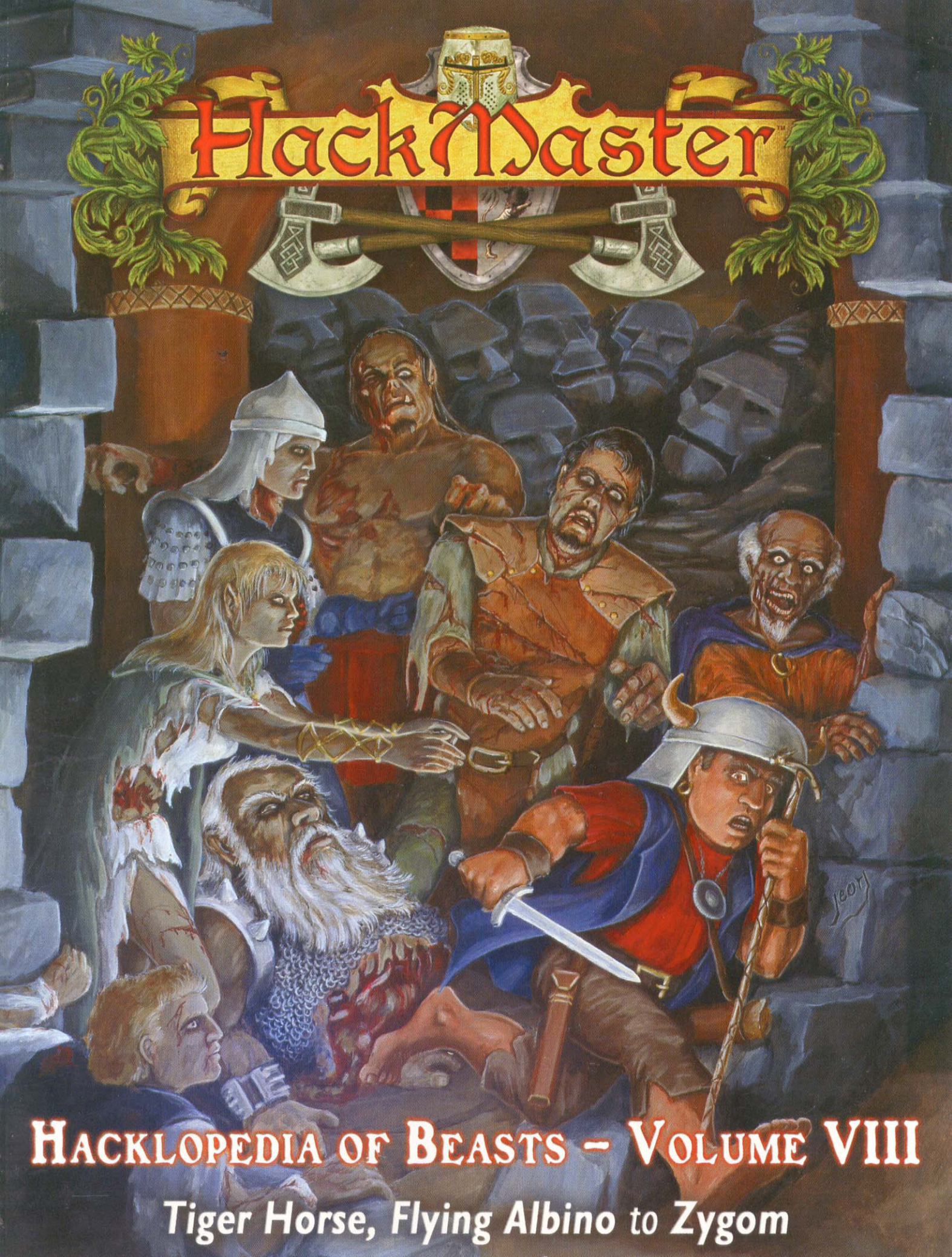


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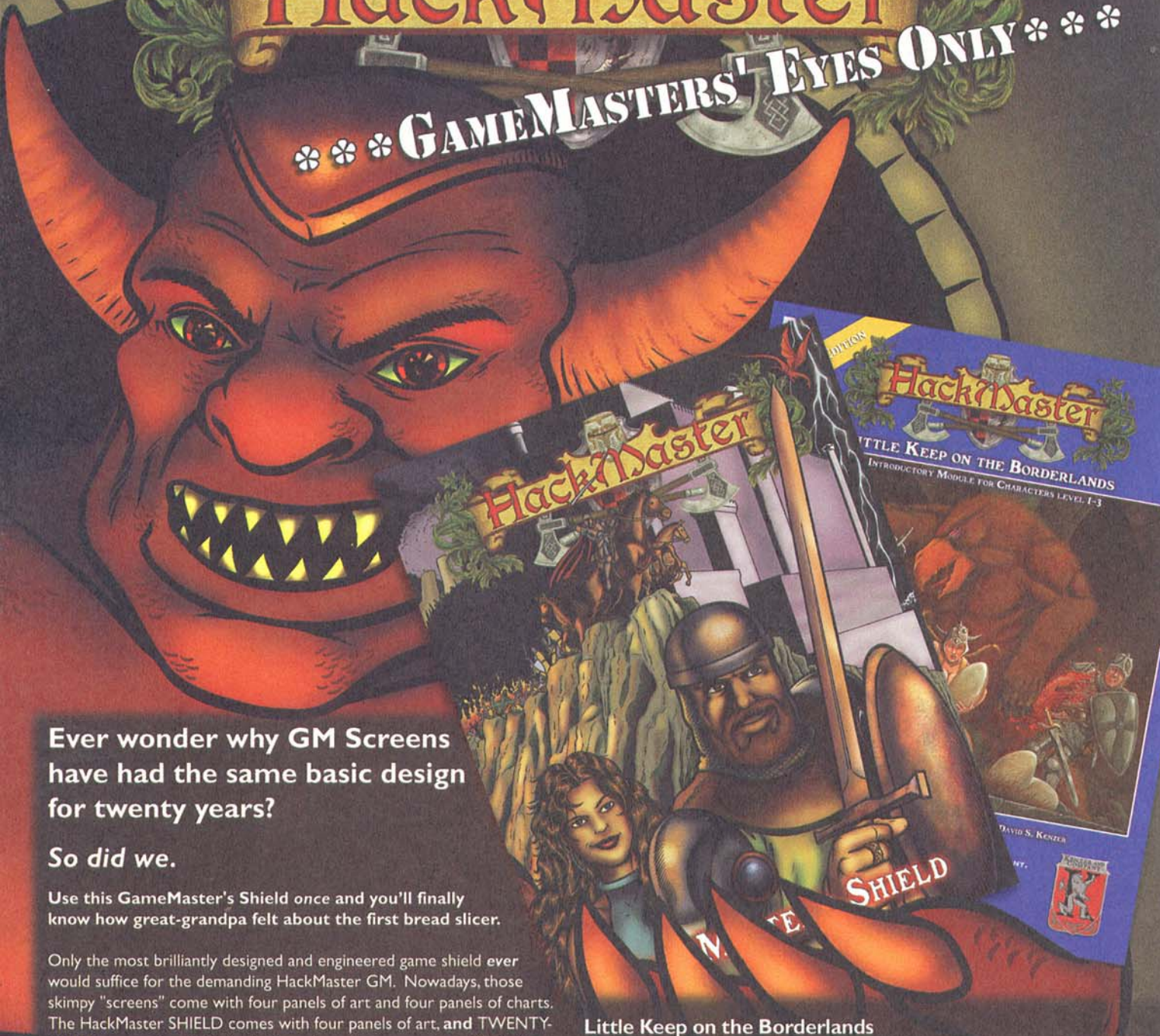
HACKLOPEDIA OF BEASTS – VOLUME VIII

Tiger Horse, Flying Albino to Zygom



HackMaster

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Hacklopædia of Beasts Volume VIII

SPECIAL REFERENCE WORK

Dedicated to the memory of
Timothy Garrett "Gary" Jackson, Sr.

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* FOR GAMEMASTER'S EYES ONLY! *

A Compiled Volume of Information for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

Foreword

Last summer as work on the **HackMaster 4th edition**™ was well underway, I was paged by the home office. When I called in I was told, "Mr. Jackson® wants to see you... Immediately! Bring your notes." By 'notes' they meant the working manuscripts for the HM4E. At the time I had nearly completed re-working the Player's Handbook (incorporating thousands of changes mandated by Gary™, of course) and was just about to tackle the GameMaster's Guide. As I gathered up my manuscripts and computer files I uttered a silent prayer to the Gawd of Assistant Editors that Gary™'s "Red Pen of Mandate" would be merciful. By the time I arrived at the office and stumbled into the conference room I was surprised to discover that a 'full meeting' of the board had been called. As I began pulling the manuscripts and disks from my brief case Gary™ looked up from his notes and motioned quickly for me to sit down.

