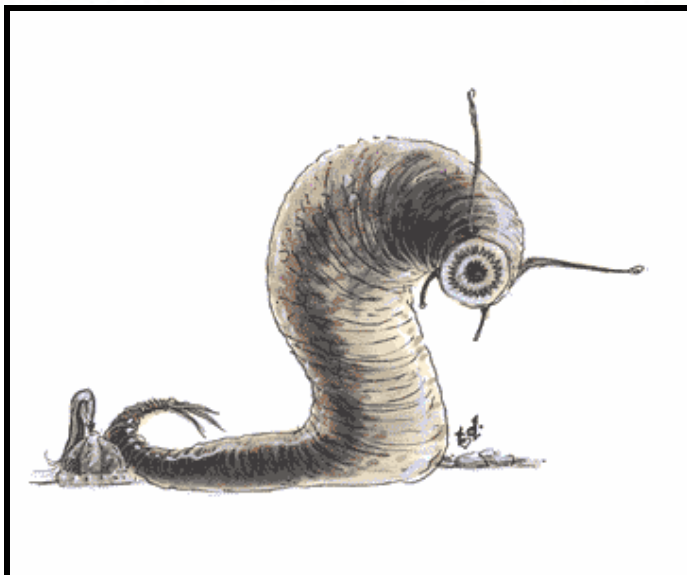
These creatures are found only in the waters of swamps and marshes. Giant leeches range from 1 to 4 Hit Dice in size; various sized creatures usually are found in a group. Leeches are hermaphroditic, but they cannot fertilize their own eggs. Eggs may be laid in protective cocoons attached to underwater rocks or logs, or buried in the bottom ooze. Some species of leech carry their eggs in membranous sacs on their underside. In such cases, the young live for a time attached to the parent's ventral surface, although they gain no nourishment from the parent in this manner.

Ecology

Leeches are very sensitive to traces of metals in the water. Copper in their water always proves fatal to captive leeches. Additionally, captive leeches must be provided with a rock or other rough surface to rub against, in order to slough off old skin.

Evil forces on Mystara use leeches to keep blood from coagulating when used in ceremonial liquids for a longer duration.

Not all leech species are blood-sucking parasites. Many are predacious species which feed on other animals, and many parasitic species eat other animals on occasion. Some leech species also eat carrion. Leeches typically rest attached to plants and other underwater objects, waiting for prey to pass by. Extremely sensitive to vibrations, leeches become restless and attempt to locate the source of the vibrations by stretching and waving their anterior disk through the water (Tremorsense 10'/hp). A leech may thrive for months on a single meal. Once sated, a leech typically finds a sheltered place and stays relatively inactive for a time. A well-fed leech cannot be induced to feed again for weeks. It has long been known that blood in a leech's digestive tract does not coagulate. This knowledge may be exploited by some Blood-sucking species may be attracted to bloody areas in the water. In game terms, the chance for encountering giant leeches should be doubled for wounded characters.



Prevention

There is no guaranteed method of preventing leech bites in leech-infested areas. The most reliable method is to cover exposed skin. The effect of insect repellents is disputed, but it is generally accepted that strong (maximum strength or tropical) insect repellents do help prevent bites. Leech socks can be helpful in preventing bites when the full body will not be at risk of contact with leeches. Leech socks are pulled over the wearer's trousers to prevent leeches reaching the exposed skin of the legs and attaching there or climbing towards the torso. The socks are generally a light color that also makes it easier to spot leeches climbing up from the feet and looking for skin to attach to. There are many home remedies to help prevent leech bites. Many people have a great deal of faith in these methods, but none of them has been proven effective.

Some home remedies include: a dried residue of bath soap, tobacco leaves between the toes, pastes of salt or baking soda, citrus juice, and eucalyptus oil. Diluted calcium hydroxide may also be used as a repellent, but may be damaging or irritating to the skin.

Throat Leech (*Hirudin asphyxios*)

This leech is about one inch long and resembles an inconspicuous twig. It is found in pools, lakes, and streams.

Anyone drinking water containing a leech has a 10% chance of taking it into his mouth unless the water is carefully filtered (such as through a sheet of gauze) before drinking. The leech sucks

blood at the rate of 1 points of damage per round, until it becomes completely distended. After ten rounds of sucking, the leech is bloated and will not suck any more blood.

Each round that the leech is in the victim's throat, there is a 50% chance that the victim chokes, causing an additional 1 points of damage. A victim who chokes on three successive rounds dies on the third round.

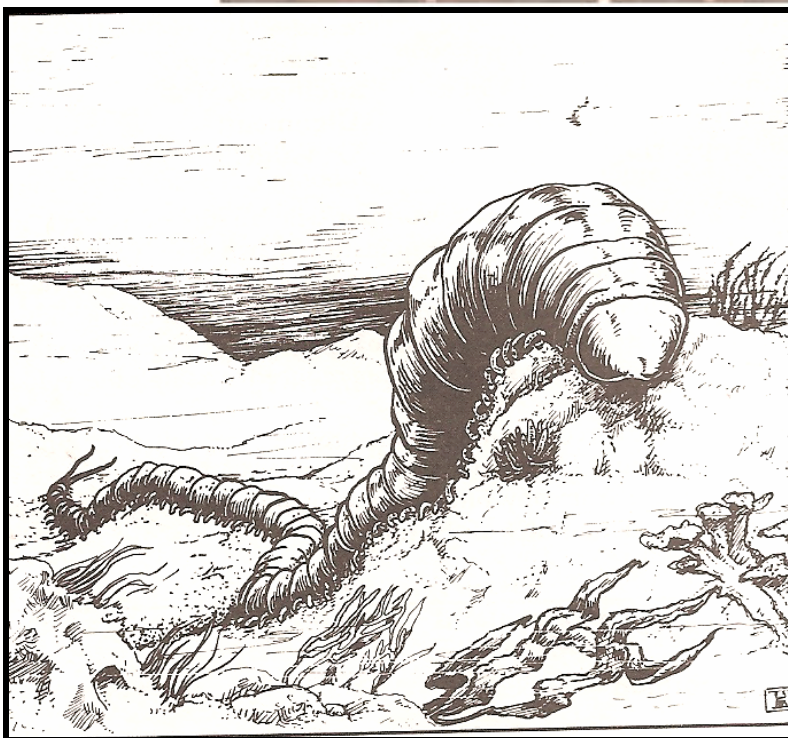
Apart from magical means that may suggest themselves, the only way to kill a throat leech in a victim's throat is to place a thin, heated metal object, such as a wire, into the bloated leech; the hot metal causes the leech to burst and no further damage is inflicted on the victim.

Leech swarm (*Hirudin tubifex*)

This is merely a massive 5 HD swarm of small leeches, found only in the water. They move in a cloud 10 feet in diameter. Anyone caught in the swarm receives 1d10 points of damage per round from blood drain. Area-effect attacks that inflict 10 or more points of damage will disperse the swarm, but kills only 10% of it. These tiny leeches do not cling on and their wounds are too small to allow continuous bloodloss. They prefer to feed on fish, where they do cling on, but the fish does not die by it. As soon as the bloodflow reduces in strength, the stop sucking, but stay on the fish, until it is stronger and healed, then the leeches continue feeding. This continues for a week, then they have enough blood to lay eggs.

Mashers (*Chilognathus giganticus*)

Worm	Masher
Type	lowlife(worm) Lowlife(insect)
Climate/Terrain	Ocean
Frequency	Rare
Organization	Solitary
Activity Cycle	any
Diet	Carnivore
AL	N
NA	0(1)
Size	G; to 100'long
ST	21
IN/WI	1
DX / CO / CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	3
HD	20*
HP	20d8
MV	90'(30')
BM	25
Load	10.000/20.000
Draft	25.000/50.000
THACO	1
Attacks	1 Bite
Damage	3d8
Attacks	or 1 tail sting
Damage	2d8
Special Attacks;	poison
Special Defenses;	0
Immune to;	Charm, Hold, Control.
Extra Vulnerable to;	Dislike light
AM	0
Save as;	F4
ML	9
XP	4175
TT	0
Body Weight	112.000LBS



Mashers are segmented sea worms, averaging 100 feet in length and are actually related to millipedes, as can be seen by its appearance and behavior. These creatures are listed under the worms only because a mistake in naming, and although sages now know that these creatures are actually gigantic insects, they say the behavior of the creature resembles more that of the gigantic worms, and therefore it is listed here as a worm, even when it is not.

Most creatures leave these massive beasts alone, even though—except during their breeding seasons—they're pretty safe unless you antagonize them. But watch out when they turn more red in color, which means they're ready to mate, and they don't take kindly to other creatures interfering with then. They just writhe you over all place in a big bunch. These enormous creatures are black to dark-brown (in mating season with colorful plating on specific spots), and crawl the ocean floor eating coral and other scraps of food on the ground. These worms are blind, but can sense the presence of other creatures by scent and minute vibrations in the water (a heartbeat is enough).

Combat

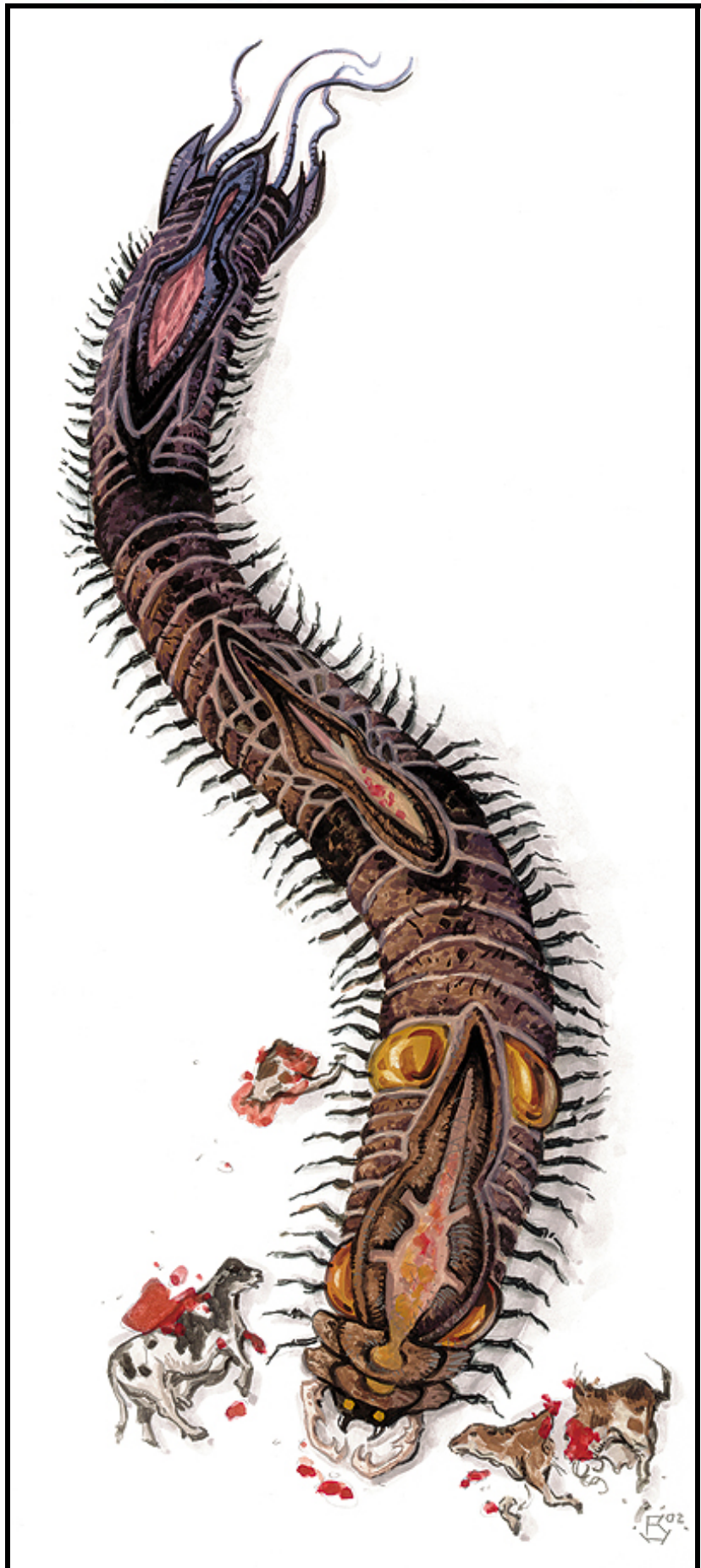
Although a masher has a ferocious bite, its poisonous tail sting is its most feared weapon. Any victim hit must save vs. poison or eventually die. Most of the time, mashers are non-aggressive and solitary unless frightened or surprised, and will only attack in self-defense.

During mating/breeding season (last month of the summer), however, things are very different. The creatures become aggressive, their color changes to a dull red, with colorful platings here and there, and they congregate together, guided by scents carried on the ocean currents to temporarily form huge, fearsome frithing masses.



Some of these creatures also will come on land to easily get extra food, as the mating burns up their resources. They will not travel far from the coast, however, as the water around their moist breathing canals in their body segments dries up in 20 turns minus 1 Turn for every 5 degrees Celsius the air is above 20 degrees, except when it is raining or foggy. (Then the time is counted from the moment the rain/fog stops or disperses).

Mashers are tamed and used as beasts of burden by the Kna, who catch the mashers while they're young and rip their stingers out, to make them less dangerous, and also prevents the mashers from breeding, which makes them double safe. Each family normally has only one masher, but sometimes you'll see two, usually when they are training a young masher to replace the older one. Once the Kna have trained them, they use the mashers to tow their homes and cargo pods around. Kna trade with everyone in the ocean, and they don't seem to mind how far or how deep they have to go. Any place there's salt water; you could bet a Kna family has been there. They do not trade with the Minrothad Guilds. The main reason they trade with the devilfish is in order to get the light internal shells of giant squids. These they decorate with shells and precious stones, each family having its own distinctive pattern of swirls and motifs. The Kna force air into these squid shells and seal them up. This makes it easier for one masher to tow as many 10 floaters behind it. By varying the amount of air according to the weight of the cargo carried, the Kna can keep their floaters at any depth they like.

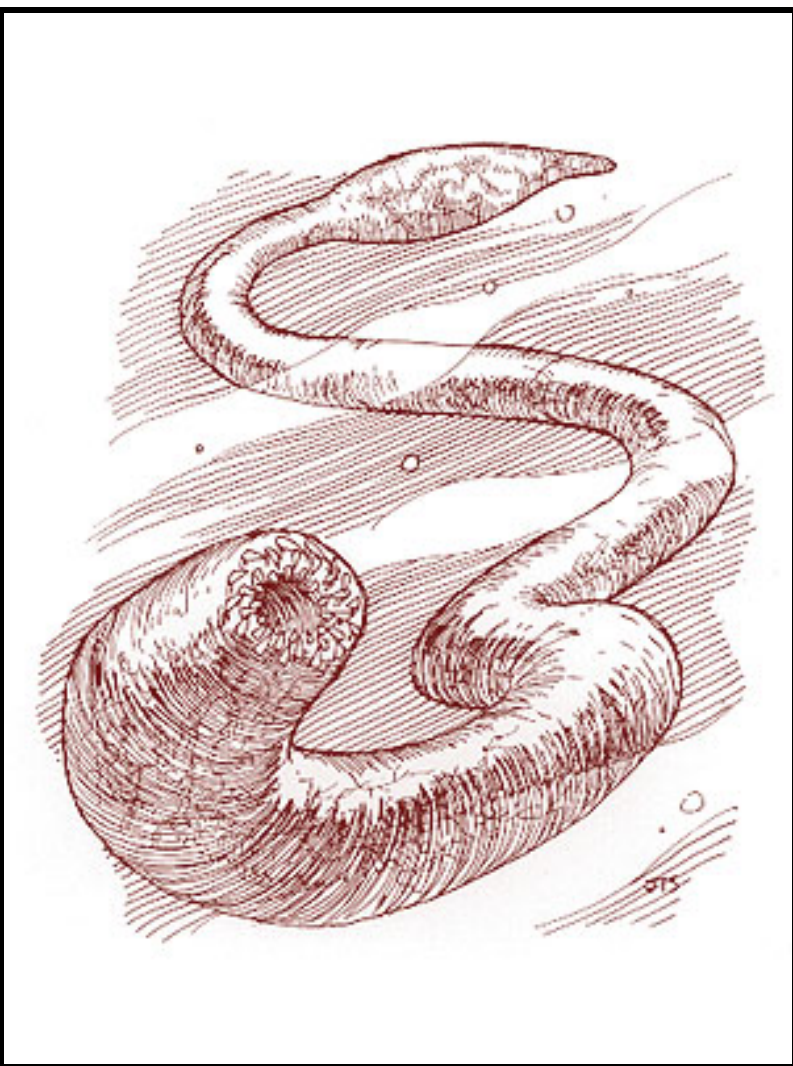


Echyan (*Chaetognatha aquaticus*)

Worm	Echyan
Type	lowlife(worm)
Climate/Terrain	Water Savage Coast only
Frequency	Uncommon
Organization	School
Activity Cycle	any
Diet	Carnivore
AL	N
NA	1d6+6
Size	L; 12'long
ST	13
IN/WI	1
DX / CO / CH	9
Languages	0
Spellcaster Limits;	0
AC	4
AV	0
HD	5*
HP	5d8
MV	60'(20')
SW	240'(80')
THACO	1
Attacks	1 Bite
Damage	2d4
Special Attacks;	Swallow
Special Defenses;	0
Immune to;	Charm, Hold, Control.
Extra Vulnerable to;	Dislike light
AM	0
Save as;	F2
ML	7
XP	300
TT	0
Body Weight	1250 LBS

These large, predatory sea worms live in the Tropical ocean east of the Western Sea and, at times, in the rivers of the Savage Coast lands.