"Never mind all that!" he said. "I want to talk to you about the **HACKLOPEDIA OF BEASTS**™."

My look of sudden bewilderment betrayed me. "Sir?"

"The HOB"! Dammit! I want to talk to you about a change in plans for the HOB"!"

I had completed work on all five volumes of the HOB™ just 18 months before. In fact, it had already been edited, layed out and blue-lined. My first mistake was reminding Gary™ of this fact.

"I've seen it. I don't approve. Too paltry."

"Sir?"

"And there were omissions. Many, many omissions. Where the hell is the Arboreal Land Squid? And the Gristle Golem? Where the hell is he?"

"Sir there just wasn't room. We're at 1,000 monsters as it is."

"Poppycock!! This is the Fourth Frickin' Edition, you moron! The fans have come to expect bigger and better each time out. We short them on the HackFactor™ this time; this whole project will go belly-up so fast. . . and your jobs with it!"

I tried to explain that we had increased the creature count a whopping 18% over HackMaster 3rd edition, but Gary™ was unwaivering.

"I want 8 volumes. I want 1,600 monsters."

"W-W-WHAT?"

"You heard me. Drop what you're doing on the Player's Handbook. Raise the creature count on the HOB™. That's an order."

"But where? How?"

"You can start by putting the Gristle Golem back in. And the Land Squid. Oh... and all those demons we pulled from the 2nd Edition HOB™. Put those back in. There was a crapload of those. Oh, and check with Timmy. I think he has a list of dinosaurs you missed last time out."

So there you have it, friends. Welcome to the HackMaster™ 4th Edition Hacklopedia of Beasts™, Volume VIII. This is the eighth book in a gargantuan undertaking of publishing 1600 monsters in eight volumes. - just like Gary™ Jackson® wanted. Oh, and keep in mind, this is HackMaster™. A rose by any other name might still be a rose but when it comes to the Hacklopedia™, one should never, ever dismiss the appearance of the ordinary. A wolf might still be a wolf, but in Garweeze Wurld™ it's likely to pack a bit more bite than you're used to.

Game on!

Jo Jo Zeke

Jo Jo Zeke
Director of HackMaster™ Development
Hard Eight Enterprises®

Reality Check

A DISCLAIMER:

The fictional works collectively known as "HackMaster" are what is known as a fantasy role-playing game. Some of the material may not be suitable for children and/or young readers, which is why we strongly suggest parental discretion.

HackMaster is a game and as such, the creators have tried to imbue it with a bit of ambiance that reflects a mysterious world fraught with danger, magic and wondrous creatures. We want to emphasize the term 'game'. HackMaster has very little to do with reality. It's an escape mechanism designed to entertain players for a few hours, after which the game is shelved and everyone returns to their 'real lives.'

As a game, HackMaster throws players into situations (conflict) which must be resolved using wit and/or any skills, weapons or other means the players' in-game personas may possess. All of this action, of course, exists only in the mind of those playing the game. Such make-believe conflicts are resolved with equally make-believe solutions. Some conflicts are resolved peacefully through negotiation, parley and other non-violent means. Sometimes they're resolved with magic. Oft times, however, such conflicts are resolved through force (i.e. violence). Again, all the action in HackMaster takes place in the minds of the players and the GameMaster.

HackMaster has nothing to do with advocating the occult, drug use, teen suicide or random acts of violence. The writers absolutely do not condone violence to solve 'real life' situations. In fact, we frown upon it. Again — this book is a work of fantasy and the reader should remind himself of that. If you can't separate reality from fantasy you should put this book down and seek professional help. [Or at the very least make a photocopy of this disclaimer and review it before and after EVERY session of HackMaster.]

Just so we're clear on this — attempting to worship the demons presented in Hacklopedia will result in nothing but ridicule from your peers. Our demons are 'made-up'. Likewise with the 'magic spells' presented in HackMaster. They're fake. Made up. Not real. No matter how hard you try to cast Invisibility on yourself, it just ain't going to happen. Are we on the same sheet of music here? Good. 'Nuff said.

Disclaimer Addendum: The views expressed in this work are solely those of Hard Eight Enterprises and its staff and NOT those of KenzerCo or its employees. Remember this work is a parody of games and the people who play them (as well as make them).

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How To Use This Book

Introduction

The information contained in this introduction describes how to interpret the monster listings found throughout this book. You'll find that this new edition of the Hacklopedia along with the HackMaster™ GameMaster's Guide (GMG) and the HackMaster™ Player's Handbook (PHB) stands head and shoulders above its predecessors. Together they form the essential core of the long awaited 4th edition. Although this game has been designed with 'ease of use' foremost in mind you should take the time to read the following.

Every single monster in the HACKLOPÆDIA OF BEASTS™ has been revised, edited and updated. All the creatures have had their corresponding HackFactors beefed up to bring them in line with the rest of the game. You won't find that weak ass panzy-fluff so prevalent in so many other games. Anything less than the best would be an insult to any Hero worth his salt.

Bearing that in mind, you'll find that all the monsters herein have been given a substantial face lift. New information has been added to many of the entries, and many new monsters have been added to the roster. Also, a few monsters who no longer cut the mustard have been dropped. As always the information printed here supersedes all previously published data in the case of conflicting information.

Other Worlds?

The monsters cataloged in this reference book are presented for use as inhabitants of Garweeze Wurd and other planes of existence associated with that world. Not to fear, these nasties may be used to enhance any setting you happen to prefer. If you can read, you should have no trouble transplanting them into your own milieu.

The Monsters

Each and every creature in this detailed reference work has been fully researched by our crack team of dedicated field scholars. We have documented their findings with entries that describe each creature's behavior, combat modes, ecology and so on. The following paragraphs give a detailed breakdown of the nature of those entries.

HACKFACTOR™: A monster's HackFactor is an indication of how tough the creature is measured by its ability to give as well as take damage in combat. This HackFactor can range from zero to 400 or more! The GM would do well to refer to the HackFactor when planning a balanced campaign.

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

CLIMATE/TERRAIN: This field defines where the creature is most often found. The wide range of climates include arctic, sub-arctic, temperate and tropical. Listings for aquatic creatures will include a range of temperate regions. Typical terrain includes plain/scrub, forest, rough/hill, mountain, swamp and desert. In some cases, a range is given; for instance, "cold" implies arctic, sub-arctic, and colder temperate regions.

FREQUENCY: Here you will discover the likelihood of encountering a creature in a given area. Chances can be adjusted by the GM for special areas or situations.

- Very rare = 4% chance
- Rare = 11% chance
- Uncommon = 20% chance
- Common = 65% chance

ORGANIZATION: Listed here is the general social structure the creature adopts. "Solitary" can include small family groups.

ACTIVITY CYCLE: Given here is the time of day when the creature is most active. Those active at night can be active at any time in subterranean settings. These are general guidelines and exceptions are fairly common.

DIET: Every creature on Garweeze Wurd has to eat and here you will find the food most suitable to that particular being. Carnivores eat meat, herbivores eat plants and omnivores eat either. Scavengers pri-

marily eat carrion, but tend not to be picky. If a monster does not fit any of these categories, the substances it requires for sustenance are described in detail in the body text of the entry.

INTELLIGENCE: This score is the equivalent of a human "IQ." Certain monsters are instinctively cunning; and this will be noted in the description. Ratings correspond roughly to the following Intelligence ability scores:

0	Nonintelligent/Not ratable
1	Animal Intelligence
2-4	Semi-Intelligent
5-7	Low Intelligence
8-10	Average Intelligence
11-12	Very Intelligent
13-14	Highly Intelligent
15-16	Exceptionally Intelligent
17-18	Genius
19-20	Supra-Genius
21+	Gawdlike Intelligence

ALIGNMENT: As with Player Characters (PCs), alignment shows the general behavior of the average monster of that type. Exceptions, though uncommon, may be encountered.

NO. APPEARING: This number indicates the average numbers one might meet in a typical wilderness encounter within the creature's territory. The GM should alter this to fit the circumstances of any encounter as the need arises and should not be considered a rule for dungeon encounters. Note that some solitary creatures are occasionally found in small groups; this means they are found in very small family units, or that several may be nearby, but do not cooperate with one another.

SIZE: The size of a creature is abbreviated as follows:

T = tiny (2' tall or less);
S = smaller than a typical human (2+ to 4');
M = man-sized (4+ to 7');
L = larger than man-sized (7+ to 12');
H = huge (12+ to 25');
G = gargantuan (25+').

Most creatures are measured in height or length; some are measured in diameter. Those measured in diameter may be given a different size category than indicated.

For instance, while a 6-foot tall humanoid is considered size M, a spherical creature 6 feet in diameter has more mass, so is considered size L. Similarly, a creature 12 feet long with a very slender body (like a snake) might be considered man-sized. Adjustments like these should not move a creature more than one size category in either direction.

MOVEMENT: This measurement shows the relative speed rating of the creature. Higher speeds may be possible for short periods. Human, demi-human and humanoid movement rate is often determined by armor type (unarmored rates are given in parentheses). Movements in different mediums are abbreviated as follows:

Fl = Flying	Cl = Climbing
Sw = Swimming	Wb = Moving across webs
Br = Burrowing	Bc = Brachiation (moving in treetops)

Flying creatures also have a Maneuverability Class from A to E.

Class A creatures have total command over their movements in the air; they can freely hover, face any direction in a given round and attack during each round.

Class B creatures are very maneuverable; they can hover, turn 180 degrees in a round and attack in each round.

Class C creatures are somewhat agile in the air; they cannot move less than half their movement rate without falling, they can turn up to 90 degrees in a round and attack aerially once every two rounds.

Class D creatures are rather slow; they absolutely cannot move less than half their movement rate without falling, can turn only 60 degrees in a round and can make a pass once every three rounds.

Class E includes large, oafish fliers; these creatures cannot move less than half their movement rate without falling immediately, can turn only 30 degrees in a single round and can make one pass every six rounds.

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

2	Wuss	9	Half-hearted	16	Foolhardy
3	Weak	10	Pliant	17	Defiant
4	Coward	11	Average	18	Resolved
5	Unreliable	12	Confident	19	Fearless
6	Timid	13	Courageous	20	Fanatic
7	Hesitant	14	Brave		
8	Unsteady	15	Daring		

ARMOR CLASS (AC): This score represents the relative difficulty in hitting a creature. Protection that enhances Armor Class can be due to physical structure or magical nature, or difficulty in hitting due to speed, reflexes, etc. Creatures that wear armor or those with a special defense rating will have an unarmored or special value in parentheses. Listed AC does not include any special bonuses noted in the description.

NUMBER OF ATTACKS: Found here are the basic attacks the creature can make in a melee round, excluding special attacks. This number can be modified by hits that sever limbs, spells such as Haste and Slow, and so forth. Multiple attacks indicate expert fighting skill, several members, raking paws, multiple heads, etc.

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

SPECIAL ATTACKS: If a creature has a unique attack that they prefer to use in combat, it will be listed here. The monster description details these special attack modes such as dragon breath, magic use, etc. Any competent GM will be prepared to make full use of these special attacks in every encounter.

SPECIAL DEFENSES: The creatures of Garweeze World have evolved with skills and instinctual behaviors that are perfectly suited to

self defense. Special defenses are listed in this field entry for easy reference and are more fully detailed in the monster description.

MAGIC RESISTANCE: The magic resistance is listed here as a percentage chance that any magic cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the magic penetrates the resistance, the creature is still entitled to any normal allowed saving throw. Creatures may have resistances to certain spells; this is not considered "magic resistance", which is effective against all spells.

Note that a magic resistance of "Nil" or "Standard" would still allow a creature a saving throw, if applicable, but the monster does not have any special resistance to magic beyond that.

HIT DICE: The number of hit points of damage a creature can withstand before being killed is measured with this entry. Unless otherwise stated, Hit Dice are 8-sided (1-8 hit points). To determine the creature's starting hit points, roll the number of Hit Dice indicated in this field entry and add 20 to the results. Several creatures have a specific range of hit points instead of Hit Dice. Some have additional points added to their Hit Dice. Thus, a creature with 4+4 Hit Dice has $4d8+4+20$ (28-56 total) hit points.

Hit Dice also define how well a creature can hit others in combat. Combat tables are located in the GMG. Note that creatures with +3 or more hit points are considered the next higher Hit Die for purposes of attack rolls and saving throws. Creatures with fewer than 21 hit points should be considered as zero Hit Dice for determining hit probability on the combat tables in the GMG.

General Description: Here you will find a condensed description of what the creature looks like.

Combat/Tactics: This field entry contains descriptive text that discusses special combat abilities, weaponry, armor and tactics.

Habitat/Society: A given monster's habitat and social structure outline the monster's general behavior, nature and goals. In some cases, it further describes their lairs (the places where they live), breeding habits and reproductive rates.

Ecology: This entry describes how the monster fits into the grand scheme of things within the campaign world, gives any useful products or byproducts, and other miscellaneous information. Variations of a monster can be found by consulting the main monster listing or the table of contents. For instance, the Xorn entry also describes the Xaren, a very similar creature.

YIELD: Slaying a monster invariably leaves the conqueror with a cooling pile of meat, fur, bones and/or feathers. Exhaustive field research has turned up items of potential value the PCs may be able to take from the creature. This could be in the form of real treasure (i.e. coins, gems etc.) or body parts with medicinal or magical properties. As a rule the GM should NEVER freely volunteer any of the yield information associated with a particular creature. Let the players figure it out for themselves.

The GM should also note that some skills may be required to obtain certain yields. For example, a Swack Iron Dragon's hide may be worth 5d1000 gold pieces on the open market, but unless the player has the proper skills to skin the dragon and cure the hide he could botch the job, thus greatly reducing the value. Same thing for many body parts of medicinal value. There may be certain skills/procedures needed to ensure the item's qualities are not ruined or diminished.

Medicinal: Body parts/fluids which have medicinal value will be listed here for easy reference.

Spell Components: Valuable information for any mage or cleric, this field entry refers to any body parts of the creature which can be used as spell components.

Hide/Trophy Items: The street value of the creature's hide or trophy items (like horns or fangs) will be listed here if applicable.

Treasure: The GM should refer to the treasure tables in the HackMaster GMG. If individual treasure is indicated, each individual may carry it (or not, at the GM's discretion). Major treasures are usually found in the monster's lair; these are most often designed and placed by the GM. Intelligent monsters will use the magical items present and try to carry off their most valuable treasures if hard pressed. If treasure is assigned randomly, roll for each type possible; if all rolls fail, no treasure of any type is found.

Treasure should be adjusted downward if a few monsters are encountered. Large treasures are noted by a multiplier (x10, for example); this should not be confused with treasure type X. Treasure types listed in parentheses are treasures found in the creatures' lair. Do not use the tables to place dungeon treasure, since the numbers encountered underground will be much smaller.

Other: Refers to further information about a creature or any other items of value associated with the creature.

Psionics

Psionics are mental powers possessed by many creatures in the HACKLOPÆDIA OF BEASTS™. These psionic listings are:

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

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

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

Abbreviations used are as follows: PB- Psionic Blast, M- Mind Blank, MT- Mind Thrust, TS- Thought Shield, EW- Ego Whip, MB- Mental Barrier, II- Id Insinuation, IF- Intellect Fortress, PsC- Psychic Crush, TW- Tower of Iron Will.

Power Score: The creature's usual score when using a power that is not automatically successful.

PSPs: The creature's total pool of psionic strength points (the maximum available to it).

The rest of the listing indicates by discipline which powers the creature has, sometimes listing the most common powers or only the powers that all members of the species have. Unless otherwise noted, the creature always knows powers marked by an asterisk.

Tiger Horse, Flying Albino

DESCRIPTION: Flying Albino Tiger Horses resemble albino tigers with wings and horse-like features. The front paws are clawed, while the back feet end in hooves. The head is horse-like, but contains a mouthful of fangs. Proportionately, it is one of the swiftest and most maneuverable flying animals in the Hacklopedia and is, without a doubt, the most desirable steed in all of Garweeze World.

COMBAT/TACTICS: The Flying Albino Tiger Horse is not normally aggressive, except against creatures of known evil bent. Much like Pegasi, the creatures use their abilities to protect sylvan glades and have close ties to the creatures that live there.

The creature can make itself Invisible at will and is constantly protected by a Protection from Normal Missiles spells. These two abilities, plus its magic resistance, can be transferred to its rider. It can carry 150% as much as a Heavy War Horse.

When swooping in combat, the creature can cause double damage with its claws and/or snatch a being from the air. If this damage reduces the creature to 0 hit points or less, the speed of the Flying Albino Tiger

Tiger Horse, Flying Albino

AKA: Ultimate Steed
HACKFACTOR: 30
EP VALUE: 2,000
CLIMATE/TERRAIN: Sylvan Forests and Mountains
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Exceptional (15-16)
ALIGNMENT: Neutral Good
NO. APPEARING: 1
SIZE: L (8' long, 16' wingspan)
MOVEMENT: 21", 42" (B)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 0
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-8/2-8/2-5
SPECIAL ATTACKS: Swoop, snatch
SPECIAL DEFENSES: Invisibility, Protection from Normal Missiles
MAGIC RESISTANCE: 35%
HIT DICE: 7+2

Horse's attack will rip off the target creature's head or upper torso. The creature can fly up to 24 hours without tiring and up to 48 hours with 12 hours of complete rest immediately thereafter.