A typical Echyan is approximately 12 feet in length and 2 feet in diameter, tapering into a flat tail. A barely noticeable bulge around the head area houses what small brain it possesses. It has no discernible eyes, and its skin and flesh are translucent, making it all but invisible in the water until it strikes. The mouth of the creature forms a giant suction cup, lined with three rows of crystalline fangs that help it lock onto and swallow its prey.



The Red Curse: Though not often, Echyan have been known to acquire a Legacy. Completely immune to Affliction, however, they never require *cinnabryl*.

Combat:

Echyan will prey on almost anything. They attack from behind or underneath, detecting their victims by motion. They are 90% likely to escape detection before they strike, unless the prey has magical aid or exceptional senses (like their predator the Sea Glutton). On a successful hit, they lock onto their prey and suck both blood and flesh. Damage occurs automatically every round thereafter, unless the victim makes a successful bend bars roll to detach the Echyan. The creature will continue to suck blood until it has devoured a hit point total equal to its own, breaks morale or the victim or Echyan dies).

On a natural attack roll of 18, 19, or 20 the Echyan swallows whole any creature that is man-sized or smaller. A swallowed creature takes 2d4 points of damage each round due to the digestive juices of the Echyan. Victims with short weapons on hand can attempt to cut themselves free; the Echyan has an internal AC of 10. Only one Echyan will attack a single victim at a time. A worm that loses half of its hit points will disengage, and another will attempt to attack, by a violent rotating swirl. This rotation occurs until all Echyan in the school are damaged to half their original hit points. At that point, those still able to swim away will attempt to do so.

Habitat/Society:

Echyan breed in the main rivers along the Savage Coast, digging into the mud to lay eggs which hatch in the spring. Newborn, already four feet in length when they emerge from the mud, swim down to the Western Sea. They grow quickly, spending the summer months off the coast, following schools of migrating fish. When possible, they also go for larger prey such as sea turtles, Walruses, Manatees, and Whales. In the winter they return to the rivers and spawn a new generation. At this time, they can pose a significant hazard to any creature entering the waters, not the least because large sea and river creatures like Eyeweeds, Juhrians, and many other large creatures sometimes enter the Echyan mating grounds to feed on the exhausted worms. The worms die after mating and are an important chain in the yearly ecological circle.

Echyan have been encountered as far as the Jururú and Xingá Rivers in Jibarú, and the Dream River hosts thousands of spawning Echyan every winter. The sea worms congregate here in safety because they are immune to the effects of the amber lotus. They feed on batracines, jorries, turtle eggs, and other river creatures during their brief freshwater stay.

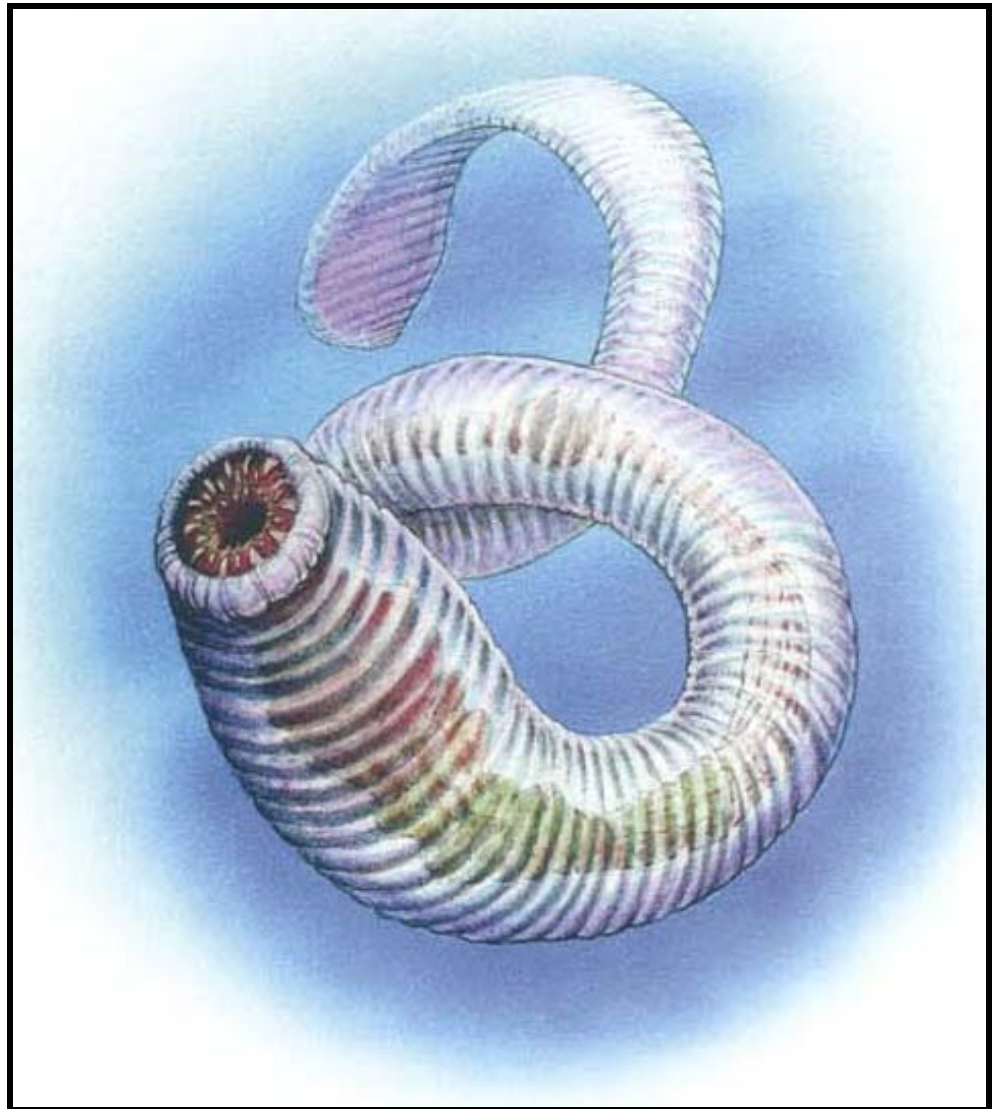
Once in the sea, they feed mostly on fish, though the occasional worm will crawl up on the beach in search of turtle eggs, which they particularly like. An Echyan caught on shore after dawn will burrow partially into the sand to protect itself from the burning rays of the sun.

Ecology:

Echyan are one of the more dangerous water predators along the Savage Coast because of their near-invisibility in water and powerful bite. Despite this, most humanoid victims are those unlucky enough to stumble across an Echyan that has been stranded on shore during the daylight.

Echyan are not particularly useful in terms of byproducts, and so are left to their own devices by most races. However, the lupins do take an active interest in the worms and try to keep them from returning to Dream River every year.

Main Prey; Fish, Bacatrines, Jorries (otter like mammals), Turtle eggs and other river creatures. In sea primarily fish. Main Predator; Eyeweeds, Sea Glutton, Juhriions, Shark, Dragon.



Giant Bloodworm (*Glycera dibranchiate enorma*)

Worm	Blood Worm
Type	lowlife(worm)
Climate/Terrain	Subterranean Pools
Frequency	Rare
Organization	Solitary
Activity Cycle	any
Diet	Hemovore
AL	N
NA	1d4
Size	L; 20'long
ST	16
IN/WI	1
DX / CO / CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	6*
HP	6d8
MV	60'(20')
BR	12'(4')
SW	60'(20')
THACO	15
Attacks	1 Bite
Damage	1d8
Special Attacks;	Blod drain
Special Defenses;	0
Immune to;	Charm, Hold, Control.
Extra Vulnerable to;	Fire/Heat
AM	0
Save as;	F7
ML	9
XP	2750
TT	B,5 x Q
Body Weight	125 LBS

These worms are mottled green in color, with a dark, slimy, brown underbelly, but become a pink-reddish color when saturated. These worms are related to the common Tubifex worms (yes, those little critters you put into your aquarium to feed



your turtle or fish).

A giant bloodworm attacks when hungry or when stepped on, by trying to fasten its mouth to its victim. If it hits, it causes 1d8 damage, and continues to cause 1d8 damage per round from blood drain, until killed or removed (removal requires a successful open doors roll).

These worms are especially vulnerable to fire, taking double normal damage from such attacks, or full damage when they make a successful saving throw despite a -2 penalty to the roll.

Main Predator; Puddings, fish, humanoids (Bloodworm paste is a true delicacy, with the remnant taste of its former victims residing in its flesh, for gourmet tasters discernable.

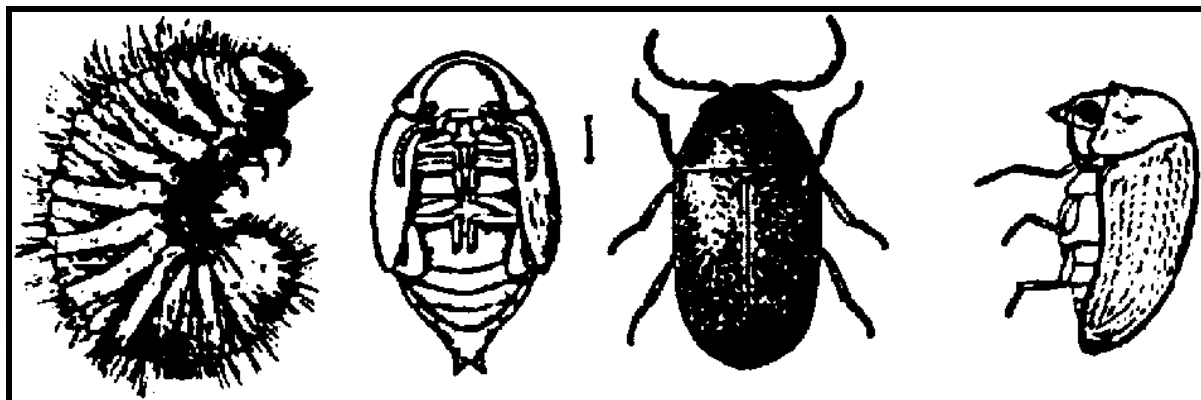


Bookworm (Variable species their larvae)

Worm	Book Worm
Type	Lowlife (insect larvae)
Climate/Terrain	Any land(books)
Frequency	Common
Organization	Solitary
Activity Cycle	any
Diet	Omnivore
AL	N
NA	1d4
Size	T; up to 1 inch
ST	3
IN/WI	1
DX / CO / CH	16
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	1/8
HP	1
MV	60'(20')
BR	3 inch/r
THAC0	na
Attacks	na
Damage	0
Special Attacks;	0
Special Defenses;	0
Immune to;	poison, Charm, Hold, Control.
Extra Vulnerable to;	Fire/Heat
AM	0
Save as;	NM
ML	4
XP	0
TT	0
Body Weight	less than 1cn

This creature is actually a variety of different creatures with similar behaviors and diet. In the literature the term "bookworm" has been used to describe everything from silverfish, common Death watch beetles and even cockroaches to the larvae or grubs of beetles. The term bookworm is confined to the larvae of certain species of beetles known to attack books. The grubs or larvae of certain beetles are restricted to feeding on the paste and glue of the spine and covers of bindings. Others are known to excavate the pages themselves and in fact may continue feeding from one book to the next right on the shelf.

This worm can change its normal gray color to match its surroundings. Bookworms inhabit libraries, eating through the pages and bindings found there. They cannot eat living matter, but they will burrow through dead wood, leather, and other normal book materials at a rate of 3 inches per round. They are very fast and seek to avoid capture and combat when discovered. Main Prey; any, by lowlife, they are a great menace to mages. Sages and priests for they tend to feed on the precious books these character classes so dearly need and use. A book attacked by these creatures will imply a 5% spell research and casting failure fore each month the creatures dine upon the library. Yeas, indeed, the whole library. Except when books are stored in different closed rooms, the 'infection' of these creatures will recur every two moths, even when destroyed by magic (their eggs are magic resistant, due to the many mages using this technique to get rid of the creatures. As with everything in nature, any action will call forth a reaction, using magic so often to kill these creatures will mace them immune to it (partially or even wholly). Main predator; Beetles, centipedes, main prey; books, glue, paper, leather, or even the ink in some cases.



Treu Bookworm (*Chestinobilis librarius*)

Worm	Treu Bookworm
Type	lowlife(worm)
Climate/Terrain	Any land(books)
Frequency	Rare
Organization	Solitary
Activity Cycle	any
Diet	Special omnivore
AL	N
NA	1d2 (10d4)
Size	T; up to 1 inch
ST	3
IN/WI	1
DX / CO / CH	16
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	1/4
HP	1d2
MV	12'(4')
BR	3 inch/r
THACO	na
Attacks	na
Damage	0
Special Attacks;	0
Special Defenses;	Camouflage
Immune to;	poison, Charm, Hold, Control.
Extra Vulnerable to;	Dislike light
AM	0
Save as;	F3
ML	8
XP	5
TT	0
Body Weight	less than 1cn

This small worm, only 1 inch long, is greatly feared by magic-users because it is attracted to paper in all forms. It can smell scrolls, maps, arcane tomes, and spell books at a distance of 60 feet. Normally a dull gray color, a bookworm's chameleon like abilities enable it to instinctively blend into any background. Its armor class is due to its speed and agility; motionless, it is AC 9.

Combat

The bookworm surprises initially 95% of the time, because of its color-changing ability. If the victim can see invisible things, the bookworm's chances are reduced to 50%. Note that these chances apply even to creatures normally hard to surprise, because of its small size, speed (very great in proportion to its size), and inoffensive nature. If the bookworm does initially gain surprise, it may then be discovered (25%) on the outside of a victim's leg or pack; otherwise, it will remain unnoticed unless the victim bearing paper hears the creature's noisy munching (base 50% chance per round). A feeding bookworm is motionless until attacked. After any attack it will flee (if possible) by first jumping 10 feet and then



crawling back to its lair at top speed.

A Bookworm can burrow through dead wood or leather at a rate of 3 inches per round and through a leather scroll case or pack in one initiative segment, but cannot digest living matter of any type. It will destroy spellbooks and scrolls at the rate of one spell level per round (i.e., 5 rounds or a scroll of a single 5th level Spell).

Habitat/Society

A bookworm lair is always a library or Storeroom of Some kind, whether in use or long-forgotten. When a bookworm is encountered, there may be undamaged paper items remaining (30% chance); a map (20%). scroll (30%), arcane work (of magic-user level 5 to 10 20%) or normal spell book (of magic-user level 1 to 8 10%).

If spell books of either type are indicated, they should be appropriate for the determined level of the magic-user but each spell will be 0-90% destroyed by the worms (1d10-1).

A breeding pair of bookworms lays 80 eggs; about half of these hatch a month later. The larvae have less than an hour to find paper (or soft wood) nourishment or they die. When first hatched, the larvae are pure white, but they develop their dull grey color from ingesting the ink on the paper that makes up their diet. Unfortunately, the build-up of ink in their systems eventually kills them. The average lifespan of a bookworm is two to three years. A bookworm breeds only once in a lifetime, after which it dies.

When an adventurer is careless enough to encounter a new brood of bookworm larvae, he can inflict incredible damage by carrying them unwittingly to other places. A handful of larvae hiding in a backpack travelling down a city street can find new homes readily, destroying the libraries of sages, temples, magic-users, and governments in the process.

Ecology

A bookworm will always be attracted to the largest volume of paper in an area.

Because of its unusual diet, the bookworm is a valuable ingredient in various alchemical preparations. Chief among these is the ink used to inscribe Protection from Magic Scrolls. Because it is the residual ink in the bookworm's body that is the active ingredient in this case, the darker the bookworm, the better it is for this purpose.

The bookworm itself can be a useful tool under the right circumstances. Releasing a bookworm in a mage's tower could exact revenge of the most lasting sort. There are a few cases on record also, of criminals gaining release from prison when important documents turned up missing during the trials. Such a use of a bookworm is both difficult and dangerous; difficult because it is hard to keep a bookworm alive under captivity (only possible with paper to feed upon), and dangerous because the bookworm once released, may not leave its owner. Releasing a bookworm at an enemies hideout and then having it follow you home is an unpleasant experience at best.

Glantri, Thyatis, Karameikos, and Alphatian lands have laws against the deliberate planting of bookworms, where this action is mostly seen as either theft or treason in the case of official documents.

Main predator; Beetles, centipedes, main prey; books, glue, paper, leather, or even the ink in some cases.

Trosip/Death dust/Breathstealers (*Saphionexia suffocates*)

Worm	Trosip
Type	lowlife(worm)
Climate/Terrain	Any interior/subterranean
Frequency	Very Rare
Organization	Colony
Activity Cycle	any
Diet	Body heat
AL	N
NA	4d6
Size	T; 6 to 9 inch
ST	1
IN/WI	1
DX / CO / CH	11
Languages	0
Spellcaster Limits;	0
AC	10
AV	0
HD	1/8*
HP	1
MV	30'(10')
THACO	20
Attacks	1
Damage	0
Special Attacks;	Suffocation
Special Defenses;	0
Immune to;	Charm, Hold, Control.
Extra Vulnerable to;	Fire/Heat
AM	0
Save as;	NM
ML	3
XP	6
TT	0
Body Weight	less than 1 inch

Trosips look like dark gray dust bunnies. They blend in very well with ordinary cave, dungeon, or household dust. Trosips are attracted to the body heat of sleeping creatures. They snuggle up to these creatures to stay warm, suffocating the victim in the process. Trosips have had a profound effect on households throughout the Savage Coast region. Even the poorest Savage Coast hovel is kept spotlessly clean, lest it provide a habitat for these deadly creatures.