HABITAT/SOCIETY: These creatures are incredibly rare and will only be encountered in the most remote sylvan areas or in unusual circumstances. A Flying Albino Tiger Horse will only become a steed for a good-aligned character and even after that, the potential rider must go through a strict screening process. Should the potential rider fail even one test, the creature will no longer allow itself to be ridden. Under no circumstances will it wear a bridle or saddle.

Flying Albino Tiger Horses protect nature and goodness. During large battles against the forces of evil, they often choose a paladin or other good-aligned character from a fighter class to serve for the duration of the battle. After the battle, the creature gives a detailed critique of how its rider can more effectively battle evil in the future. Then it will return to its home.

ECOLOGY: Due to their dedication to the fight against evil, these creatures have little time for mating. There is only a 1% chance of encountering a Flying Albino Tiger Horse's nest. It will contain two adults and 2-5 young. Adults will fight to the death to defend the young.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Casting a Fly spell using one of the creature's feathers doubles the duration of the spell and lowers the target's AC by 2 while in the air with only a 5% chance of mishap.

HIDE/TROPHY ITEMS: The hide of a Flying Albino Tiger Horse can be used to create powerful magical clothing.

TREASURE: Nil

OTHER: A feather from the creature can be used to create a Potion of Flying that allows the imbiber to fly at 36" (B).



A Flying Albino Tiger Horse swoops down on a pair of evil drow.

Tigertrap, Creeping

DESCRIPTION: Creeping Tigertraps are tangled masses of foliage, leaves and branches. Well-hidden beneath that mass is a pair of huge, curved claws that the creature uses to dig and attack prey.

COMBAT/TACTICS: Creeping Tigertraps roam forest regions digging holes and covering them with their bodies. When an unsuspecting animal walks across the Tigertrap's body, it collapses into the hole and the weed attacks ferociously. Opponents with a set snares skill have a chance of noticing the creature equal to their base skill mastery percentage. Rangers have a 15% chance per level and native forest dwellers have a 20% chance per Hit Die.

Tigertrap, Creeping

AKA: Killer Weed
HACKFACTOR: 3
EP VALUE: 270
CLIMATE/TERRAIN: Any Forest
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: M (7' across)
MOVEMENT: 3"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 7
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-7/2-7
SPECIAL ATTACKS: Trap
SPECIAL DEFENSES: Camouflage
MAGIC RESISTANCE: Standard
HIT DICE: 4

All other creatures have a 10% chance of noticing the trap. Victims inside the hole get -4 to their AC for the first two rounds of combat.

HABITAT/SOCIETY: Once the plant has killed a victim, it will shoot tendrils into the body and collect the juices. The creature needs to eat at least once a week and will use a hole 2-8 times before abandoning it for another.

Druids often use these plants as guardians of sacred groves. They will feed them regularly and keep them at the same hole indefinitely.

ECOLOGY: Creeping Tigertraps are born from seeds that fall off of the adult plant. The young plants grow in the soil, eating bugs much like a Venus flytrap. They are immobile during this time. After 4-16 weeks of growth, its roots die and it is forced to hunt for food.

YIELD:

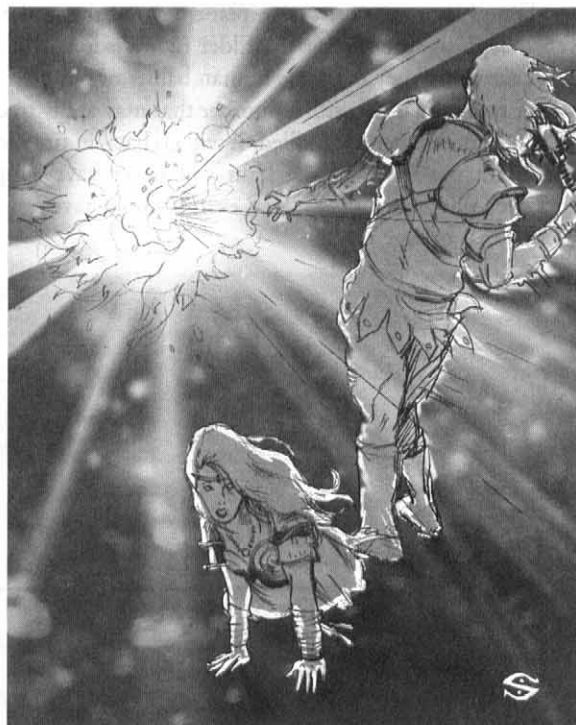
MEDICINAL: Creeping Tigertrap leaves can be smoked to produce a euphoric effect on the smoker for 1-6 hours. The plant is worth 10 gp per bag (4-16 bags per plant). Those who smoke the plant will want to eat the equivalent of a normal meal every hour for 1-4 hours afterward.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Z (Incidental)

OTHER: Nil



A Time Elemental twists time and affects the age of living things.

Time Elemental

DESCRIPTION: Time Elementals are barely perceptible to creatures experiencing positive linear time. They resemble fiery clouds of vapor that can spray a fine mist on opponents. The difference between the Common or Noble varieties cannot be determined by anyone other than other Time Elementals.

COMBAT/TACTICS: Time Elementals can move forward and backward in time at will, up to 1 round per Hit Die. Thus, their movement rate can be virtually any distance at any moment. Time-related spells are

useless within 20 feet of a Time Elemental and normal spells only have a 1 in 10 chance of affecting one unless the caster can also move through time. (Even then, the Time Elemental gets all applicable saving throws.) The elemental can choose whether it will age or youthen those it hits. For reasons not well understood at the moment, 80% of the time they choose to age creatures 1-20 years. When they choose to youthen a creature, they reduce its age by 1-10 years. Time Elementals can damage and age (or youthen) a creature with the same hit.

Common Time Elemental: Common Elementals can create 1-4 duplicates of themselves by traveling through time multiple times. At hit on any one Elemental damages them all. 12 Hit Die Common Time Elementals inflict 3-12 points of damage per hit while those with 16 Hit Dice inflict 4-16.

Noble Time Elemental: Noble Time Elementals have the same abilities as Common ones, but can cast a Time Stop (which even affects Common Time Elementals) once per day. It can also age a creature or make one younger by 1-20 years, age non-living vegetable matter 10-200 years and age mineral material 100-2,000 years. It can move up to four creatures through time, sending them on a magical journey randomly or to a desired locale in spacetime within 50 years of the present (anywhere on Garweez World). If the creatures do not go willingly, the Noble Time Elemental must strike them and they must fail their saving throws versus spell. This power is also usable once per day.

HABITAT/SOCIETY: Time Elementals do not enjoy visiting the Prime Material Plane and only do so on rare occasions. They cannot be summoned or controlled by any means. Sages theorize that there are Royal Time Elementals that exist only on the Elemental Plane of Time. These Elementals are said to be 24 to 28 Hit Dice with double the normal powers. All attempts to visit the Elemental Plane of Time have failed (or at least, none of the intrepid explorers to that realm have ever returned...).

Time Elemental	Common	Noble
AKA:	Clockwatcher	Clockwork Knocker
HACKFACTOR:	Not ratable	Not ratable
EP VALUE:	3,000/4,000	5,000
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Unknown	Unknown
INTELLIGENCE:	Very to Exc. (11-16)	Genius to Supra-Genius (17-20)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
SIZE:	S	S
MOVEMENT:	1"	1"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Fanatic (20)	Fanatic (20)
ARMOR CLASS:	2	2
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3-12 or 4-16	5-20
SPECIAL ATTACKS:	Aging	Aging, Spacetime Teleport
SPECIAL DEFENSES:	Time travel	Time Travel, Time Stop
MAGIC RESISTANCE:	90% (see text)	90% (see text)
HIT DICE:	12 or 16	20

ECOLOGY: Time Elementals exist on a plane beyond the understanding of even the wisest sage, Elmer the Elder (25 Wisdom). It is said that in their true form, they resemble human babies or old men with a sash over their bodies marked with a number that may apply to certain calendars. If a Time Elemental is killed, it will go back in time to warn itself not to fight the PCs and the fight will never have happened. (Arguments over whether this is, in fact, even possible have resulted in more than one case of sage rage.)

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Tin Soldier

DESCRIPTION: Tin Soldiers are cheap metal golems that are painted to look like large toy warriors. They do not wear armor, but designs of armor will be painted onto their bodies. Tin Golems are armed with two-handed swords and sometimes painted to look like famous fighters and monsters.

COMBAT/TACTICS: Tin Golems are favorite minions of evil magic-users with a penchant for giant toys. The Tin Soldiers will be spaced about an area full of giant blocks, balls, dolls, etc. in hopes of having them blend in with the rest of the decor.

Oftentimes, they are painted to appear as wood or stone so that spell casters will waste the wrong spells on them. This is automatic unless the character specifically disbelieves the paint job for some (plausible) reason. Careful observation takes a full round and will reveal a professionally painted Tin Golem as something else on a successful Intelligence check against half the observers Int. (If the Golem's creator did not have it professionally painted, this check is made against the observers Intelligence at a mere -2).