The Red Curse: Trosips are completely immune to the effects of the Red Curse.

Combat:

Trosips attack only sleeping creatures. They have the ability to detect vibrations and motion within a 60-foot radius, ignoring *invisibility* and similar spells. They do not move if somebody is awake within the range of their senses. When they are not moving, Trosips are indistinguishable from normal dust. They become effectively invisible, although they can be detected with any spell or device that allows the user to detect invisible creatures. Some animals, such as cats, can see Trosips. Trosips also move silently 95% of the time. When the Trosips attack, the victim must make a successful saving throw vs. paralyzation (only magical protection bonuses apply) or suffocate in his sleep in 1d4+1 rounds. Once the victim is dead, the Trosips leave the cooling body and fade back into the background dust. If the saving throw is successful, the victim wakes up in time to wave off the marauding Trosips. The creatures quickly flee. While they cannot cover long distances at any speed, they can move very quickly in short spurts. Often they are gone and hidden before the victim fully awakens, leaving the victim out of breath, thinking he must have suffered from a nightmare about being suffocated. It takes at least four Trosips to launch an effective attack against a man-sized creature. A group of 24 Trosips could thus attack a group of six sleeping adult humans. If more than twelve Trosips attack a single creature, the victim must make two successful saving throws in order to survive. Babies, small children, and invalids are especially vulnerable to this menace.

Habitat/Society:

Trosips always congregate in groups. Where one Trosip is found, others will surely be nearby. Trosips were discovered by Tobin, a noted biologist-sage of the time. Tobin used an unknown magical means to mask his presence and observed these deadly creatures in action. Learned folk call these creatures Trosips, but common folk often call them "death dust" and "breath-stealers." Assassins have been known to use these creatures to kill their victims.

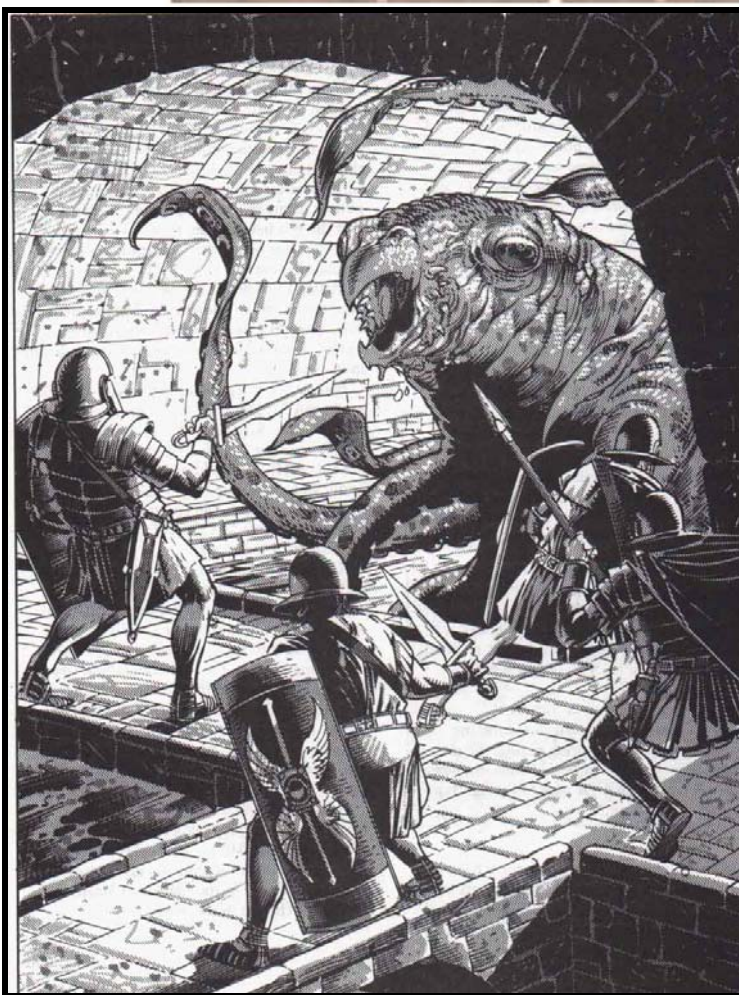
Ecology:

Left to themselves, Trosips multiply quickly. A single Trosip invading a home can multiply into a horde of 24 or more within a matter of days. In addition to the energy that they draw from the body heat of their victims, Trosips also feed on bits of dirt and refuse dropped on the floor. If they were less deadly, they would make highly effective household cleaners. These creatures provide an excellent reason to keep the house spotlessly clean. The Savage Coast obsession with cleanliness has had several side effects, most noticeably a drastic drop in the occurrence of disease. (-25%).

Lyadrachnus (*Lyadrachnus primus*)

Worm	Lyadrachnus
Type	lowlife(worm) Construct
Climate/Terrain	Underground or moist weather Hollow World Milenia only
Frequency	Very Rare
Organization	Solitary
Activity Cycle	any
Diet	Hemovore
AL	N
NA	1
Size	L; 9'long
ST	16
IN/WI	1
DX / CO / CH	12
Languages	0
Spellcaster Limits;	0
AC	9
AV	2
HD	6*
HP	6d8
MV	60'(20')
THACO	14
Attacks	1 Bite
Damage	1d8
Attacks	8 tentacles
Damage	1d6 each
Special Attacks;	Entanglement Blood Drain
Special Defenses;	Accelerated Healing
Immune to;	Charm, Hold, Control.
Extra Vulnerable to;	Fire/Heat
AM	5%
Save as;	F3
ML	12
XP	500
TT	0
Body Weight	450 LBS

The Lyadrachnus was accidentally created by Zargosian sorcerers, who infiltrated the Milenian (Hollow World) Academy of the Arcane after Caracanmnos came to power. (Long ago, Zargosians were banned from attending the Academy). Only one Lyadrachnus exists sofar, but it may have used its hermaphroditic way of reproduction (like any worm can do), but the Zargosians have probably created other experimental creatures similar.



The Lyadrachnus is a Hybrid, combining attributes of a Caecilia, Giant Leech, and Octopus. It is a 9' long with a gray, slimy worm-like body. At the front are a pair of huge round eyes and a beak-like mouth, similar to that of an octopus. Four suckered tentacles extend from each side of its horrid body. It moves by sliding along the ground, and can even climb over low walls with the aid of its tentacles. Due to its racial background it prefers to hunt in wet areas or during moist (fog, mist) or rainy weather. Also due to this same background it is assumed that the creature is capable of reproducing by Parthenogenesis, but so far nothing of this has been noticed.

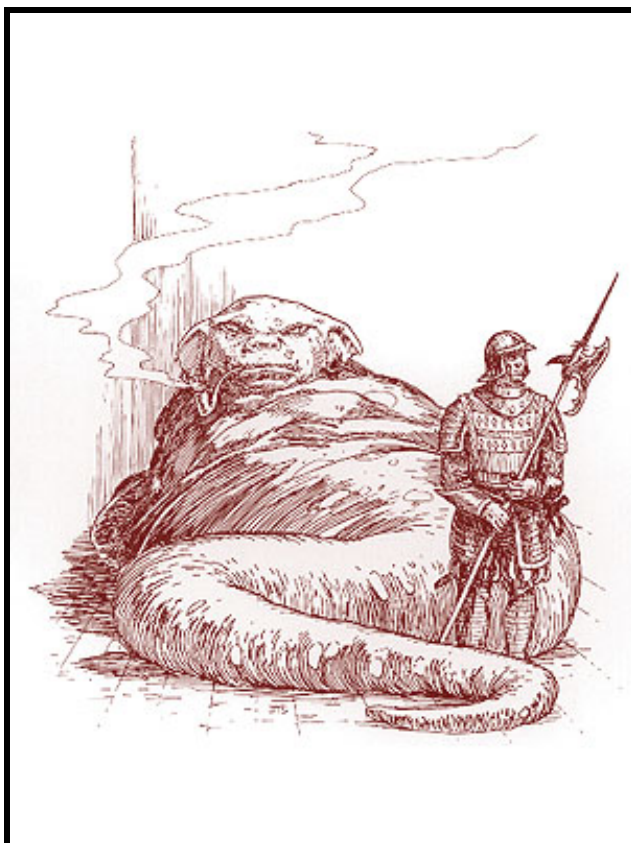
Combat

The Lyadrachnus attacks by grasping with its eight tentacles, each of which asre 20'long once it grasps a victim, the creature holds on and drasins blood through the suckers in its tentacles inflicting 1d6 points of damage from each tentacle. A humsan-sized victim can be entangled by a maximum of four tentacles at one time (for a maximum of 4d6 points of damage each round) the other tentacles it can use on an oter nearby potential victim, but these are released on any damage and used more as a way of defense than attack.

An entangled victim may try to break free. Each round the character may either glide (roll a successful dexterity check) or force itself out of the tentacles (use Strength check) as a single action this round.any success means the character has escaped one tentacle. Alternatively, a tentacle can be severed by inflicting 8 points of damage with an edged weapon. The creature will regenersate these lost tentacles in 4 days.

Wurmling (*Priapulida cinnabar*)

Worm	Wurmling					
Type	lowlife(worm)					
Climate/Terrain	Any hot climate Savage Coast only					
Frequency	Very Rare					
Organization	Patron					
Activity Cycle	any					
Diet	Omnivore					
AL	LE					
NA	1					
Size	H; 45'long					
ST	1420					
IN/WI	15					
DX / CO / CH	12					
Languages	5	5	6	6	7	7
Spellcaster Limits;	0					
AC	5					
AV	0					
HD	10*	11*	12*	13*	14*	15*
HP	10d8	11d8	12d8	13d8	14d8	15d8
MV	240'(80')					
BR	30'(10')					
THACO	10	10	9	9	8	8
Attacks	1 Bite					
Damage	2d8					
Attacks	1 Tail					
Damage	1d8					
Special Attacks;	Roll Over; Legacies					
Legacies	5	5	6	6	6	7
Special Defenses;	0					
Immune to;	Mood-altering abilities, Vampire and Bard's Charm					
Extra Vulnerable to;	0					
AM	0					
Save as;	F10	F11	F12	F13	F14	F15
ML	10					
XP	1750	1900	2125	2300	2500	2700
IT	A, D					
Body Weight(LBS)	8000	9000	10,000	11,000	12,000	13,000



Wurmlings are large, intelligent worms, often found at the helm of evil brotherhoods (such as assassins' guilds) and crime syndicates. They rule through a combination of physical presence, intellect, cunning, intimidation, and blackmail. Wurmlings are utterly greedy masters of subterfuge and blackmail, skillful at acquiring wealth and manipulating pawns. Wurmlings have an unparalleled ability to pay attention to details. They have phenomenal memories and never forget anything. Wurmlings grow up to 45 feet long, gaining in length and bulk as they age. A mature Wurmling (10 Hit Dice) weighs about eight tons and gains 1 ton per Hit Dice thereafter. They are brown in color, with a tough, leathery hide. The top of the Wurmling is usually a darker shade than its underside. They have small spindly arms, a long whip-tail, and a prehensile tongue. They have large, yellow eyes and can see quite well in a wide variety of ambient lighting conditions, from bright sunlight to a single flickering candle.

The Red Curse:

Each Wurmling gains Legacies as an Inheritor of level equal to its Hit Dice. Thus, a 10 Hit Die Wurmling has five Legacies, just like a 10th-level Inheritor. A 12 Hit Die Wurmling has six Legacies, and a 15 Hit Die Wurmling has seven Legacies. A Wurmling requires *crimson essence* to activate all Legacies after the first. However, like an Inheritor, the Wurmling gains the Legacy permanently. Also, the Wurmling requires *cinnabryl* to support its Legacies. Typical Wurmling Legacies include: Anti-Poison, Crimson Fire, Digging, Farsight, Red Shield, Shape Stone, and Temperature. Wurmlings often have Legacies appropriate to Eusdria.

Combat:

A Wurmling rarely enters melee combat, but it does have a ferocious bite and a whip-tail that it can use in an emergency. While its arms are small and spindly in comparison to its massive body, its great weight and bulk give it an effective Strength of 20 for purposes of holding on or grabbing things. In spite of their bulk, Wurmlings are extremely quick. If they have enough room, they can *roll over* on up to three man-sized or smaller opponents. If the victim makes a successful saving throw vs. paralysis, he avoids the attack. If the saving throw fails, the victim takes 1d4 points of damage per Hit Die of the Wurmling. If the Wurmling stays on top, the victim continues to take this damage each round. Additionally, if the victim fails the initial saving throw, all of his items must make a successful saving throw vs. crushing blow or be demolished.

Special Abilities:

Wurmlings are immune to the hallucinatory effects of scarlet pimpernel and will often use this substance to augment their Legacies.

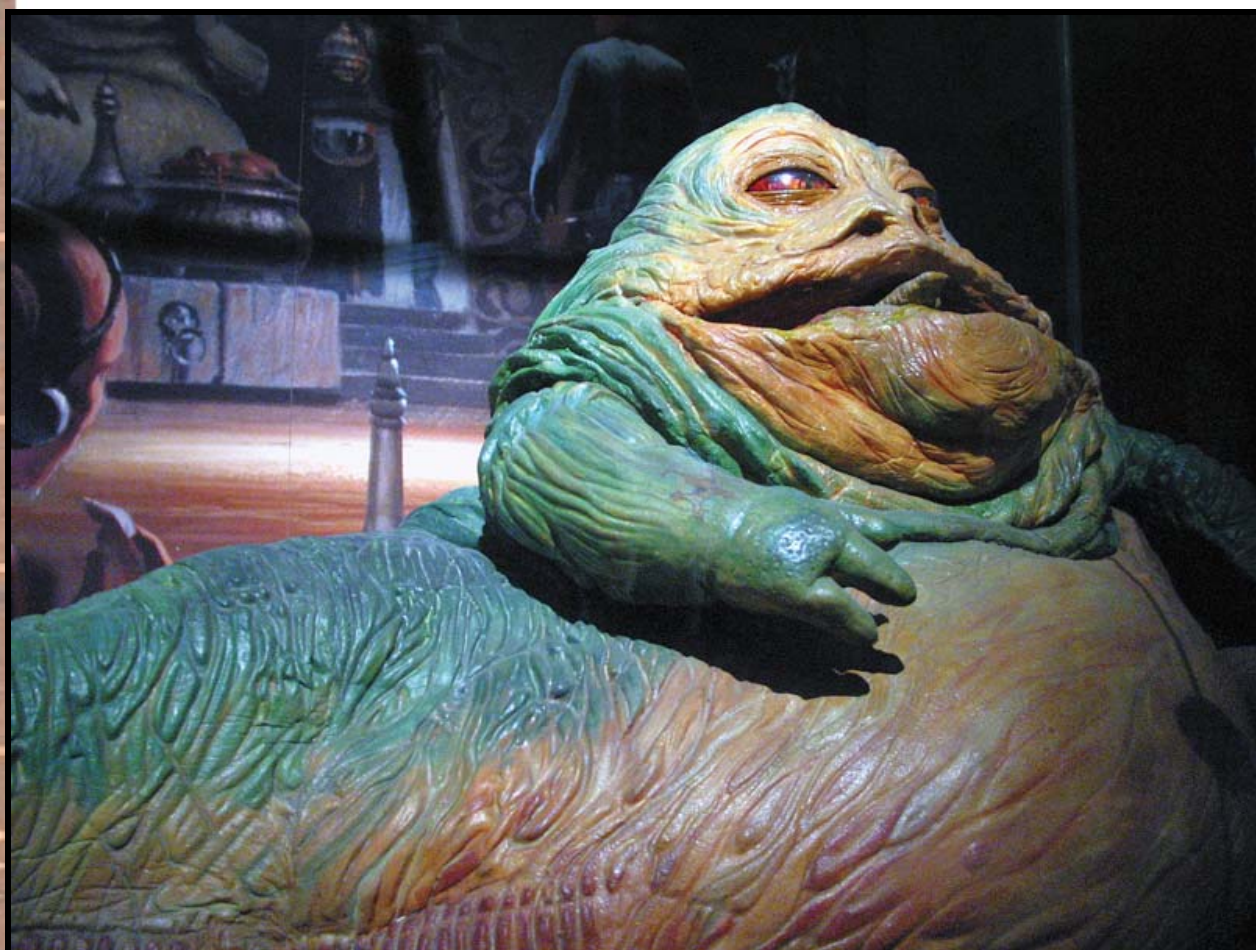
Wurmlings have the following thief abilities: open locks, find/remove traps, move silently, hear noise, and read languages (60%). Wurmlings are skilled with languages and are able to fluently communicate in one language per 2 Hit Die. They also have the equivalent of the legend lore and the local history skill. A Wurmling gains additional information-related skills as given. Wurmlings are immune to any mood-altering abilities or proficiencies such as fast talk, intimidation, or a bard's charm ability. They also get a +3 bonus on all saving throws against mind-altering spells such as *charm person*, *emotion*, *forget*, and *suggestion*. The same bonus applies to any mind-affecting Legacies used against the Wurmling.

Thief abilities	HD Wurmling					
	10	11	12	13	14	15
OL	58	62	66	69	72	75
FT	54	58	62	66	70	73
RT	50	54	58	61	64	67
MS	58	61	64	66	68	70
HN	70	74	78	81	84	87
Skills	6	6	7	7	7	8



Habitat/Society:

Wurmlings, while evil, are scrupulously fair in their business dealing. They do not cheat, although sealing a bargain with them is a tricky business. Wurmlings thrive on the seamy side of business, and they drive extremely hard bargains. Wurmlings do not tolerate competition, especially from other Wurmlings. Each Wurmeling establishes a clearly defined territory. Conflict between Wurmlings is always fatal to at least one of the Wurmlings involved. Wurmlings always have bodyguards. They are never found alone. There will always be at least 1d4 trusted guardians around the huge, bloated creature. In many cases, they have as many as 4d10 guardians. Typical guardian creatures include orcs, trolls (if properly trained), gnolls, evil humans, etc. Typically, a Wurmeling also has 100 to 200 retainers, servants, and assorted underlings. A Wurmeling pays its people very good wages, which helps to ensure loyalty. The paranoid Wurmeling does not rely on that, however. Wurmlings seem physiologically incapable of trust. Instead, it supplements the wage-loyalty with magical conditioning, drug addiction, and blackmail. It typically knows 1d4 scandalous secrets about each of its servants. Wurmlings sometimes obtain krolli bodyguards. The two races are compatible enough that the Wurmeling rarely has to blackmail or coerce its krolli bodyguards. Wurmlings are typically involved with a host of illegal and reprehensible activities, including blackmail, black marketing, bootlegging, bribery, copyright infringement, drug-trafficking, extortion (exorbitant charges for services rendered), gambling, money-laundering, assassination, prostitution, "protection" schemes, racketeering, and smuggling. Wurmlings are unlikely to kill or maim a defaulter. Dead people do not repay loans. They are, however, relentless in pursuit of a jumper. Wurmlings typically have considerable influence in the local police force, military, trade and merchant's guilds, and political offices.



Ecology:

Wurmlings are hermaphroditic; they have both male and female reproductive organs, although they are not self-fertile. Mating between Wurmlings occurs only after long and arduous negotiations (carried out through intermediaries), followed by the signing and witnessing of elaborate, intensely detailed contracts and agreements. Wurmlings will mate only after they are absolutely certain that they are not currently (and will never be) competing. The mating always occurs in neutral territory. Since Wurmlings weigh several tons and their mating is very energetic (coupled with the spontaneous and unpredictable firing of their Legacies), it can be very dangerous to be anywhere near a pair of mating Wurmlings. After mating, both Wurmlings become pregnant and have one offspring after a gestation period of about two years.

The immature Wurling stays with its parent until it reaches 10 Hit Dice (about 100 years), learning the business before it strikes out on its own. A Wurling can live to be over 1,500 years old. After its death, a wurling's decayed remains turn into *steel seed*. The only widely known Wurling resides in Eusdria. This may seem like a strange place for a Wurling, but it works; Eusdria gave up contact with the Heldann freeholds years ago, so the Wurling supplies a steady and illicit trickle of *red steel*. The Wurling poses as a legitimate business owner, but its legitimate businesses are only the tip of the iceberg. The wurling's organization is also bound by a rigid code of business conduct, similar to the Honorbound code. Eusdrian officials have tried for years to pin a criminal conviction on the Wurling, but have so far been unsuccessful.

Lair Description:

A typical Wurling lair is underground, in a city or other center of commerce. A Wurling lair will always be well-defended, with lots of open space, traps, guards, and detection points. Trick floors, pressure plates, false doors, and trip-wires are also common. The lair usually includes one or more special holding cells for use by the wurling's information retrieval technicians. The lair will also include quarters and accommodations for the wurling's servants and guards. Anyone looking for written records will be sorely disappointed. Wurmlings never write anything down, relying on their flawless memory to keep books, juggle accounts, etc. Wurmlings can burrow, albeit slowly. They take advantage of their long life span and burrowing ability to carve intricate networks of secret tunnels beneath their lairs.

Tip for the DM

This creature is equal to Jabba the Hut from the Star Wars movies, in behavior, skill and evilness, and it lives in hot areas, so who says they aren't the same. (The last 2 pictures here are from Starwars fan-sites using art or toys. The artists are unknown.). The use of these pictures is not meant as an infringement on the rights of the owners.

Burrowers. (*Thanatidaci species*)

Unknown to light, deeper than the root of mountains, large as clouds. The earth shook as they passed, the earth can shake again!!” This obscure passage comes from one of the world’s oldest (and largest—10’ x 12’ x 3’) books, Prophetic Truths, known to partisan scholars as; “The Sayings of a Madmen”. Some sages say it was written by a Giant, in an old tongue, known to them as Gunderrim.



Most Sages say that the ancient text cannot possibly date from the era that Thanatos created his burrowers to menace the Hollow World. In that time, (225.000 years BC) millennia past, many of these monsters haunted the underworld. Most were intelligent, and some commanded power to rival the Immortals themselves.

The Burrowers are a race of horrible (mostly wormlike) creatures let loose in the Hollow World. These creatures had great mental abilities and rivaled the average immortal in power and cunning. They were chaotic creatures and took many forms, usually featuring writhing tentacles and squid like anatomies, as they were created from several creatures (Insects, Millipedes, Dragon, Squid, and Giant Worm). They had the power to burrow through the earth and hide far from the eyes of mortals and immortals.



Their task; to corrupt and drive mad all the sentient races in the hollow world. They excelled in their task. They burrowed beneath the homelands of the Brutemen, inciting whole tribes to war against one another, to explore entropic magics, to perform arcane and disgusting rituals in defiance of the immortals. Soon they had twisted many tribes nearly out of recognition and started many powerful Brutemen mortals on the path of immortality in the Sphere of Entropy. As Ka (the Preserver, Immortal of Matter, and cofounder of the hollow world) his plans and work in the hollow world began to unravel, he desperately tried to hatch a plan that would stop the corruption.



He and his companions choose to meddle with the magic in the hollow world so that the evil burrowers would be paralyzed or destroyed, nevermore to plague the Hollow World, and so that humans and humanoids were more likely to reject the customs and traditions of other peoples, rather than adopt them. This two stage attack would keep the burrowers' corruption from spreading and would keep the different cultures from being blurred or significantly altered by normal contact with other races. This happened 5000BC. The immortals purged the corrupt elements of the brutemen cultures, leaving behind only unaffected members of that race. In defeating the burrowers, the Immortals were unable to destroy them outright; instead, they compromised and suspended the creatures' life processes.

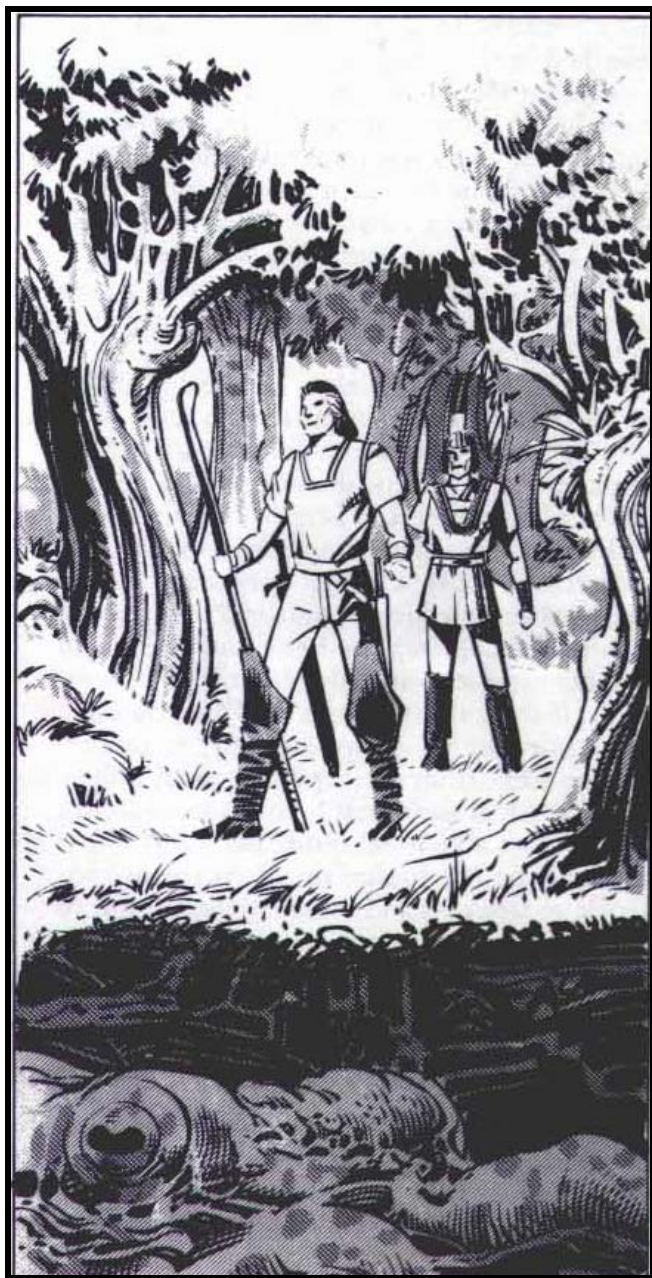
They created what they called their Spell of Preservation. This was a massive outpouring of magical energy which was continuously fueled by the energies of the central sun (which itself is just a pinhole sized gate to the plane of energy), and it did several important things to the hollow world.

The first and most direct effect was that it attacked the powerful burrowing creatures and placed them in a state of paralysis, nearly of suspended animation, and efforts by immortals of entropy would be unable to free them. The immortals believed that the burrowers' mental powers were completely shut down. Such was not the case; those powers were severely curtailed, limited in power and range, but were not completely eliminated. At a very short range, they were still able to affect mortal minds. So when human communities were built atop their burial places, the burrowers were eventually able, once more, to persuade mortal magic-users to do forbidden researches—but this time they would research ways to free the burrowers and let them resume their evil. So far, the burrowers have not escaped from their imprisonment, but it seems only a matter of time until they do.

It was due to magical research of Schattenalfen combined with the might of entropic immortals (again Thanatos is suspected) that enabled several hundred burrowers to become free again. They only lost their intellect and evilness in the process. To counter this, the Schattenalfen created from young flying serpents a sort of symbiont, which enabled them to control the great annelids, and regain some of their intellect. This happened in the trilogy of adventures; Nightwail, Nightrage, Nightstorm somewhere around 1000AC. Since then the symbionts are gone, but the annelids freed, roam around. Though maybe not evil, and now much, much more animal in behavior, they are still a danger to all those living in the Hollow World (and maybe even the Outer World) as their tunnels destabilize existing caves and stability overhead.

Some Burrower, of brilliant but alien intelligence, still reach forth with their aweness. They seek release, and so they send visions to susceptible human minds. These visions may have produced the deranged, yet strikingly accurate, history given in The Sayings of Madmen. Those burrowers not freed, are still evil and existing in paralyzed form in the hollow World. A few are given later on.

Not all the burrowers were intelligent. The Great Annelids had only rudimentary intelligence but more than compensated in sheer size and number. No larger mortal creatures occupy the Hollow World.



Their lack of intelligence evidently allowed Thanatos to free them, where the other, sentient burrowers remain trapped by the Spell of Preservation. Within the past millennium, Thanatos somehow managed to circumvent the Spell and reactivate certain large Annelids. How? Theorizing is dangerous. Yet it seems that the Spell of Preservation works primarily through the burrowers' intelligence-in the manner of hypnosis. The Annelids were not very smart to begin with; in their reappearance they have shown no sentience whatever. Thanatos may have neutralized their feeble minds in order to reanimate their bodies. The symbionts, then, perform a crucial role in his scheme. These mature not only speed the Annelids by a factor of ten or more; the symbionts also allow the Nithians and Schattenalfen to command the witless Annelids.

It is said that the burrowing annelids are the most numerous of all burrowers, and that the true Burrowers are exalted Entropic Immortal beings (leading up to Immortal level 5) of Thanatos. The spell of preservation paralyzed these evil creatures, and sometimes changed their form. Whenever they will be freed from the spell of Preservation they will resume their original form and continue with their task of destruction. The only way of ridding the world of their influence would be destroying them, yet this is rarely done by the immortals for some unknown balancing contra-effects. Maybe mortal would not create this affect, but their battle would be great. A way to free a single burrower is to transport it out of the hollow World where it will return to its original power and shape as soon as it is outside the influence of the spell of preservation. This would be a very difficult and great task, for it would continuously try to corrupt those near to it.

One object of mention; as these creatures are actually immortal beings, they would have a following somewhere, but the longer they remain paralyzed by the spell of preservation, the more will weaken, and finally slumber into oblivion. This would take a few decades to centuries. Those entranced by its powers would count as followers in this fashion, removing those (by death, or changing immortal0 would count as leaving the immortal burrower. Many burrowers will fall soon, or already have fallen to oblivion by lack of followers. Those who don't know how important followers are, and try to attract as many as possible without drawing too much attention to themselves and these followers. The number of 'deceased' burrowers is estimated roughly 1000, the number still in existence is estimated at no more than 30, of which the best know examples are given in this chapter.

Remember also that immortal will do whatever necessary to prevent a mortal of finding information of a 'deceased' burrower (actually they try to destroy all information they find), for if it could get new followers, it could thus come into existence (as a new apprentice Immortal) anew (and maybe even freed of the Spell of Preservation, as it was none existent

in the time in-between). If thus reborn, it would reappear on its own or its master Immortal's Plane as a 1st level Immortal of Entropy. However small this chance, and however it did not happen sofar, it must be mentioned, as the chance does exist.

From the "Annals of the Great Burrowers" by Wastoure

At the dawn of human civilization on Mystara, the Immortal Hierarchy of Entropy, Thanatos, embarked upon a plan to create minions capable of wreaking mass havoc and destruction upon the world of mortals. With his own powerful magics, combined with the otherworldly and other dimensional workings of other cosmic entities, Thanatos created a powerful assortment of monstrosities indeed. These he unleashed upon the interior of Mystara, that they might conquer the so-called "Hollow World" and use it as a base of operations from which to spread their contagion across the face of the world.

These creatures, collectively known as the Burrowers, actually encompassed a wide range of species. Some of them, such as the near mindless Annelids, still roam free today. Their effectiveness as forces of Entropy are greatly reduced, however, without the guidance of their overlords, the Greater Burrowers, who have all been incapacitated by the Spell of Preservation cast thousands of years ago by the Immortal caretakers of the Hollow World.

As the Burrower presence predates the existence of most known civilizations, there has been very little information about the individual identities and functions of the Great Burrowers. What follows is the information I have pieced together over many years, from societal myths and legends (many of which resulted from distant contact with the minds of these powerful creatures), ancient texts from the Empire of Selhomarr, and my own communions with several of the Great Burrowers.

Greater Annelid (*Thanatidus annalidus* Supremor)

Worm	Greater Annelid																																			
Type	lowlife(worm) Magical creature/ Monster																																			
Climate/Terrain	Underground																																			
Frequency	Very Rare																																			
Organization	Solitary																																			
Activity Cycle	any																																			
Diet	Omnivore (almost literally)																																			
AL	N																																			
NA	0(1)																																			
	Young									Adult									Mature																	
Size; Length; G;	100'	200'	300'	400'	500'	600'	700'	800'	900'	1000'	1040'	1080'	1120'	1160'	1200'	1240'	1280'	1320'	1360'	1400'	1440'	1480'	1520'	1560'	1600'	1640'	1680'	1720'	1760'	1800'	1840'	1880'	1920'	1960'	2000'	
Size; Diameter; G;	6'	8'	10'	12'	14'	16'	18'	20'	23'	25'	26'	27'				29'	29'		30'			31'		32'		33'		34'		35'	36'	37'	38'	39'	40'	
ST	18	19	20	21	22	23	24	25	26																		27									
IN/WI	1																																			
DX / CH	9																																			
CO	18	19	20	21	22	23	24	25	26																		27									
Languages	0																																			
Spellcaster Limits;	0																																			
AC	7																																			
AV	0																																			
HD	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
HP	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
MV	60'/20 or 25 miles a day									120'/40' or 50 miles a day									240'(80') or 100 miles a day																	
THAC0	7	6	5	4	3	2																														
Attacks	1 Bite																																			
Damage	2d8									3d8																										
Special Attacks;	Swallow 4d12 digestive damage (2d12 if acid resistant)																																			
	attract & paralyze earth elementals																																			
Special Defenses;	Half damage from all attacks, psionics, spells																																			
Immune to;	poison, Disintegration, Charm, Hold, Control. all spells, magic effects abilities that cause no damage																																			
	Fire, Heat, pressure Blunt weapons Dislike light																																			
Extra Vulnerable to;	0																																			
AM	F16	F17	F18	F19	F20	F21	F22	F23	F24	F25	F26	F27	F28	F29	F30	F31	F32	F33	F34	F35	F36															
Save as;	F16	F17	F18	F19	F20	F21	F22	F23	F24	F25	F26	F27	F28	F29	F30	F31	F32	F33	F34	F35	F36															
ML	10																																			
Treasure	nil																																			
XP	2950	3150	3475	3800	4175	4500	5000	5500	6000	6500	7000	7500	8000	8500	9000	9500	10,000	11,000	11,500	12,000	12,500	13,000	13,500	14,000	14,500	15,000	15,500	16,000	16,500	17,000	17,500	18,000	18,500	19,000		
Body Weight; LBS	50,000	100,000	150,000	200,000	250,000	300,000	350,000	400,000	450,000	500,000	520,000	540,000	560,000	580,000	600,000	620,000	640,000	660,000	680,000	700,000	720,000	740,000	760,000	780,000	800,000	820,000	840,000	860,000	880,000	900,000	920,000	940,000	960,000	980,000	1,000,000	

This grayish brown worm is the largest worm you have ever seen. It devours everything in its path, including rock. Full-grown annelids measure about 1000 feet long and 25 feet in diameter. They grow bigger than this. Much, much bigger. The largest annelids reach 40 feet in diameter and some 2000 feet in length. Those are exceptional examples- most adults are 1000 ft long and 25ft in diameter. Their bodies sandpaper-like skin looks like damp rock, usually grayish brown in color (the color of rock), are segmented like earthworms. The longer the annelid, the more segments it has, up to perhaps 600 in the longest. Biologically, an annelid is a long tube inside a larger tube. The annelid's mouth is a circular, funnel-like opening lined with three rows of sharp, conical teeth. The creature gives off a scent of rancid fat, which is very prominent in its nesting area.