Tin Soldiers are immune to most spells, but take double damage from heat-related spells and save against them at -2. Unfortunately, the fumes of a melting Tin Golem can be toxic and victims within ten feet of the Golem must save vs. poison or suffer as if under a Stinking Cloud for 1-3 rounds.

TYPICAL ORDERS: Evil magic-users that build Tin Soldiers are often emotionally maladjusted and suffer from having a stunted maturity. Typical orders include "Attack anyone that doesn't play fair!", "Don't

Tin Soldier

AKA: Tin Golem

HACKFACTOR: 9

EP VALUE: 420

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Squad

ACTIVITY CYCLE: Any

DIET: Nil

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 2-8

SIZE: M (6' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

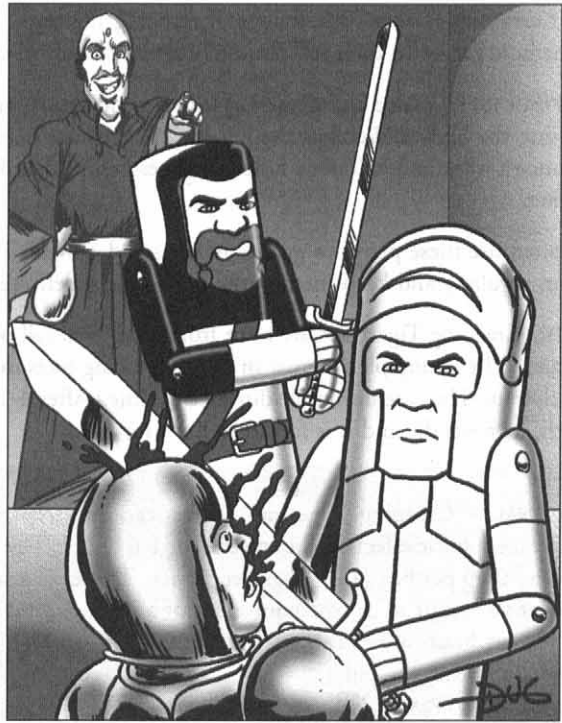
DAMAGE/ATTACK: 1-10

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Toxic when melted, Painted

MAGIC RESISTANCE: Immune to most spells

HIT DICE: 5



The cheaply made Tin Soldier proves its worth by defending its creator.

let anyone touch my stuff!" and "Mommy! I've been very bad, mommy!". (That last order usually brings mixed results from the non-intelligent Golem.) When all else fails, Tin Soldiers will attack anyone but their creator. Tin Soldiers attack until destroyed or all opponents are out of their field of vision.

CONSTRUCTION: Tin Soldiers cost 200 gp per hit point to construct. The spells to bring them to life include Animate Object and Geas. A Golem Master or a sculptor that works in tin is also required. The magic-user can opt to paint the Golems himself or pay a professional to do it.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Slain Tin Soldiers can be salvaged for scrap value and used to make pewter objects such as plates.

Titan

DESCRIPTION: Titans are gigantic, gawdlike men and women that live on Mount Olympus and are all directly descendant from ancient gawds. They favor Greek and Roman style garb, weapons and customs. They are often covered in valuable jewels and magic items.

COMBAT/TACTICS: Titans fight with a Maul of the Titans and can strike twice for 20-56 points of damage. Every other round, a Titan may use one of his devastating attacks. Most Titans are loathe to use this power on anything but a worthy opponent and each power will vary according to the Titan's bloodline (Titans of Zeus hurl Lightning Bolts, Titans of Mars breath fire, etc.). Regardless, the special attack does 10-60 points of damage per hit and has a range of up to 100 feet. The attack explodes in a 15-foot radius at its chosen extent. A Titan

sometimes uses these attacks to destroy ships, buildings or small mountains.

Titans can turn ethereal twice per day, employ either magic-user or cleric spells as 20th level casters and use the following powers at 20th level, once per round at will:

Advanced Illusion, Alter Self, Animal Summoning II, Astral Spell, Bless, Charm Person/Mammal, Commune With Nature, Cure Light Wounds, Eyebite, Fire Storm, Hold Person, Hold Monster, Hold Undead, Invisibility, Levitate, Light, Mirror Image, Pass without Trace, Produce Fire, Ward Off Evil, Remove Fear, Remove Curse, Shield, Speak With Plants, Summon Insects and Whispering Wind. Suffice it to say, the only spell power a Titan does not have is the Itch cantrip, and the Titans are currently working on it.

Titan
AKA: Giant's Giant
HACKFACTOR: 217
EP VALUE: 21,000
CLIMATE/TERRAIN: Olympus
FREQUENCY: Uncommon
ORGANIZATION: Group
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Supra-Genius to Gawdlike (19-21+)
ALIGNMENT: Chaotic Good (Variable)
NO. APPEARING: 1-10
SIZE: G (25'+ tall)
MOVEMENT: 36"
PSIONIC ABILITY: 101-200
ATTACK/DEFENSE MODES: B, C, D, E/Immune
MORALE: Resolved (18)
ARMOR CLASS: 0
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 4-40 +16 or by weapon +14
SPECIAL ATTACKS: See text
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: 50%
HIT DICE: 20

Titans can only be harmed by magic weapons and they are immune to psionic attacks. They also have powers equivalent to a 20th level psionist. Depending on their alignment and position on Olympus, they may or may not be prone to attack. Most Titans do not have the knowledge of military tactics necessary to outwit opponents in a prolonged battle, they are too used to overpowering foes with their incredible powers. Titans that get defeated in battle will be quite surprised.

HABITAT/SOCIETY: Titans are wild, unpredictable and spoiled by their parents. They are prone to anger easily and forgive easily. When they fight, they fight with a passion.

Titans are not gawds and those that pose as gawds are punished. The Titan, Jeuron, was punished by Odin for posing as a gawd and borrowing Odin's coat without permission. He was chained to the bottom of a deep sea for a century.

Storm Giants can be encountered with Titans 35% of the time. While the Titans consider these giants equals, they tend to look down upon other, less powerful creatures.

On Olympus, Titans mimic the civilization and culture of humans, dressing in their garb, playing their music and eating their foods. They sometimes engage in debates and festivals that last for weeks. Titans do not always choose the same civilization to mimic and when they gather, they do not always match. This is known as a clash of the Titans.

ECOLOGY: Titans are physically just like humans, only much larger. This makes human males jealous of them and human females very curious about Titan males. They speak their own language, six dialects of giant, the language of forest creatures and the common tongue.

Titans are rarely marked for death by the gawds but mortals are allowed to slay them. Unfortunately, without the gawds' approval, killing a Titan will often result in the complete obliteration of the slayer by the Titan's family or his Titanic drinking buddies.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: E, Q (x10), R

OTHER: Titan body parts can be used to make artifact and relics of great power.



A pair of noble Titans defend a village against a scourge of Fire Giants.

Titanotheres

DESCRIPTION: Titanotheres are a species of Pleistocene Era mammals, thought to be a primitive relative of the modern-day rhinoceros. These creatures look almost exactly like rhinos, with the obvious exception of their rather odd, Y-shaped horns. Unlike most mild-mannered plant-eaters, these creatures are fearless and prone to attack any moving thing on sight. Titanotheres will only be encountered on remote islands that time forgot or in the Pleistocene Era.

COMBAT/TACTICS: Extremely territorial and wildly paranoid, Titanotheres will charge at the slightest provocation and can inflict double damage on a successful hit. For any creature unfortunate enough to be caught in a stampede of these bony-nosed beasts, each Titanotheres inflicts 2-12 points of damage for each of its four feet (though separate to-hit rolls are required).

HABITAT/SOCIETY: Herds of Titanotheres consist of one fully grown, dominant male with 1-4 females and young numbering 10-80% of the number of the adults, if the herd numbers more than six. Encounters with lone, wandering Titanotheres will always be with rogue bulls and these creatures are so mad, they will attack anything and anyone without the slightest provocation.

ECOLOGY: Titanotheres feel the need to express their personal anger, of which they have a great deal. Unfortunately, that expression can only come by trampling someone. Survivors of a stampede often report that Titanotheres breathe a sigh of relief afterward.

YIELD:

MEDICINAL: Titanotheres meat is tough, but edible.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The horn of a Titanotheres can be carved into an object worthy of enchantment.

TREASURE: Nil

OTHER: Nil

Titanotheres

AKA: Cave Rhino

HACKFACTOR: 15

EP VALUE: 3,000

CLIMATE/TERRAIN: Forest

FREQUENCY: Uncommon

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-12

SIZE: L (8' long)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-16

SPECIAL ATTACKS: Charge, stampede

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 12

Toad

DESCRIPTION: Giant Toads look just like their smaller cousins, except that they prey on giant insects (and anything edible). Doom Toads are black, Giant Toads are usually green, Ice Toads are white and Poisonous Toads are green, yellow, red, orange or any combination thereof.