The inner digestive tract, including pharynx, esophagus, crop, and gizzard, runs from head to tail. A long nerve cord connects head and tail as well. Otherwise, each segment can live virtually on its own, for each has two hearts around the central tube, shaped like half-toruses (half-doughnuts). Hairlike sensory fibers called setae grow on the posterior edge of each segment except the first. These can grow to an inch in diameter and a few feet long. The annelid has no other sensory equipment except light- and heat-sensitive patches at its front end.

A great annelid's is segmented, just like an ordinary earthworm; the largest of these creatures may have 600 segments or more. Its body is a long hollow tube, with both a digestive tract and nerve cord running from head to tail. The funnel-like mouth is lined with three rows of sharp teeth.

Great annelids have an unsurpassed ability to tunnel. They can grind through solid rock almost as quickly as they can crawl. Through not carnivorous, they are quite mindless and their first reaction upon meeting anything is to try to eat it.

History

In millennia past, the great annelids, or "burrowers", once ate colossal tunnels through the deep crust of the Known World, far deeper than surface dwellers ever go. They eventually imperiled the Hollow World, as chronicled in the History of the Hollow World. Immortal guardians put the annelids to sleep, and they remained dormant for millennia. Much later, their empty tunnels became the homes of the Shadow Elves and Schattenalfen. Thanatos recently awakened the annelids as part of one of his schemes.

They are the living symbol of Thanatos's power, for the Entropic Immortal has resurrected them even despite the insuperable Spell of Preservation. Granted, he could not resurrect their intellects as well as their bodies but with the new symbionts, the burrowers remain as potent a menace now as in the prehistory of the Hollow World.

Combat

Great annelids eat, and only eat. If attacked, they will bite and attempt to swallow anything in its path. Great annelids have no combat strategy other than to bite and swallow whatever is in its way or bothering it. Annelids outstrip virtually all other creatures in their ability to tunnel. An annelid tunnels almost as fast as it can crawl, grinding and swallowing solid rock without effort.

A great annelid can try to swallow a grabbed opponent of a smaller size than its diameter by making a successful hit roll. Once inside, the opponent takes 2d12 points of crushing damage plus 2d12 points of acid damage per round from the annelid's gizzard. A

swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 4). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out

The bite of a great annelid is also extremely poisonous to earth elementals and elemental-kin, causing permanent paralysis if a saving throw vs. TS is failed. Earth elementals and elemental-kin with poison resistance or immunity may still be affected by the great annelid's poison.

An adult or smaller Great annelid's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny or more smaller opponents. Greater ones can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller opponents.

Immunities

A great annelid has 100% immunity to bludgeoning weapons (magical or not), crushing damage, pressure damage or constriction damage, and 100% immune to all fire and heat, both natural and magical.

Senses

A great annelid is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground within 360ft of its body. Infravision 60ft, low-light vision.

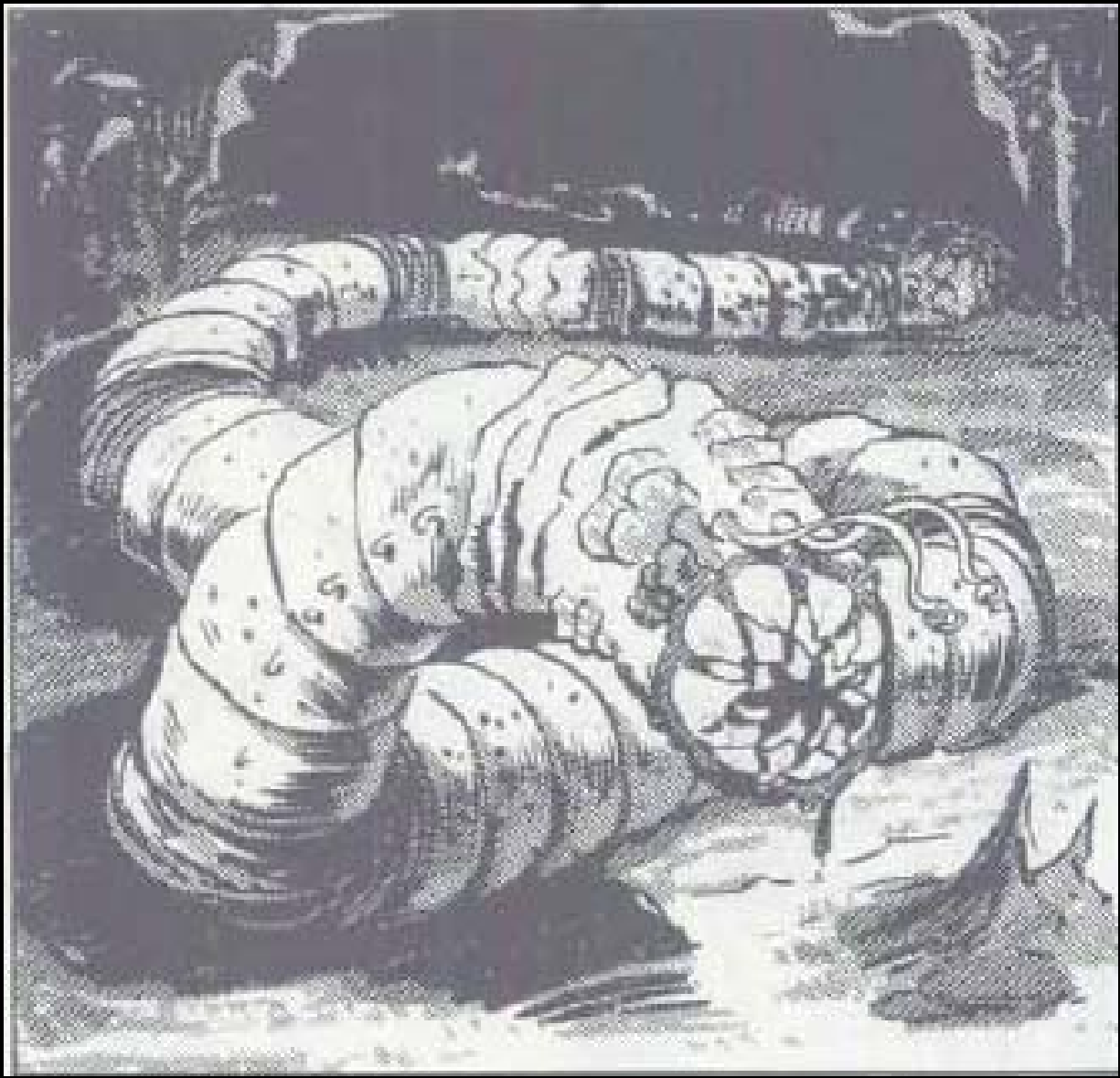
Habitat/Society

Great annelids have the ability to attract and paralyze earth elementals. Though this power is poorly understood, it apparently involves emitting a false hypersonic signal, propagated through the earth, which replicates the signal of something desirable to elementals rich lode of ore, perhaps, or a beautiful cavern, that will automatically draw all earth elementals (and other creatures native to the Plane of Earth) within 1 mile to the great annelid. Creatures affected immediately move towards the great annelid at their maximum movement rate. This is a sonic, mind-affecting ability. Whatever its nature, this power allows the annelids to lay their eggs in the elementals, a vital step in their grisly reproductive process.

Annelids are hermaphroditic, but only those of huge size ever reproduce. The annelid lures several earth elementals, paralyzes them, and lays eggs within the rocks they animate. After some unknown period (probably several weeks), the eggs hatch, and the annelid grubs dine on the elementals' magical life force. The huge Great Annelids writhe and wriggle over one another, their anterior and posterior ends impossible to identify and separate. Thus fed, the young grubs grow to several feet in diameter and begin to tunnel. They soon reach a length of 15 feet, but they grow more slowly thereafter. There is no known limit on an annelids life span, except that one limited by predation and disease or drowning or similar.



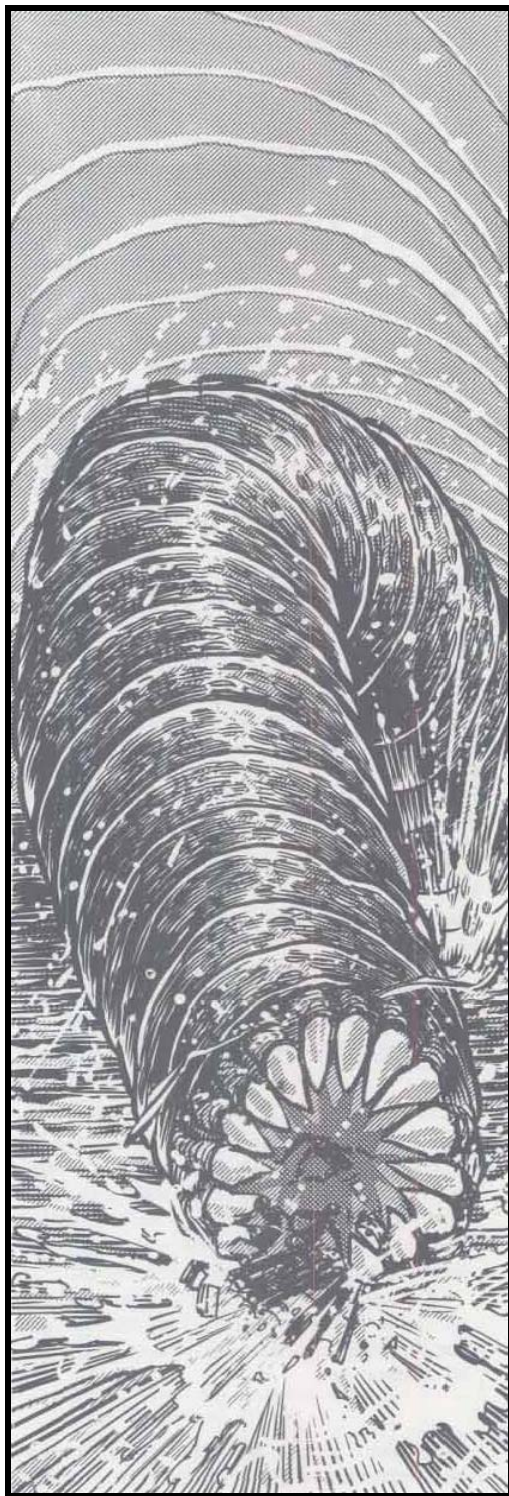
Ecology



Annelids subsist on the rock they eat. They have no other known diet. Annelids can live anywhere underground, even in lava pools. They are immune to heat and pressure damage. Exposure to light or water does not damage them, but they dislike it. Great annelids constantly burrow through the depths of the earth. They can survive in any type of environment, including pools of molten lava, but avoid water. They are a special terror to earth elemental creatures. Miners such as dwarves and gnomes tend to have mixed emotions about great annelids. On one hand, their tunnels often provide useful avenues for exploring the bowels of the earth and search out minerals. On the other hand, one great annelid in the wrong place can wipe out a promising vein of ore in minutes, and the creatures are hard to remove once they settle into an area.

Greater annelids often congregate for days at a time at a single spot, attracted to a particular flavor of rock or a concentration of earth elemental magic.

When the annelids eat themselves through the world shield (the center area between the Hollow and Outer world—500 miles below any surface), they cannot digest the World shield ore, and leave it behind as waste castings. When PC's are encapsuled they will be treated as waste also.



lines the runnels it crawls through. In this way it covers nearly 100 miles a day. So the PC's involuntary journey across more than 2300 miles takes just five days. On foot, it would take at least several months.

An Annelid doesn't move this fast in combat-only when it has built up speed over several minutes. In terms of game movement rates, the Annelid moves only moderately fast.

Annelids in the adventure Nightwail, had a symbiont (created from feathered serpents) to control their actions. Only in the period of a year prior to this adventure these symbionts, and thus the control over the annelids are possible. Thereafter the secret and creation of these symbionts are lost forever.

There is no warning, except the smallest of tremors in the surface of the pool. You glance at the water, and you notice a small ripple. Then, in the time it takes you to blink, the ripple grows to a solid wave of water that rushes from your feet outward. Another eye blink, and the wave crashes against another of the same size, rushing inward from the cavern walls. You still haven't had time to draw a full breath when the rumbling starts beneath your feet. You look around for whatever is crawling from the water. And then all of the water-the whole pond explodes upward!

Your light goes flying end over end, and in that wavering light something as huge as a building rises up around you. Filthy water washes over you! With a tremendous roar, walls rise to surround you-to cover the ceiling! And then you realize . . . -It's not walls. It's a mouth. It closes around you. Something big strikes your weapons from your hands. Something wet grabs your entire body like a giant fist. The roaring grows muffled, and then stops. You can't move. You are trapped. You are swallowed, and it all took two seconds.

Like a pit trap, the creature's throat opens to swallow up the PCs. It constricts around them in sequence, and they feel like they're being wrapped in hot blankets and passed roughly hand to hand down a long he-in fan, down the first few segments of the Annelid's body. After their entry into the monster, the PC's soon arrive in the first stomach

. You fall out of the creature's throat and splash in a pool of bad-smelling liquid. You can't move. Something has paralyzed you. Phosphorescent fluid is gushing from the walls of this stomach. It casts a dim white light over the rocks being digested here. There's a white blob crawling up your leg. It's crawling higher, enveloping your waist. You can feel its warmth.

Each PC gets one of these white blobs, a platelet like the antibodies in the human immune system. These have been enchanted (by Schattenalfen or shadow elves for a diverse reasons) to protect travelers within the Annelid. They won't ham the PCs. But the PC's don't know that.

The blob reaches your chin and flows up to your face. It's semi-transparent, so you can make out the sights of your friends being engulfed too. You feel its tendrils reaching up your nose. You open your mouth to scream, and it slides down your throat... and everything goes dark.

The PC's go into a form of suspended animation, while the platelets feed them air and sustenance.

Attacking should be futile. Fighters cannot get at their weapons, and spellcasters cannot speak, gesture, or use any items except those they wear. If they manage to make an attack, the platelets are conveniently immune to whatever hits them.

Optionally, you can allow clever PCs to circumvent their bindings and attack the worm. Such attacks may succeed automatically, if only to let the PC cut their way out from the worm's interior. However, inside the worm, their perceptions slow drastically. By the time they free themselves, five days have passed and the PC's are already on their destination (DM!!).

Why? The Schattenalfen in the Nightwail scenario have enchanted the travel chamber (the annelid's interior) of a multitude of annelids to protect unmoving passengers from the cabin-fever hysteria that may occur after prolonged confinement. This enchantment is genetically and the offspring will harbor the same effect for organic materials. It is thus possible (25% chance) when you are swallowed, you'll survive and are transported somewhere elsewhere (DM!!).

When their time perceptions are slowed, the five-day trip appears to take no more than a few minutes. The PCs are all equally slowed, so they may not understand what has happened until they get out.

It's better simply to have the PC's pass out and then wake up, groggy and weak, days later on their point of destination.

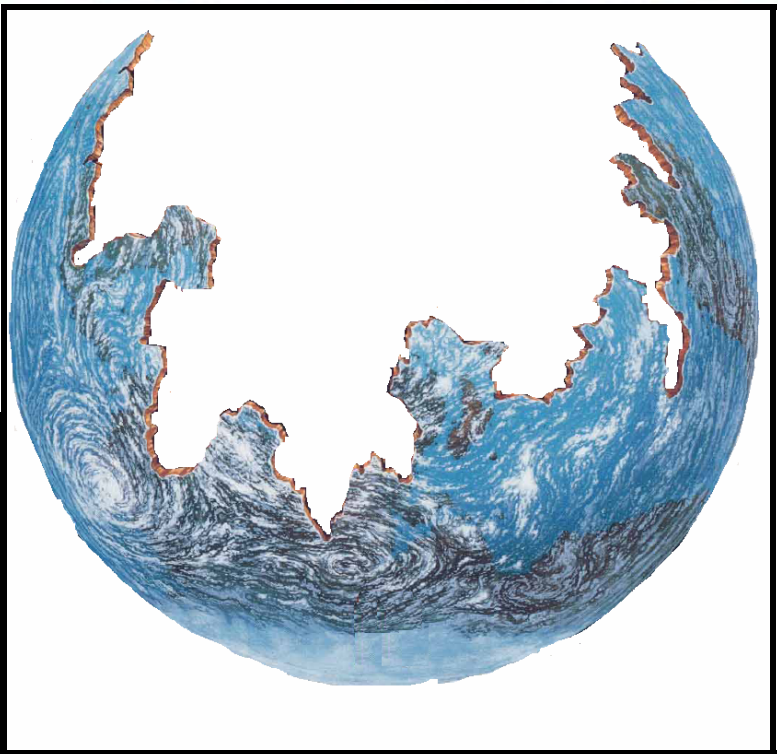
The Annelid travels about 20 miles an hour, the speed of a very fast runner. (Smaller Annelids go slower.) But where a sprinter quickly tires, the Annelid crawls for hour after hour through the tunnels that riddle the World's Spine.

The creature never tires; it need not stop to eat, for it can consume rock that

In Annelid Castings of nearly pure World-Shield ore the PC's will be excavated from the annelid's body like all other indigestible waste (i.e. world shield or, Lead, Heavy metals, enveloped organics.). Each casting looks like half of a hollow cylinder, with jagged upward-turning edges, broken apart due to the influence of the sun on world-shield ore.

Only the PCs' faces are exposed in the glistening grayish metal. Their nails and beards (where appropriate) have grown, indicating the passage of time. The Great Annelid that swallowed them is nowhere to be seen. The PCs are groggy and painfully stiff. They cannot move inside the castings. Spellcasting and magical items don't work because of the ore's anti-magic aura

The Towers of Evil



The "Two Towers" of Nithia are seldom discussed by the natives. Few people know if they really exist or not, and those who do know rarely speak of them as doing so is rumored to bring a curse down upon the speaker and his family (which may be so, but then by clerics or mages from these towers with major or minor curse spells). Most Nithians say that the towers are merely tales to frighten naughty children.

In truth, their existence is all too real.

The Tower of Sekheba is the primary temple of Thanatos in Nithia. Here, protected by the broken lands of Nithia, these fell clerics secretly concentrate their evil powers in a never-ending attempt to bring about the ruin of all Nithia.

The Tower of Soth is home to the secretive order of death-wizards who follow the ways of Ranivorus (Yeenoghu), Thanatos' ally in evil. Both "towers" are actually paralyzed Burrowers, positioned by the entropic Immortals as the Spell of Preservation took effect. They were also polymorphed by their immortals to more closely resemble constructed towers, but their twisted, organic forms betray their fell natures. Travelers who stumble across the Towers are immediately subject to the awful telepathic whispers that entreat them to enter the structures. Tales are told of mad travelers that come from the wilderness, ranting about the 'silent screaming towers'.

The Tower of Sekheba

According to those few rumors that seem to match up, Sekheba was a follower of Thanatos. He was one of the ancient Nithians transported from the surface world into the Hollow World back in 500BC. Thanatos had to use all of his immortal powers to mask Sekheba's true (evil) nature as the other Immortals were purging the evil from Ranak during transition.

Upon arriving in the Hollow World, Sekheba fled Ranak and entered the nearby broken lands. Here he discovered a great black tower seeping with evil and hatefulness. Here Sekheba established the seed of evil within the infant nation of Nithia.

He called to those of evil intent, eventually establishing a cabal of dark clerics to further Thanatos' will. Those of the inner circle (high clerics of Thanatos) claim that they are responsible for causing the submergence of Nithia, the Tarthis-Ranak War, and all unrest in Nithia from the ancient times to the present day.

The tower of Sekheba is actually a great Burrower that forced itself upright, twisted along itself to create a stable. It is rumored that this Burrower was originally a giant of supreme power, hence the human-like skull along its body. This skull was fallen of the upright neck when Thanatos polymorphed it to resemble more a tower. Its tail was already greatly damaged by the Spell of

Preservation, leaving only ribs. Thanatos used these as an arched entry to the tower. The main areas are the curved main body, in which the Temple of Thanatos was created, the neck upright was used for those of magic decent or for the Inner circle of clerics (this is unknown) the skull is fused to the based of the neck on the main body. And all material, skin, scales and bones are petrified.

The tower in itself is not very high, reaching only 160 feet high and about 40 to 60 feet diameter. The main area created from the main body (in the picture beginning with the tail, then going forward, curving 180 degrees rightly back along, then underneath the tail, to come up along the left side, behind the skull). Is about 60 feet high in itself, but since two parts lay over each other the area is opened here and there to create immense spaces of 120' apart. The area is about 300' wide and about 800' long (from tail to curving end). The name and most of the history of the immortal giant are lost in time (it never did have an individual origin as being a devout follower of Thanatos.). What is known that it was a great warrior in the giant wars, and it were these wars that enabled the giant to embark upon the path of Entropic immortality under the guidance of Thanatos himself. It was just before the spell of preservation struck that it succeeded.





The Tower of Soth

Although the other tower is not filled with evil clerics, its origins are equally mysterious. Again, legends say that it was originally discovered (much later that the Tower of Sekheba) by a wandering magic-user by the name of Soth. Soth was among the population of Dashur when Kifara uprooted and send north to form Tarthis. She slipped away from the hover-barges and wandered the grasslands, following voices that promised power for both herself and the new city that would grow on the Nithian delta. The voices led her to an enormous, twisted tower. Her explorations of the tower's interior lead her to a room filled with strange, warped devices that pulsed with power (by Thanatos transformed organs—often parts of the brain). Soth's explorations also changed her as she made her way from the bottom to the top of the awful tower. By the time she reached the main room, she had been transformed from a gentle, good-hearted mage with her people's best interests in mind, to a twisted, insane vessel for the entropic energies of Ranivorus.

Like Sekheba, Soth also used her new-found power to call to those of poor moral fiber throughout Nithia. Over the centuries, she has formed a cadre of equal size to the minions of Thanatos. Soth's evil mages work hand-in-hand with the followers of Sekheba to wreak havoc in the magical lands of Nithia.

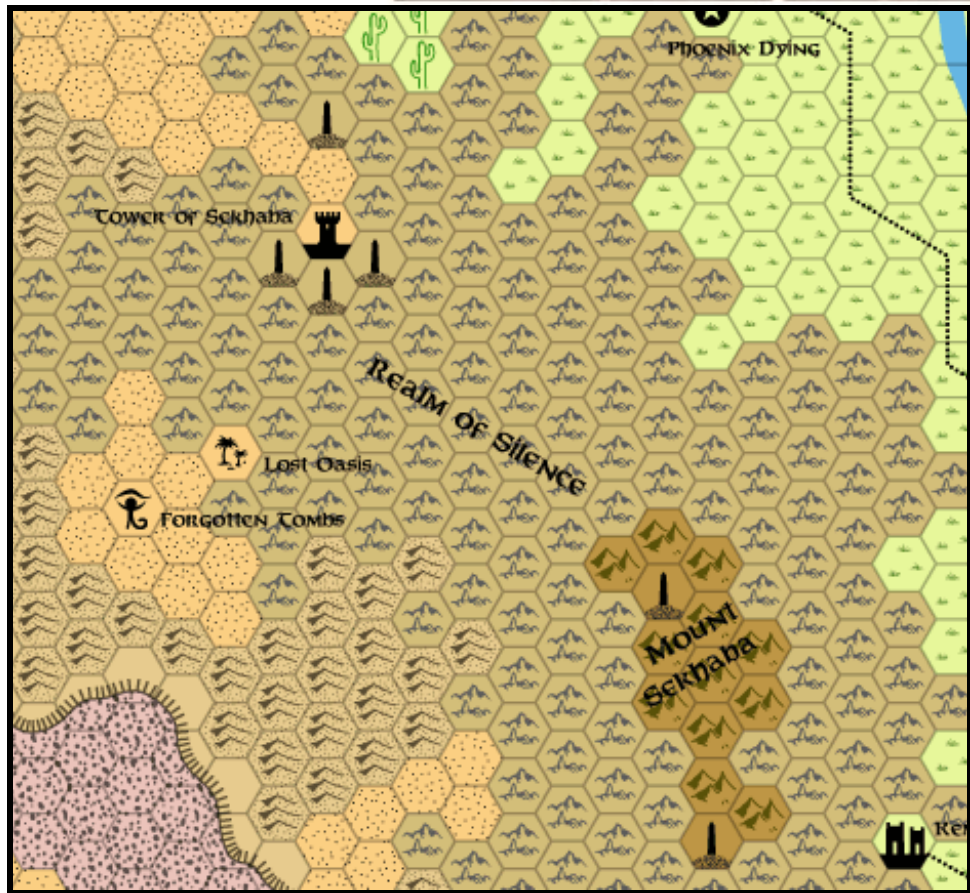
The tower of Soth more resembles a giant worm, with its tail, a curved part of its body and its head sticking out. (See small map right up the coming maps.

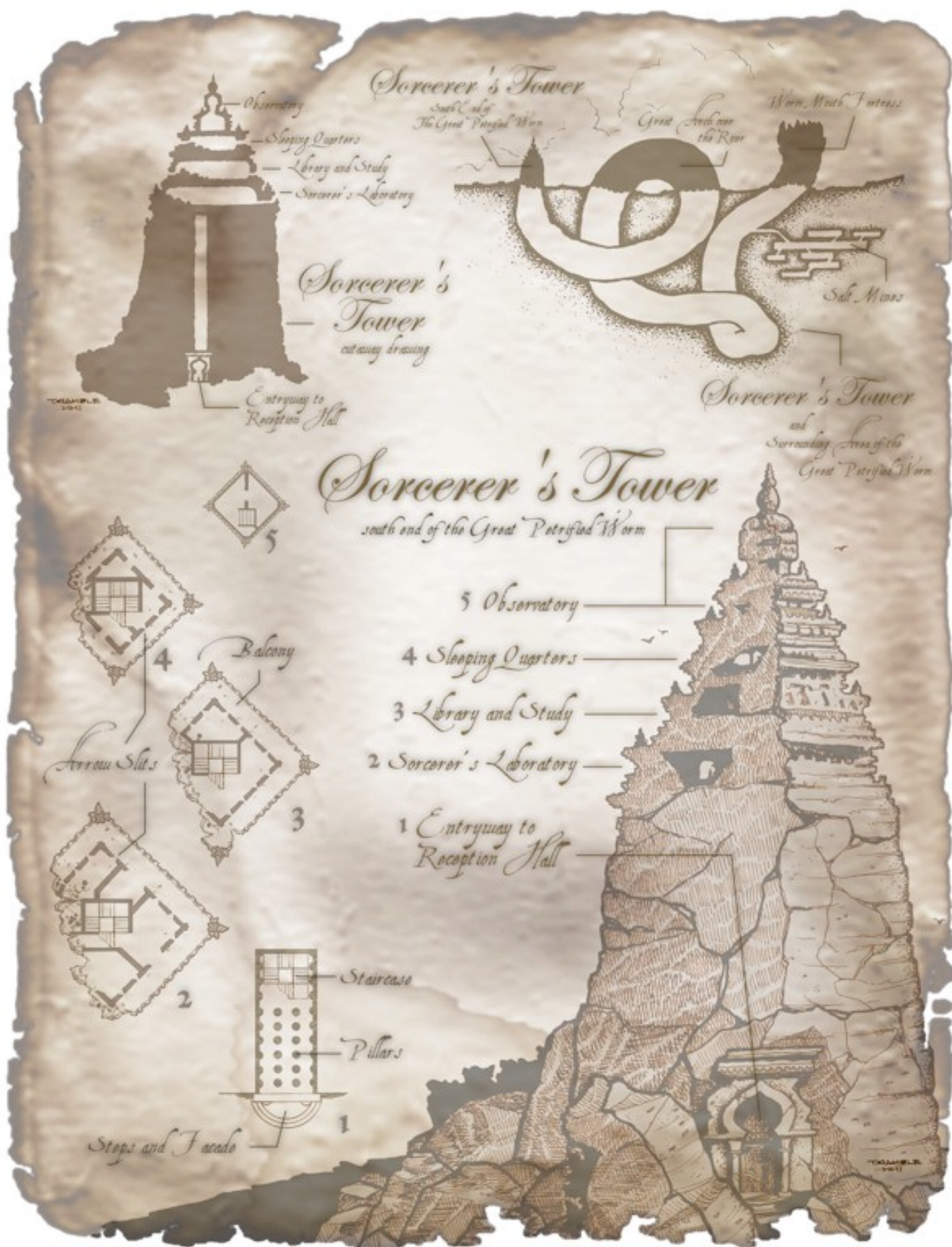
The tail is the sorcerer's tower, 80' to 100' diameter, up to 150' tall, it continues much further underground, towards the underground palace, erected within the end part of the gigantic worm, to curve around coming out of the ground at Gate Keep (on the map the right one) in the area called the tunnel bridge, an area of 70' diameter internally (externally about 200'), where merchants of Thanatos, Ranivorus, and humanoids openly mingle and trade, then curving back down along the left Gate Keep into the earth (two exists are created out of this tunnel to enable merchants to enter and leave easily. Then it goes forward with a rapid twist, up again to reach a subterranean prison (for those captured, and not yet transformed) in its stomach, then through a layer with salt deposits, which has been opened to enter this area, and create several layers of mine (only level 5 is given—1 is the greatest level and is no longer in use as a mine but as a passage, two is on top of this one and is like level 1 of no more use, level 3 is above level 1, next to two, is also out of use, but home to several small to medium sized (evil) critters. Level 4 is in use and gives off a yellow salt, the area is weak and instable, a bit lower and next to it is level 5, the most used area of the mine. It also gives access to the lower recently dug tunnels, which just begin to reap its awards.). The head of the worm bursts from the ground and is used as a great fortress of about 150' diameter (internally-externally about 180') and reaching about 300' out of the ground.

This fortress is near to indestructible as it is actually the immortal burrower.

History

The origin of this burrower lays the origin of a sentient worm, this creature, alone in its existence as living megalith, was probably infused at birth with the seed of sentience by some unknown immortal. Whatever and whoever did this, the result was great. The megalith grew and grew, outgrowing the limits of any species existing that time and even most creatures today. It learned magic and found answers to its questions of why, what and what now. Thanatos answered his pleas, and directed him to great evil. It was this megalith that created the Great Cave of the shadow elves and caused the volcanoes to erupt on Vulcania, leading the sentient races there to mostly move away or perish. In this it became immortal and was bestowed with the task to destroy the world Spine and the sentient races within (especially the tower of light and learning which was known to Thanatos but never found). It had destroyed several parts of the world spine (where now islands lie), and was on its way on the continent of Iceria underneath Nithia when the immortals placed the spell of Preservation. This creature, never had a name, as in its own thought it was unique (it was) and therefore didn't need one.





Subterranean Palace

Very few are able to witness the beautiful Palace interiors. Some of the finest provisions are contained here as well as the blessed healing pool.



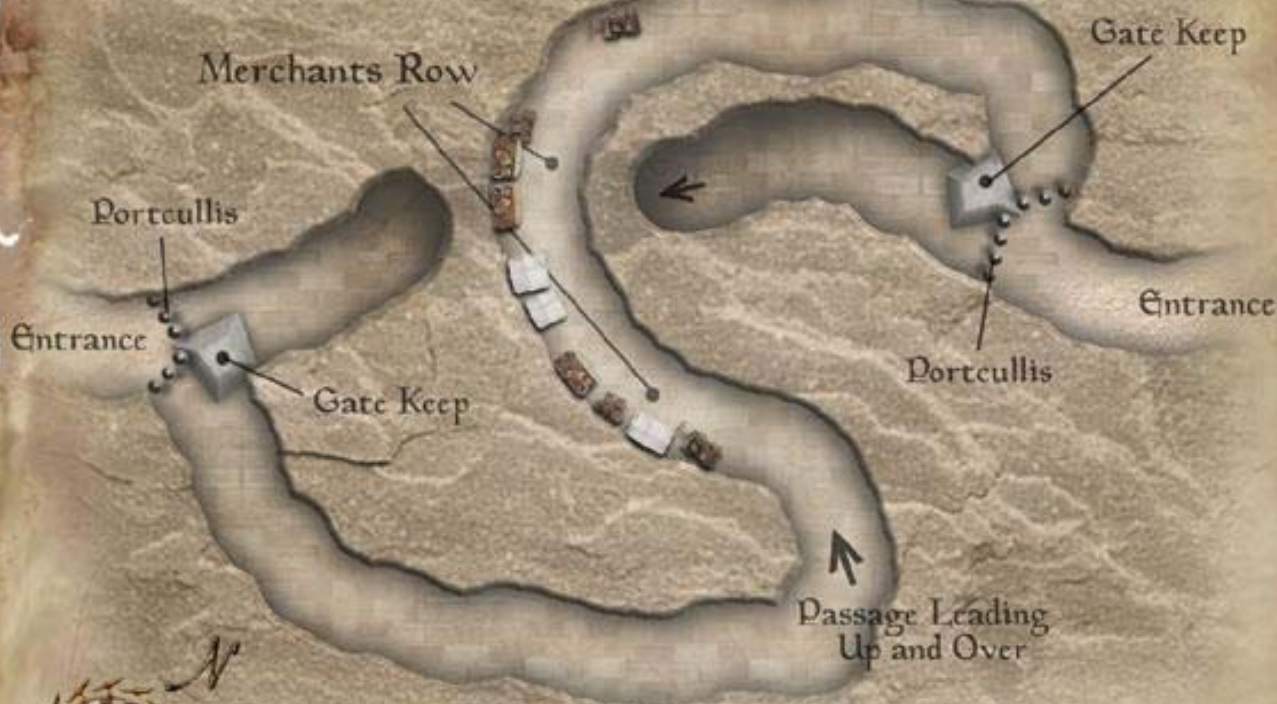
The upward staircase leads to other lavish levels of the Palace as well as the grand heated bathes made from gold and pearl tiles.