COMBAT/TACTICS: All toads can jump their movement rate and the Doom Toad can jump twice that. They can leap straight upward to a maximum of one-third of that distance and may attack in midair or at the end of the leap. When toads leap into an ambush, victims get -3 on surprise.

Doom Toad: Doom Toads are immensely huge and can swallow whole any creature up to man-sized with a successful attack. Victims swallowed must make a saving throw vs. poison each round or pass out from the smell of the Doom Toad's foul innards. From distances of up to 15 feet, a Doom Toad can strike with its tongue, pinning the victim's arms on a roll of an 18, 19 or 20. Regardless of the save, the victim suffocates in a number of rounds equal to his Constitution divided by three unless freed. While inside the Doom Toad, victims can make attacks with dagger-sized piercing weapons at -2 to-hit. The inside of the Doom Toad is AC 9. They are immune to all stench-based attacks, such as Stinking Cloud.

Giant Toad: Giant Toads can swallow any victim under three feet tall (and under three feet wide...) on a natural attack roll of 20 (this effect supersedes the critical hit tables in the GMG).

Ice Toad: These extremely intelligent carnivores can radiate cold in a 10' radius from their bodies. All non-cold adapted creatures suffer 3-18 points of damage (half if save vs. spell). Victims who reach 0 hit points or less from this attack freeze in place but can be revived at any time with a gentle heat-related spell. Otherwise, victims stay frozen indefinitely or until the Ice Toad breaks apart the unlucky PC. Ice Toads are immune to cold attacks.



The territorial Titanotheres allows no intruders.



A Doom Toad can digest all but the metal items carried by its victim.

Toad	Doom	Giant	Ice	Poisonous
AKA:	Black Toad	Amphibus-Kermitus	Chill Frog	Death Hopper
HACKFACTOR:	13	1	7	1
EP VALUE:	650	120	270	175
CLIMATE/TERRAIN:	Non-arctic or Subterranean	Non-arctic or Subterranean	Arctic/Subarctic land/Subterranean	Non-arctic or Subterranean
FREQUENCY:	Very Rare	Common	Rare	Uncommon
ORGANIZATION:	Solitary	Colony	Colony	Colony
ACTIVITY CYCLE:	Any	Any	Day	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi- (2-4)	Animal (1)	Average (8-10)	Animal (1)
ALIGNMENT:	Any Evil	Neutral	Neutral	Neutral
NO. APPEARING:	1	1-12	1-4	1-8
SIZE:	L (10' long)	M (5' long)	L (8' long)	M (5' long)
MOVEMENT:	6", 12" Hop	6", 6" Hop	9", 9" Hop	6", 6" Hop
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil	Nil	Nil
MORALE:	Defiant (17)	Hesitant (7)	Pliant (10)	Hesitant (7)
ARMOR CLASS:	2	6	4	7
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	4-24	2-8	3-12	2-5
SPECIAL ATTACKS:	Swallow whole	Swallow whole	See text	See text
SPECIAL DEFENSES:	Immune to stench	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	7	2+4	5	2

Poisonous Toad: The bite of the Poisonous Toad forces victims to save vs. poison at +2 or fall comatose. Victims die in 24 hours, but will mostly likely be swallowed first. With a successful skill check, a herbalist can brew a remedy that will cure a victim in 1-6 rounds.

HABITAT/SOCIETY: Giant Toads of all types make their homes underground as long as the air is damp and there is a steady food supply. They tend to prey on livestock and other easily captured targets. In some cities, Giant Toads have thrived on vermin in the sewers.

Doom Toad: Doom Toads prefer desolate, lonely swamps and dungeons. They cannot digest metals and undigested treasure will often be found scattered where the toad excreted it.



Ice Toads prefer their meals to be flash-frozen.

Ice Toad: Ice Toads have their own weird language and actively collect gems and jewelry, especially diamonds. Attempts by Ice Toads to form their own elective government always fall apart when candidates for office fail to reach the podium in a dignified, statesman-like manner.

ECOLOGY: Giant Toads lay their eggs in water. They are amphibians but often prefer the company of human females hoping to marry into a better lot in life. Nevertheless, they manage to reproduce among their own kind and thrive all over Garweeze Wurd.

YIELD:

MEDICINAL: Only regular Giant Toads are edible. Snobbish restaurants in Garweeze Wurd will pay 5 gp per leg.

SPELL COMPONENTS: Giant Toad legs of all types can be used, in lieu of normal material components, for a Jump spell of double distance and duration. The spell takes 3 segments to cast.

HIDE/TROPHY ITEMS: Nil

TREASURE:

DOOM: Incidental

GIANT: Nil

ICE: Q (C in lair)

POISONOUS: Nil

OTHER: Nil

Toad, Giant Coconut

DESCRIPTION: Giant Coconut Toads look just like normal Giant Toads, except that they have brown and white splotches on their bodies. They are always encountered near a grove of coconut trees.

COMBAT/TACTICS: Coconut Toads eat coconuts by grabbing them with their tongues and spitting out the broken exterior shell of the nut. In combat, they can spit these shell pieces at opponents at lethal velocity for 2-12 points of damage. If the toad has not recently eaten a coconut it can slap an opponent with its tongue for 1d6-3 points of damage. The tongue is incredibly accurate and strikes at +4 to-hit. While Giant Toads are hardly master tacticians, they will target small magic items being used by opponents to hurt them. When

Toad, Giant Coconut

AKA: Palm Frog

HACKFACTOR: 1

EP VALUE: 65

CLIMATE/TERRAIN: Tropical

FREQUENCY: Very Rare

ORGANIZATION: Bunches

ACTIVITY CYCLE: Night

DIET: Herbivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 4-16

SIZE: S (3' long)

MOVEMENT: 9", 12" Jump

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 7

NO. OF ATTACKS: 1 or 1

DAMAGE/ATTACK: 1d6-3 or 2-12

SPECIAL ATTACKS: Shell spitting

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2+1



Giant Coconut Toads spew forth shell fragments to defend their groves.

a Toad successfully strikes such an item, it snatches and swallows it in the blink of an eye.

HABITAT/SOCIETY: Giant Coconut Toads want nothing more than to eat coconuts, but they are extremely aggressive when protecting their groves. Any creature coming within 20 feet of one of "their" trees will be subject to attack.

ECOLOGY: Giant Coconut Toads lay their eggs inside coconuts and the young tadpoles eat their way out when they hatch. Thus, PCs will find coconuts floating in water near any Giant Coconut Toad lair. Additionally, the creatures are extremely sensitive to temperature change and frequently die when it gets cold. Any cold spell that inflicts damage or change in the temperature of more than 20 degrees automatically kills the Toads. There will always be 4-20 Giant Coconut Toad corpses found in the same area.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Incidental (5% chance of valuable item previously swallowed)
OTHER:

Tongue, Giant Slithering

DESCRIPTION: Giant Slithering Tongues are said to be the last remnants of gawds who were destroyed, but whose tongues somehow survived. These rare and dark creatures slither through unlit caves looking for prey to digest and lick.

COMBAT/TACTICS: When a Giant Slithering Tongue strikes, it constricts around a victim for 1-6 points of damage. Its saliva, however, dissolves flesh at the rate of 2-12 hit points per round. Victims who are being constricted take saliva damage, but each round can subtract an amount of damage equal to 10 minus their AC, if they are wearing

metal armor. Non-metal armor, even if magical, must succeed at a saving throw vs. acid or be digested. If it saves, it can be counted on for reducing the saliva damage. Victims will continue to suffer damage from the digestive juices for one round after being freed from the tongue. The creature is immune to acid attacks.

HABITAT/SOCIETY: Giant Slithering Tongues are now near-mindless creatures that wander deep underground passages, digesting and licking anyone in their path. Certain creatures, immune to acid attacks, sometimes retreat into caves known to harbor Giant Slithering Tongues — and not emerge for hours.

ECOLOGY: There are said to be less than 100 Giant Slithering Tongues on Garweeze Wurd and they may be all from the same group of gawds, titans and gawdlings. Whether or not they plot to regrow their bodies is unknown.

YIELD:

MEDICINAL: Eating a carefully washed Giant Tongue can aid digestion.
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Giant Tongue hide can be shaped into disgusting, flexible hide armor with half the normal weight. It can be enchanted to resist acid attacks.

Tongue, Giant Slithering

AKA: —
HACKFACTOR: 29
EP VALUE: 5,000
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: H (15' long)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Defiant (17)
ARMOR CLASS: 10
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 plus saliva
SPECIAL ATTACKS: Dissolving saliva
SPECIAL DEFENSES: Immune to acid
MAGIC RESISTANCE: Nil
HIT DICE: 14



The bizarre Giant Slithering Tongue has mystified sages for millenia.