Map Created and Drawn By Todd Gamble, Cartographer.



Tunnel Bridge (plan view)

Merchants Row is a site for travelers, for here one can purchase most anything, including the secrets of forbidden lore.



The "Great Arch" of the "Great Petrified Worm" forms a natural bridge. The tunnels within the arch are the result of the petrification of the worm's digestive system. Very little modification was needed to create a wide and safe enough passage for the many travelers, traders and wagons that pass through this bridge.



Map Created and Drawn By Todd Gamble, Cartographer.



Subterranean Prison

"The Great Petrified Worm"



Main Level
Prison Cells

Upper Level
Guard Tower



This is only one of six prison facilities which includes a torture/confession/execution room. There are eight iron bar cells which are lowered into pits by way of an overhead cable system. The cable system is operated by levers situated in the guard tower. Prisoners are carried up to their cells in temporary cages. The maximum capacity for each cell can be 10 prisoners, standing room only. The bottom of each cell can contain six to twelve inches of stagnant water and waste when lowered into a pit.



Map Created and Drawn By Todd Gamble, Cartographer.



Salt Mine Level 5

"The Great Petrified Worm"



Mine Elevator
from level 4

Abandoned Mine Cart Tracks

Explosives

Explosives

Salt Pile

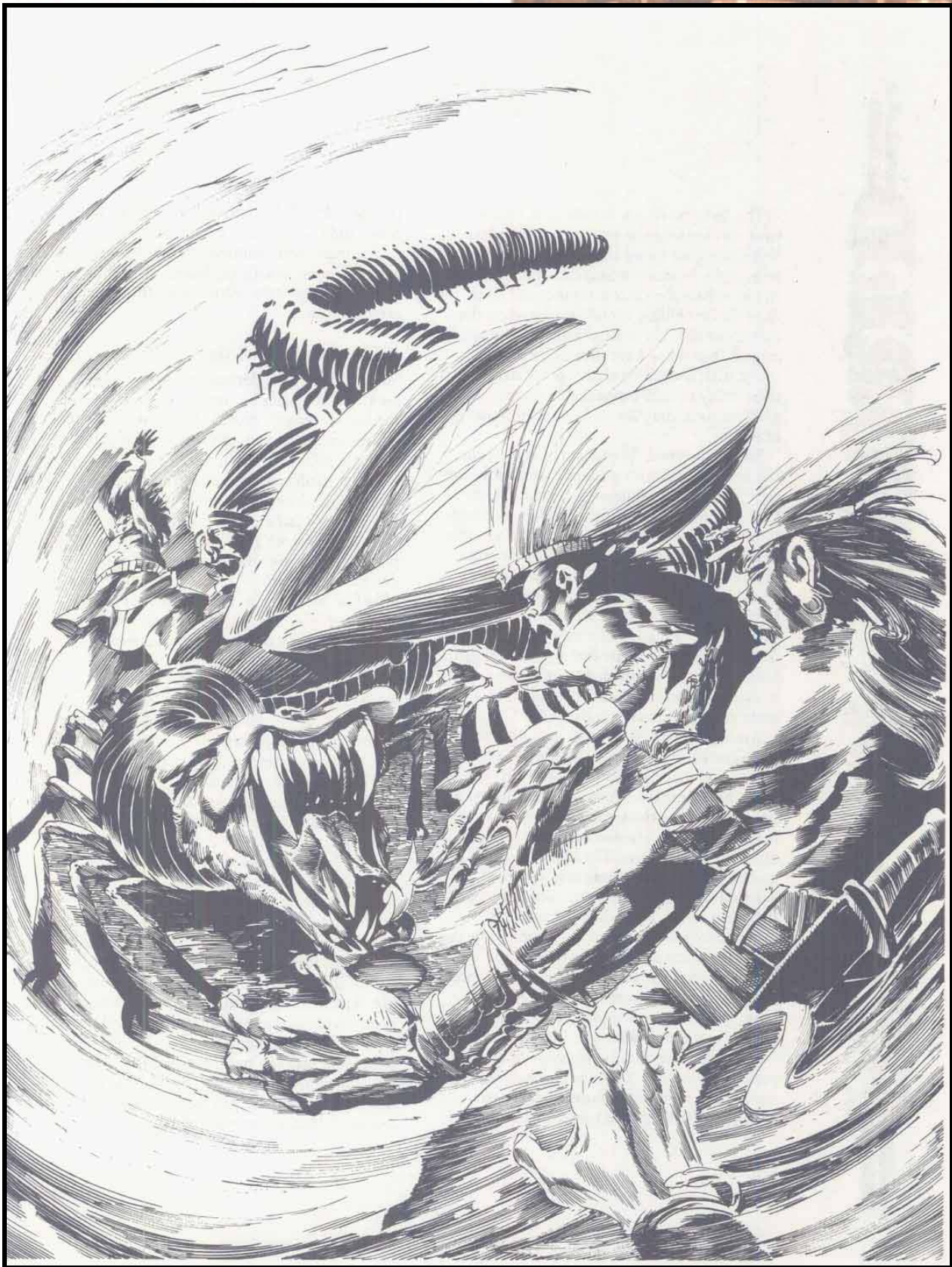
Mine Elevator
to level 6

There are seven levels to the subterranean salt mining operation. All of the salt deposits are found outside of the Great Petrified Worm area. The local story is that the salt is what killed the great worm moments before the cataclysmic mud flow from the last large eruption of Mount Charles. Level 5 is no longer used for mining and is primarily used only for storing large piles of salt. Beware, there are very old, salt-encrusted crates containing explosives lying around the mines and are extremely unstable.



Map Created and Drawn By Todd Gamble, Cartographer.





One of the burrowers, Chipactli, as a related minion of chaos (tzitzimime in the Azcan mind) still lies dormant within the Hollow World's crust, dreaming unspeakable dreams of decay and destruction. Even though they are in most respects held inert by the Spell of Preservation, the burrowers are such monstrous and terrible psychic presences that their corrupting influences may still occur, within a narrow range of effect. In case you haven't guessed, there's a burrower near the mines of Tepetitlan, called; The Cipactli.

When the burrowers roamed they corrupted the Beastmen who were the Hollow Worlds' chief sentient inhabitants. The Spell of Preservation returned most Beastmen to their "natural" state-except those who resided near powerful dormant burrowers. The burrowers' destabilizing psychic-magical presence causes disturbances in the Spell of preservation, encouraging physical and cultural mutations. Unlike any other Hollow Worlders, a group that lived for centuries near a dormant Burrower would have a marked tendency to change (but not necessarily for the better!!). Thus we have the Gruquotecs, a degenerate, twisted offshoot of the Beastmen race, for thousands of years this tribe has lived in the hills, following the dread Earth-Beast which revealed itself in the dreams of the most sensitive and brilliant Gruquotec shamans and wokani.

The Gruquotecs are not the only ones who have encountered the burrower. Parts of the Tepetitlan gold mines extend within a half mile of the burrower's location. Among the Azcan miners the Cipactli (as they call it) is material for chilling fireside stories when the daily rains fall. No one has actually seen the Cipactli, but many have dreamt its terrible visage with disturbing clarity. Some have lost their sanity to such unspeakable dreams. Still, gold beckons, drawing its constant pilgrimage of miners. Wastoure too dreamt of the Cipactli. But the Earth-Beast was able, thanks to Wastoure's receptiveness, to communicate more clearly than ever before. Even in a dormant state, the Earth-Beast's intellect is massive. Consciously it and Wastoure began to plot. Wastoure, in the cipactli's service, has gone to the outer world to stir trouble and arrange the release of his mate. His tower and the Gruquotecs remain. The most recent mining expedition extended entered the tunnels toward the burrower, and broke into the Gruquotecs' warrens-to the miners eternal regret.



The Cipactli

Buried in solid rock, several hundred feet directly beneath Wastoure's tower and the Gruquotec Warrens, the dormant burrower of this area will not be physically encountered by the characters-to their advantage, for the beast's powers (which we need not present in detail) come close to that of a minor Immortal (which in effect it is, it is equal to Dresh the Destructor (see further). Suffice to say the active creature could dispatch any PC short of Masters level with minimal effort. The monster known to the Azcans as the cipactli was one of the most powerful of the ancient burrowers. Even though dormant, thanks to the Spell of Preservation, the Earth-Beast has a powerful influence on its nearby environs. It has been able to establish nearly conscious contact with a human named Wastoure (the contact is fully conscious for Wastoure, but for the awesome burrower the dream-projection is a mere fraction of potential consciousness). It has warped generations of a Beastmen offshoot, the Gruquotec tribe.

Furthermore, it even has a powerful, yet unpredictable, effect on magic; enchantments which would normally not function in the Hollow World (due the spell of preservation) might do so near the cipactli, thanks to its entropic emanations. This is a function of the unstable interaction of the burrower's naturally generated chaos field (powerful even in dormancy) and the immortals magics of the spell of preservation.

To properly express the effects of this interaction, we'd need to borrow some very complicated mathematical models from Wastoure's workbooks. We won't do this. Instead, for game simplicity, consider outworlder magics (the spells unable to cast in the Hollow World) as having a 50% chance of working within Wastoure's tower and the Gruquotecs warrens. Outside the tower, but within a half-mile radius thereof, such magics have a 1 on 1d6 chance of success. The effects in any case cannot extend outside this radius, nor through the world shield; so couldn't a character say, teleport to Chitlcan or some outer world destination such as Thyatis city. He could teleport to some floor of Wastoure's tower or the Gruquotec's warrens, for whatever that's worth. In dreams, as in reality, the Cipactli appears as a colossal mixture of Centipede, Beetle, and dragon. Its body is long, segmented, and many-legged, built of shiny black chitinous armor; its leering mocking face seems vaguely human. It is said this creature is a creature from the Dimension of Nightmares becoming Immortal.

Klarkasz the Corrupter

Klarkasz the Corrupter	
Type	Immortal
Sphere	IM5
Status	Entropy
PP	Exalted
Climate/Terrain	Sea of Rax (HW)
Organization	Solitary
Activity cycle;	Paralyzed but any
Diet;	nil (devout followers)
AL	CE
Na	Unique
Size;	G; 100'long, 25'high
ST	18
IN	30
WI	16
DX	15
CO	13
CH	25
Languages	any (only mental)
Spellcasters limits;	paralyzed
AC	0
AV	0
HD	20*****
HP	120
MV	30'/10'
SW	300'/100'
THACO	1
Attacks	4 tentacles
Damage	2d4 each
Special Attacks	Dominate Spell
Special defenses	Immortal
Immunities	All mortal magic +5 enchantment to hit Immortal
Extra Vulnerable	Spell preservation
AM	0,4
SV	M36/IM5
ML	12
XP	18,500
TT	0
Body Weight	210 LBS



Before his ascension, Klarkasz was a kopru—an amphibious creature of great intellect and evil, distantly related to the reptilian Carnifex. Like most of his kind, Klarkasz was decadent and cruel, delighting in the torment and abuse of his human servants. He was noted for his tendency to manipulate his charges into turning on one another, in exchange for favors granted. He prided himself on his keen understanding of human nature, and preferred to use psychology rather than his own innate powers of domination to turn mankind against one another.

Klarkasz was a reigning Chronarch in the kopru empire at the time of its destruction. When the Immortals buried the cornerstone of kopru might, cutting the Chronarchs off from one another, individual kopru struggled in vain to maintain control over their holdings. As he watched his kingdom going down in flames, Klarkasz was approached by Thanatos, who brokered a deal. "Swear allegiance to me," whispered the Hierarch of Entropy, "and I shall give you power enough to fight the Immortals themselves!" Seething with anger and thoughts of revenge, Klarkasz agreed, and was whisked away from his crumbling dominion, where he was subjected to endless magical rites and bargains with alien powers. His ascension had begun, and he was to join the ranks of several others who had been similarly recruited by Thanatos.

Klarkasz was given the epithet "Corrupter" and his abilities to influence and manipulate the minds of mortals were greatly enhanced. He was deposited in the Sea of Rax, and charged with destroying the civilization of Selhomarr. He took to his quest with relish, remembering stories of the conflicts between the ancient Carnifex and the Lhomarrians of the outer world. Klarkasz assaulted the fledgling empire both physically—attacking their navies from the sea, sending armies of sea creatures against the mortals—as well as in more insidious ways. He often used his power to assume humanoid form, and go among the Selhomarrians, spreading his corruption. At the height of his powers, he had several mortal identities well established in places of political influence.

The most telling account of Klarkasz's might is found in an ancient Selhomarrian legend. It speaks of a servant sent by the Immortals—it is unclear whether this servant was mortal, or a fledgling Immortal. Upon arriving in Selhomarr, it began an intensive investigation of the corrupting influence on that empire, and even combated publicly several lesser Burrowing creatures—servitors of Klarkasz. Eventually, the servant managed to discover the identity of his true foe, and confronted Klarkasz in the Bay of Lokam. There, the Corrupter unleashed his most potent ability—his enhanced Domination power—and turned the servant of the Immortals into his own personal plaything, unleashing it on Selhomarrian society for a brief, destructive time, and then sending it back to Mystara to attack its masters.

Now

When the Immortals cast their Spell of Preservation, Klarkasz was immediately and dramatically affected, like the rest of his Great Burrower brethren. His body liquefied, becoming a vast, bubbling, putrescent mass that floated off into the Sea of Rax. His powerful mind was paralyzed, though the barest fraction of it may still reach out and touch the minds of lesser mortals still. Its present whereabouts are unknown, though tales occasionally reach the ports of seafaring nations—such as Antalia—of attacks by vicious, mutated sea creatures, floating fleshy masses, and crews suddenly mutinying with no prior indication.

If freed from the spell of preservation:

Klarkasz appears as a giant (25' tall) kopru- two large eyes and a sphinctered, tentacled mouth. A large fin runs from the centre of



his forehead to his lower neck. Like other kopru, His lower body ends in three fluke like tails, though they lack the customary ripping claw at the ends. Instead of arms, Klarkasz has four long, powerful tentacles (two per shoulder socket). His epidermis is completely transparent, revealing ropy white and purple muscles and inner organs.

Combat

Klarkasz's four tentacles can reach opponents up to 10' away, though he may not attack more than two targets at the same time. Each tentacle is covered by dozens of sharp, jagged claws, which rip into victims for 2d4 points of damage each. If a victim is hit by two tentacles in the same round, he is considered ensnared, and will be pulled to Klarkasz's mouth for a bite attack (3d4 damage) on the next round. In order to break free, both Klarkasz and the victim must make a strength check on 1d20—whoever succeeds the roll by the greatest amount is the victor in the battle of strength.

Klarkasz may also use his power points in order to create magical effects, though he forsakes any physical attack during the round in which he does so. Klarkasz may spend TP to cast any number of spells per day, as a standard Immortal may. He casts spells as a 36th level magic user.

Like all kopru, Klarkasz is naturally more magic resistant than most creatures, and the enhancements he received upon his ascension increased this ability to its current levels. He has a natural Anti-Magic of 60%, and he makes his saving throws as either a 36th level Magic-User (against mortals) or a 5th level Initiate (against

Immortals). It may only be affected by weapons of +2 or greater enchantment.

Perhaps his most devastating attack is his enhanced Domination ability. He may use this attack in lieu of other attacks in any given round. Mortals must make a saving throw versus death ray (at a -6 penalty due to Klarkasz's great charisma) or else become completely devoted and obedient to the Corrupter. The victim's thoughts and memories become known to Klarkasz, and he may control up to 10 mortals at once (with no range limitations). The domination may be broken by a dispel magic spell (cast against a 36th level effect), or by the death of Klarkasz. Victims may make another save after 6 months, to attempt to break free. A victim who is unaffected by the domination may never be affected again (although Klarkasz may use other techniques- such as a charm spell- to achieve similar results).

As an exalted being, Klarkasz's domination ability can even affect Immortals. The victim of such an attack must make a saving throw versus mental attacks, but at a +4 bonus to the roll. If unsuccessful, the effects are as noted above, but the Immortal may make a new saving throw at the beginning of each week. Klarkasz may only control one Immortal at any given time.

D'resh the Destructor

D'resh the Destructor	
Type	Immortal
Sphere	IM1
Status	Entropy
PP	Exalted
Climate/Terrain	200
Organization	Broken Lands Hutaakan Valley (HW)
Activity cycle;	Solitary
Diet;	Paralyzed but any
AL	nil (devout followers)
na	CE
Size,	unique
ST	35
IN	16
WI	12
DX	10
CO	30
CH	18
Languages	any (only mental)
Spellcasters limits;	paralyzed
AC	-10
AV	4
HD	15*****
HP	215
MV	90'/30'
THACO	1
Attacks	1 bite
Damage	4d6
Attacks	1 Tail
Damage	3d6
Special Attacks	Trample 4d8 Spell Summon Dinosaur
Special defenses	Immortal
Immunities	All mortal magic +5 enchantment to hit
Extra Vulnerable	Immortal
AM	Spell preservation 40%
SV	M36/IM1
ML	12
XP	8950
TT	0
Body Weight	15 Tons

Popular lore would have it that direct interference upon the Prime Plane is not tolerated by the Immortals at all, and violators are prosecuted to the fullest extent of Immortal law. Immortal law, however, would seem to be a vastly mutable thing, subject more to the whims of the governing Hierarchs than to an independent, codified body of tenets, as one might suppose.

When the outer world nation of Lhomarr was destroyed by the Carnifex of Y'hog, many millennia past, the Immortals willingly violated their policy of non-interference for perhaps the first (but certainly not the last) time. Almost unanimously, they combined their powers to deliberately cause the sinking of the Carnifex island of Y'hegg-T'uhath, trapping its inhabitants, and condemning them to a slow, torturous, and inevitable demise.

Note that I say "almost" unanimously. As seems to be usual in Immortal affairs (from the information I have gathered), there was dissension amongst the ranks. Such opposition came both from the Spheres of Entropy as well as (perhaps surprisingly) the Spheres of Matter and Thought. Yet perhaps the most insidious act of civil disobedience came from the one Immortal who everyone thought would be the most vocal opponent of the destruction of the Carnifex, yet who surprisingly said not a word—Thanatos, Hierarch of Entropy.

Perhaps the Dread Lord knew the futility of attempting to gainsay the actions of the other Immortals, incensed as they were by the Carnifex' show of might. Perhaps He foresaw that the destruction of the Carnifex would better further his own nefarious plots—speculation is an endless exercise in futility.

Whatever his motive, Thanatos stole into the city of Y'hog shortly before the inevitable decision to destroy the Carnifex. He appeared before D'resh K'ha, a powerful Carnifex warlord. Commander of several mighty legions, D'resh K'ha had single-handedly led the Carnifex of Y'hog to many victories over the Lhomarrians. He was known for his carnal prowess and a tendency to challenge Lhomarrian generals to single combat before their massed opposed armies. Thanatos greeted the warlord, and described to D'resh the coming horrors of the end of his civilization. The mighty warrior was outraged at the Immortals' cowardly tactics, that they wouldn't even allow the Carnifex to fight for their right to live unmolested by the cosmic beings. He readily agreed to leave Y'hog with Thanatos that very night, swearing his allegiance to the Dread One.

It would be several decades before Thanatos' plans to create the Great Burrowers would come to fruition, but eventually D'resh underwent the process of ascension, like others with him, and became endowed with mighty powers and the epithet "the Destructor". He was charged with gathering a vast army with which to destroy mortal civilization on Mystara. He would be the commander of the Burrower land forces, and was deposited in the heart of the World Spine Mountains, there to begin his task.

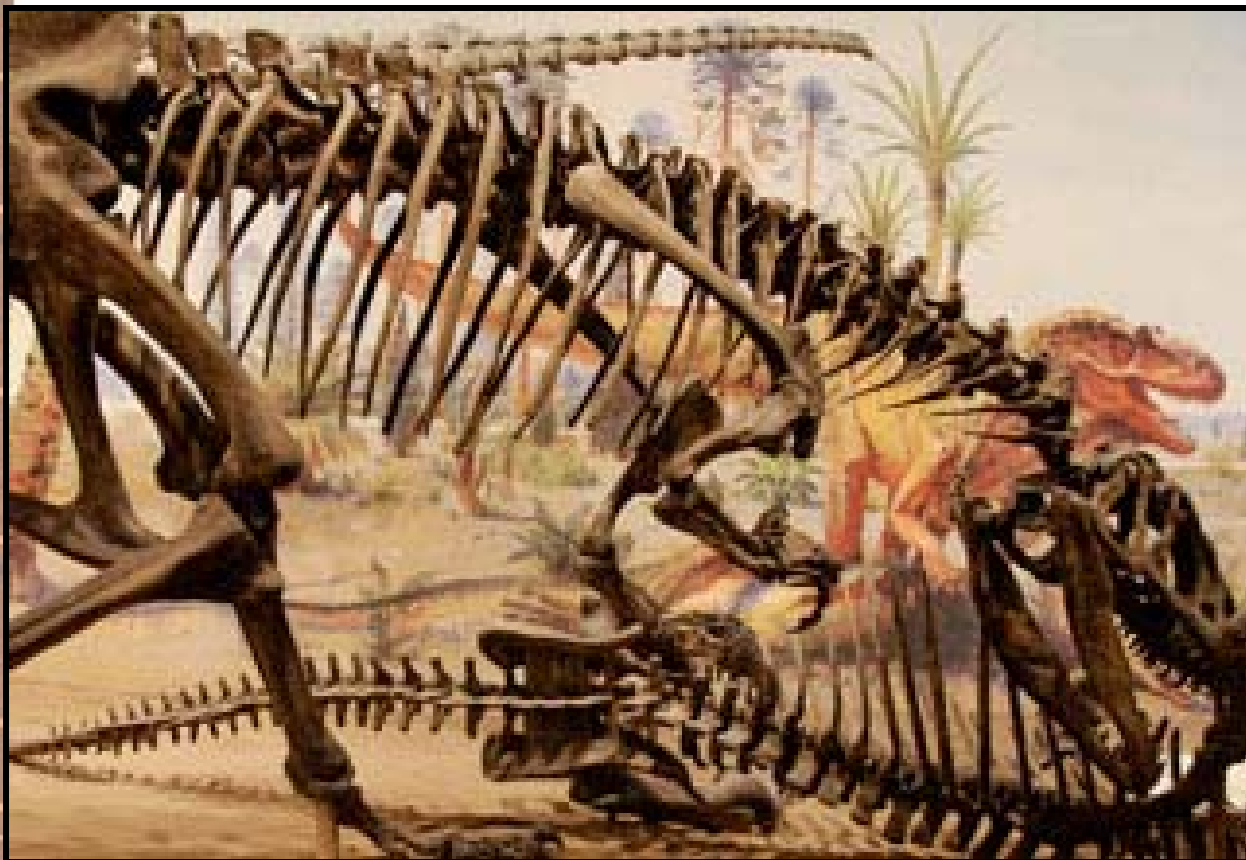
For many centuries, D'resh led his powerful thunder lizards against

the Brute-Men inhabitants of the Hollow World, driving the pitiful proto-humans before him, till there were none left outside of the valleys around Lake Menkor. It was at this time that the Immortals cast their Spell of Preservation, paralyzing all the Great Burrowers, and ending their reign of terror.

Now

The Destructor was frozen in his tracks, his final roar of agony shattering the lands around him, and blasting his mighty army to pieces. Today his skeletal remains rest at the heart of the broken lands in the Hutaakan Valley, providing a home to the vicious Wolfplings that inhabit that place. All around him are the corpses and skeletons of thunder lizards, as D'resh's influence draws the weak and dying reptiles to his place of rest that they might die in peace, or fall prey to the Wolfplings.

If freed from the spell of preservation:



D'resh appears as a gigantic carnivorous dinosaur, similar to a Tyrannosaurus Rex. Measuring 100' from head to tail, D'resh stands approximately 25' high and weighs around 15 tons. He has a shortened snout, and his mouth is filled with dozens of serrated teeth. His body is covered in chitinous armored plates, and his powerful tail ends in a spiked ball, like an ankylosaurus. Two blood red bony spines run the length of his body, from head to tail. Like most bipedal dinosaurs, the Destructor walks on his two powerful hind legs, using his tail as a counterbalance. His forearms are much more developed than a standard Tyrannosaur, and each bears four claws and an opposable thumb, and can be used for manipulating tools and objects. Red and black stripes cover his massive form in stylized patterns.

Combat:

The Destructor's first act in combat is usually to summon additional assistance (if he is alone—see table below for summoned followers). He may do this simply by concentrating, though he usually does so in conjunction with a tremendous Roar (identical to the Howl ability of the Immortals). The Roar causes anyone within 180' of the Destructor to make a saving throw (vs. Mental Attacks for Immortals, or vs. Rod/Staff/Wand at a -2 for mortals). Failure to save means the victim must flee in terror for 3d6 rounds.

After this first maneuver, D'resh often likes to attempt to trample his opponents, crushing them beneath his massive weight. He will also attack with a vicious bite attack and a swipe of his powerful tail. Like a Tyrannosaurus Rex, D'resh can swallow man-sized opponents on an attack roll of 19-20. Swallowed opponents take 2d4 points of damage each round they are trapped within the Destructor's belly.

The Destructor may spend TP to cast any spell any number of times per day as a standard Immortal. He usually does this only if hard pressed by opponents, and he tends to favor magics that enhance his own or his followers combat abilities, as opposed to offensive magics.

Special Followers:

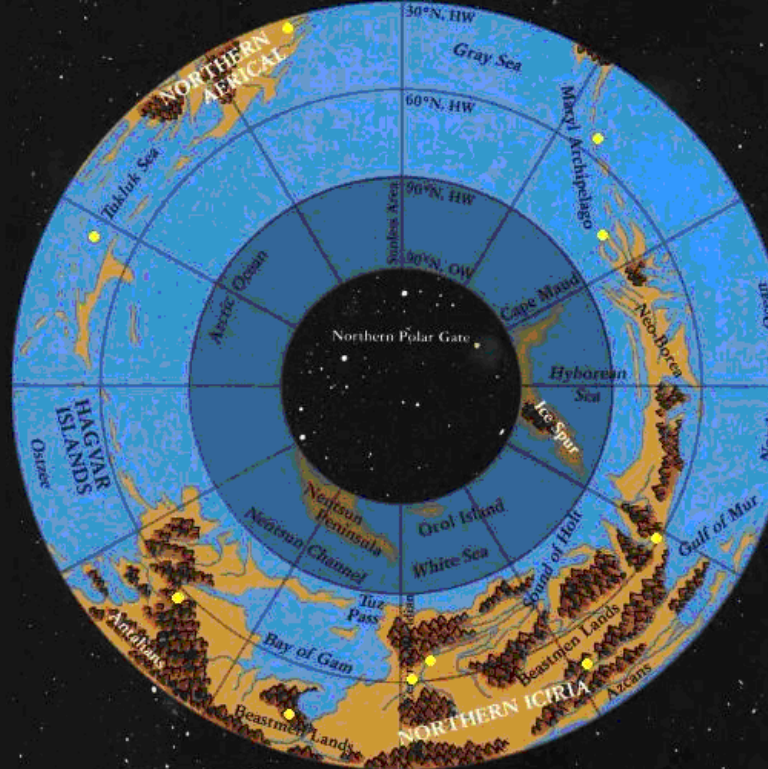
Select one type, and roll to determine the number appearing. Followers will appear within 1d4 combat rounds. The statistics of these animals are to be found under dinosaurs.

1 Tyrannosaurus Rex, 1-2 Allosaurs, 1d8 Dilophosaurs, 1d10 Velociraptors, 3d10 Pisanosaurs.

Other Burrowers are existing, but many have perished or turned into lower creatures (like annelids).

The Blacklore Elves seem to have one nearby, and this creature could well influence the southern part of Millennia also. Some say the Tower in the Valley of Night in Millennia is also a Burrower, but this has not been proven up to the date this was written. It would surely explain its undead powers and evil attraction, and the Valley itself could be its digging effects. Whatever, the Immortal Night knows more about the location than anybody else.

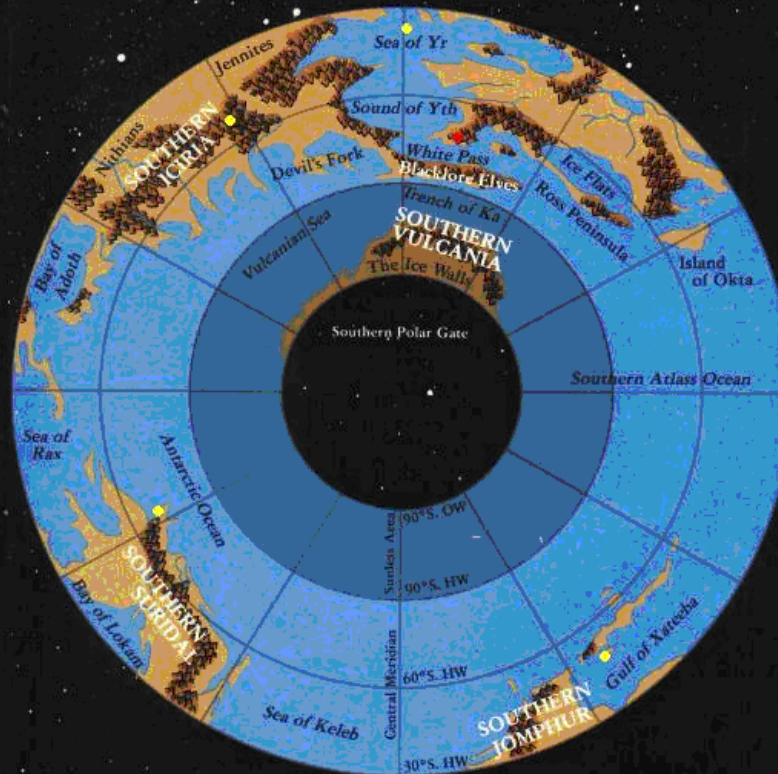
There is said to exist one in the mountains of the Schattenalfen, one or two in Azca, and one on the isle of Shajapur. Further possibilities of existence are the Isle of Johmpur and Sokhtar. In the Following Map any known Burrower is given by a Red Dot, and assumed Burrower locations by a Yellow Dot.



ARCTIC CAP

- [Name] ; Known Burrowers
- Supposed Burrowers

ANTARCTIC CAP



HOLLOW WORLD PLAN

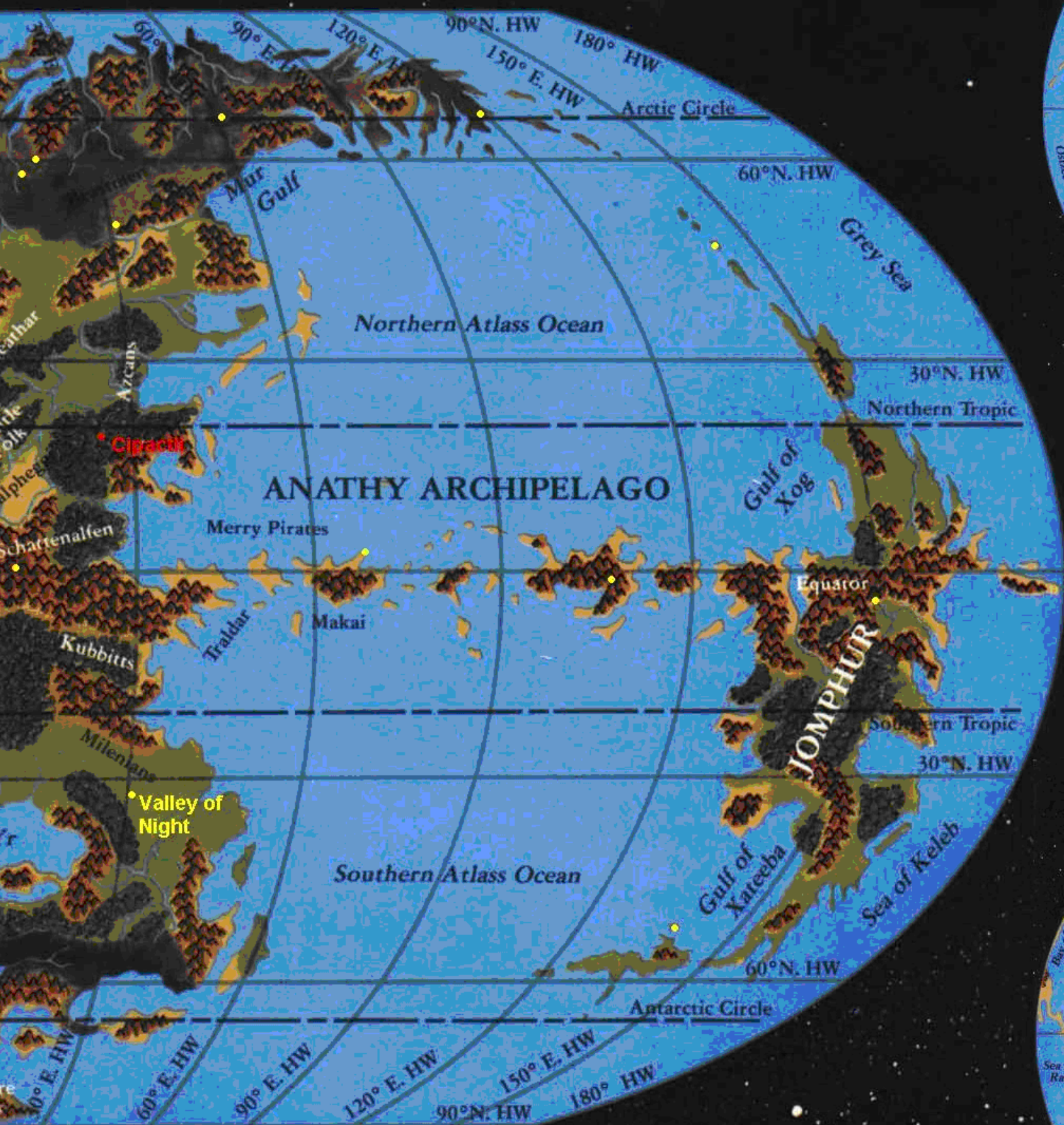


Circumference: 11,908 miles

(1,000 A.C.)

N

PLANETARY MAP



Scale: one inch equals 756 miles