TREASURE: Nil

OTHER: Nil

Toucan, Horn Billed Terror

DESCRIPTION: These large, angry jungle birds resemble friendly toucans, but in reality are anything but. Using their voice mimicry, these evil avians lure victims to their doom.

COMBAT/TACTICS: Horn Billed Terror Toucans can mimic any spoken sound flawlessly and have just enough intelligence to alter the sound to achieve a desired effect. For instance, if the Toucan wanted to lure a group of PCs to quicksand and it already knew the sound of a hireling's voice, it can alter the voice to make it sound like the hireling is frightened. Once the victim or victims are lured into a quicksand pit, tar pit or other natural trap, the Toucans attack when the PCs are most vulnerable, pecking them with their great beaks.

HABITAT/SOCIETY: These malicious birds congregate in loose flocks. They are not very bright and are easily lured into traps with the smell of fruit flavors. A Horn Billed Terror Toucan will always follow its nose to the flavor of fruit.

ECOLOGY: Hawthorne the Warlock created these Toucans, but they were corrupted by an evil Ape Shaman bent on the destruction of Hawthorne and his experiments. When the Shaman's duplicity was discovered, the Warlock released his remaining birds into the wild, where they thrived.

Although not as evil as they once were, the birds still dislike most bipeds and will seek to do them harm. If approached by a magic-user or druid with an offering of fruit, there is a 40% chance the birds will leave that individual's group unharmed.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: 10% chance of shiny objects of 1-100 gp value in the bird's nest.

OTHER: These Toucans can be trained if raised from an egg, although they are untrustworthy messengers and pets. Eggs are worth 40 gp each. The tongue of a Horn Billed Terror Toucan can be used to make a Potion of Voice Mimicry that allows the user the same powers as the bird for 2-5 hours.

Toucan, Horn Billed Terror

AKA: Mock Parrot
HACKFACTOR: 3
EP VALUE: 125
CLIMATE/TERRAIN: Tropical and Subtropical Land
FREQUENCY: Rare
ORGANIZATION: Small Flock
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Semi- (2-4)
ALIGNMENT: Neutral (evil)
NO. APPEARING: 1-6
SIZE: S (3' tall)
MOVEMENT: 6", 18" Fly (C)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 4
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8
SPECIAL ATTACKS: Voice mimicry
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2+1

Toxic Buttercup

DESCRIPTION: Toxic Buttercups look like bears with wide, simian heads and buttercups growing out of their heads. They bury themselves underground, except for their buttercups, and lay dormant until they sense prey. Toxic Buttercups have shark-like teeth.

COMBAT/TACTICS: This fearsome predator can bury itself, camouflaging itself in any sylvan area. 80% of the time they appear to be nothing more than a small patch of buttercups. The other 20% of the time the ground will appear to be disturbed. Victims will be surprised 8 in 10 times. In addition to clawing with both hands and biting, each round the Toxic Buttercup attacks a victim with 1-4 buttercups. Each buttercup drains a specific nutrient vital to survival, and for each buttercup attached the victim must make a system shock roll or fall into a coma. A second miss on the next round means the victim dies. Toxic Buttercups cannot feed on dead victims and will throw those that they sense as dead to the side. Feign Death automatically fools the creature.

HABITAT/SOCIETY: Toxic Buttercups are the bane of all sylvan woods and they love to prey on Unicorns, especially Licorn Unicorns. For some unknown reason, these massive creatures have an unreasonable

Toxic Buttercup

AKA: Pansy Predator
HACKFACTOR: 18
EP VALUE: 1,400
CLIMATE/TERRAIN: Sylvan Forests
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Neutral (evil)
NO. APPEARING: 1
SIZE: L (11' tall)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 3
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-8/2-8/3-9
SPECIAL ATTACKS: Surprise 8 in 10, nutrient drain
SPECIAL DEFENSES: Camouflage
MAGIC RESISTANCE: Standard
HIT DICE: 8



Toxic Buttercup

fear of flying creatures, especially owls. If an owl or a bird of any kind can be convinced to attack the beast, its morale drops to 2 (Wuss) and it must make a check every round. If it fails, it flees the immediate area, screeching wildly in panic.

ECOLOGY: Toxic Buttercups are another adaptive predator on Garweeze Wurld. Since most sylvan creatures have enough magic powers to avoid these beasts, they actually serve to protect the very forest they hunt. Very rarely, these creatures will be forced to serve evil magic-users or clerics.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The hide of a Toxic Buttercup is worth 300 gp and can be fashioned into hide armor and enchanted up to +6.

TREASURE: Incidental

OTHER: Nil

Transposer

DESCRIPTION: Transposers are vaguely bipedal and gray. They have sucker-like cups on their arms. More often than not, the creature uses its abilities to appear human or demi-human and victims will not know its true form until it attacks.

COMBAT/TACTICS: Transposers can strike with their arms for 1-6 points of damage each. Victims struck are infected by the creature's strange energy field. This field causes all damage done to the Transposer to be transferred to the attacker instead. Once activated, this field affects any type of damage, not just melee. Additionally, the Transposer heals the same amount of damage, up to its maximum hit points. Contrary to the popular adventurer belief, the reverse is not true. The only way to harm a Transposer once its field is functioning is to cast healing or cure spells on it. (Reversed healing spells will cause transposed damage to the caster). Those who are not affected by the Transposer's field can harm it normally, but the creature will always split its attacks to ensure affecting the maximum number of creatures.

Transposers can use a minor form of the Change Self spell and will stay in human or demi-human form until slain or fleeing combat.

HABITAT/SOCIETY: Transposers are truly alien in nature. Although they can appear to be human and demi-human, they do not act normally. Transposers can often be found talking to imaginary "friends"

Transposer

AKA: —

HACKFACTOR: 13

EP VALUE: 650

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: M (5' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 7

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6/1-6

SPECIAL ATTACKS: Damage inversion

SPECIAL DEFENSES: Change Self

MAGIC RESISTANCE: Standard

HIT DICE: 6



Transposer

in a language no sage can understand. They are solitary creatures and will never be encountered with others of their kind. Rumor has it there is only one Transposer on Garweeze Wurld and every time that it is slain it slowly regenerates. The rumors say it is also homeless, has no treasure and begs anyone it meets for spare coppers.

ECOLOGY: All attempts to dissect a Transposer have failed and led to the death or serious injury of the studying sage. Some sages believe the Transposers are an advanced race of being sent to observe the creatures on Garweeze Wurld. Still, at least one drunken halfling believes that it is just another monster with a power.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: A ring can be carved out of a Transposer's bones that can be enchanted to be a Ring of Vampiric Regeneration.

Trap, Living

DESCRIPTION: Living Traps are a specialized form of evil Mimic. In their natural state, they are little more than gray blobs of matter, but they can take on a variety of colors and textures that mimic typical dungeon traps.

COMBAT/TACTICS: Living Traps mimic dungeon traps. Typically, they set up their lair by replacing key components of a trap. However, they do not interact with the trap mechanism. A thief checking for traps may find a pressure plate that does not function, only to be smushed by a Living Trap when he attempts to cross the threshold. Thieves can only detect Living Traps if they actively check the area where the mimic is located. A thief who rolls a 1-3 on his find traps check will notice something odd about the trap, but unless he has encountered a Living Trap before he is unlikely to know what that means.

For instance, if the Living Trap has replaced a deadfall, checking the area of the mechanism that releases the deadfall will not reveal the creature. However, examining the deadfall may reveal a tiny face in the crags of the rock. If the Living Trap is discovered, it immediately attacks.

Like a Mimic, anyone struck by the creature will become stuck to it. Victims can only free themselves from the glue by pouring alcohol on it or by killing the creature. Living Traps know the value of treasure and will use it to lure prey and distract it from checking for traps. These creatures are highly intelligent, so if one senses that a group of PCs is too powerful for it, it is smart enough to let them take the treasure and bide its time awaiting other, less powerful victims.

HABITAT/SOCIETY: Living Traps only set up shop in dungeons and actually enjoy the dank atmosphere. They will consume almost any organic matter, but prefer fresh meat. If reduced to 10 hit points or less, it will say anything to save its life. (It will lie outrageously, however, until reduced to 5 hit points or less.) Living Traps rarely keep their promises.

ECOLOGY: Closely related to Mimics, Living Traps will fight other Mimics for hunting territory. They especially hate Neutral Mimics, con-

Trap, Living
AKA: Thief's Bane
HACKFACTOR: 22
EP VALUE: 975
CLIMATE/TERRAIN: Any Dungeon
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: High (13-14)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: L (10' x 10' area)
MOVEMENT: 3"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Average (11)
ARMOR CLASS: 2
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-12
SPECIAL ATTACKS: Sticky
SPECIAL DEFENSES: Camouflage
MAGIC RESISTANCE: Standard
HIT DICE: 8

sidering them "too weak" to survive. Living Traps have naturally tough hide that feels as hard as stone, but will bleed if struck hard enough.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: C
OTHER: Living Trap glue can be used to make Sovereign Glue.

Trapper

DESCRIPTION: Trappers are large, flat creatures that use their abilities to appear as floors. They can alter their color and texture to blend in with any sort of environment.

COMBAT/TACTICS: Trappers can only be detected by normal searching 5% of the time. They take no damage from cold or fire on a successful saving throw and only half even they fail the save.

The strange creature will create a chest-like or podium-like object in the center of its mass to lure prey. 25% of the time real treasure will be placed on the pedestal to lure prey closer. Assuming the Trapper is not noticed, it automatically gains surprise, striking at +4. It attacks by wrapping around its

Trapper
AKA: Floor Fiend
HACKFACTOR: 38
EP VALUE: 3,000
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: High (13-14)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: L (400 square feet)
MOVEMENT: 3"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Defiant (17)
ARMOR CLASS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4 + AC
SPECIAL ATTACKS: Automatic surprise if undetected
SPECIAL DEFENSES: Camouflage, resistant to cold and fire
MAGIC RESISTANCE: Standard
HIT DICE: 12



Having encountered a Living Trap, this thief will be more cautious.



Trapper

victim from below. Those encased cannot move and take 4 points of damage + their AC each round. Unless the creature is killed or convinced to let go, the victim suffocates in six rounds.

HABITAT/SOCIETY: These creatures are very clever. They sometimes accept bribes to free victims and typically demand a minimum of one magic item or 2000 gp. Trappers store their treasure in a small depression under their bodies.

ECOLOGY: Trappers are related to Lurkers and do appear in surface buildings, whereas Lurkers Above do so only very rarely. Sages theorize that they are very long lived. Contrary to the popular halfling belief, mopping a Trapper will not appease it.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: A Trapper hide can be tanned into a soft material that can be made into a cloak and enchanted. It can also be cured and stiffened to be used as durable flooring.
TREASURE: G
OTHER: Nil



Treants do not tolerate those who may use their edged weapons unwisely.

Treant

DESCRIPTION: Common Treant: Treants are large oak trees with human features. They are normally indistinguishable from trees when still. Treants are immensely powerful, but fortunately they have a peaceful nature (though they are quick to anger when their forests are threatened). Treants never lose their leaves, but they do change color with the seasons.

Bonsai Ninja Treant: This Oriental Treant is much smaller than its Western cousin. Adopting the style and combat techniques of ninja clans, these tiny plants protect their forests with deadly efficiency. No Bonsai Ninja Treant would hesitate to die for its forest.

Undead Treant: Undead Treants have been brought to unlife by means of a variation on the Animate Dead spell. They appear as Treants with missing branches, rotting limbs and missing leaves.

COMBAT/TACTICS: Treants can never be surprised.

Common Treant: Common Treants do damage according to their age and size. Young Treants are 7 or 8 Hit Dice creatures and do 2-16 points of damage per attack, middle-aged Treants have 9-10 Hit Dice and do 3-18 points of damage per strike. Elder Treants have 11-12 Hit Dice and inflict 4-24 points of damage with each hit. Treants can animate normal trees within 60 yards. A single Treant can control up to two trees – each animated tree takes one round to pull its roots out of the ground. Thereafter, the tree

can move at 3" and fight as a 12 HD Treant. If an animated tree is separated from the Treant by more than 60 yards, it returns to its immobile state. The Treant and its animated trees can inflict structural damage on buildings and fortifications.

Any fire-based attack against a Treant is made at +1 to-hit and +4 on total damage. Additionally, they save against fire attacks at -4. This also applies to animated trees under the Treant's power.

Bonsai Ninja Treant: Bonsai Ninja Treants are tiny little trees that are well-versed in the secret, deadly martial arts of the ninja clans. The Bonsai Ninja Treants pose as normal bonsai trees during the day, but at night they use their stealthy abilities to protect the forest. Bonsai Ninja Treants know Jujitsu, which gives them a better AC. Bonsai

Treant	Common	Bonsai Ninja	Undead
AKA:	Conifeus-Speaktous	Coniferus-Jujitsulum	Wood of the Dead
HACKFACTOR:	30	8	23
EP VALUE:	2,000 +1,000 per HD	125	2,000 +1,000 per HD
CLIMATE/TERRAIN:	Any Forest	Any Forest	Any
FREQUENCY:	Rare	Very Rare	Very Rare
ORGANIZATION:	Grove	Clan	Group
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Photosynthesis	Photosynthesis	Nil
INTELLIGENCE:	Very (11-12)	Very (11-12)	Very (11-12)
ALIGNMENT:	Chaotic Good	Neutral	Chaotic Evil
NO. APPEARING:	1-20	3-12	1-20
SIZE:	H (13' to 18' tall)	S (2' tall)	H (13' to 18' tall)
MOVEMENT:	12"	12"	6"
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Daring (15)	Foolhardy (16)	Fearless (19)
ARMOR CLASS:	0	2	1
NO. OF ATTACKS:	2	2	1
DAMAGE/ATTACK:	Variable	By weapon	2-16
SPECIAL ATTACKS:	Animate trees	Surprise 8 in 10, stealth	Animate dead plants
SPECIAL DEFENSES:	Never surprised, camouflage	Never surprised, camouflage	Never surprised
MAGIC RESISTANCE:	Standard	Standard	Immune to Charm spells
HIT DICE:	7 to 12	2	7 to 12

Ninja Treants fight with wakizashis (20 gp, 3 lbs., size S, H, SF -3, damage 1d6-1/1d6/1d8-1) and have the skills, tumbling, jumping, tightrope walking, herbalism, seamstress and weapon maintenance at least at apprentice level. They also have a 60% chance to successfully pick pockets. Bonsai Ninja Treants will be armed with 2-12 small throwing stars (1 gp, 1/10 lbs, size T, P, ROF 3, damage 1) and 1-3 other exotic weapons, including sleep poison, gas pellets and a small grappling chain that can be used as a weapon or to assist in climbing. Bonsai Ninja Treants can hide in shadows and move silently 75% of the time and surprise opponents 8 in 10 times. Some victims claim to have heard them cry "Hi!" and "Ya!" while attacking.

Undead Treant: Undead Treants move more slowly than their living brethren. They are essentially Zombie Treants. They are used in undead armies to inflict structural damage on fortresses. Undead Treants take double damage from fire attacks and have the same weaknesses against fire that living Treants do. They cannot animate other trees, but they can animate the dead bodies of any plants they kill. Dead Treants become Undead Treants, while other dead plant monsters also become Zombies, slowing to half movement rate and number of attacks. When used on plants that cannot move even while alive, this ability functions as an Entangle spell (if the GM determines there are enough dead plants in the area). Undead Treants can be turned as if they were Ghouls by druids.

HABITAT/SOCIETY: Common Treant: Treants live in small communities in old wood forests. These creatures prefer not to interact with "transient" life forms (i.e. anything that does not live more than 500 years), so humans and most demi-humans rarely get to speak with them. Rangers have a 10% chance per level of spotting a Treant. Druids have a 33% chance per level (after 3rd level, a druid can automatically identify Treants).

Treants hate evil, especially evil pyromaniacs. They attack Orcs and Goblins on sight and tend to be suspicious of anyone carrying an axe or a sap harvester. Treants have little use for treasure, but they only give it



The Bonsai Ninja Treant reveals itself only to its intended victim.



Undead Treant

up to those who have performed great services for the cause of good or for the Treant's forest. 10% of all Treants have apples. They will become extremely upset if the apples are picked without their permission.

Bonsai Ninja Treant: Bonsai Ninja Treants will never reveal themselves to anyone that they do not wish dead. The existence of the Bonsai Ninja Treant clans is a closely guarded secret and those that stumble upon it are 95% likely to be marked for death. In rare circumstances, victims will be spared, usually at the behest of a ranger or druid. Rangers or druids will never be targeted. Some Bonsai Ninja Treants become potted plants with caretakers that travel all over the world. These creatures are careful not to reveal themselves to their caretakers.

Undead Treant: Undead Treants will attack all living creatures, but especially intelligent plants. They can hide just like regular Treants, but only in forests of dead wood.

ECOLOGY: Treants can live for several thousand years. They often know many different languages and have a great deal of wisdom to impart to those able to coax them into talking. Treants take an extremely long view of life and act accordingly. Undead Treants are an abomination to nature and top the list of treant, druid and ranger enemies.

YIELD:

MEDICINAL: Treant meat will break the teeth of the imbiber and fill his lips with splinters.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE:

COMMON: Q (x5), X

BONSAI NINJA: X

UNDEAD: Nil

OTHER: Treants and Bonsai Ninja Treants can be carved into items suitable for enchantment.

Tree Buffalo

DESCRIPTION: Tree Buffalo are bison with small wings that look too small to support the creature in flight. Tree Buffalo can actually fly, however, albeit clumsily. They make their nests in low-lying trees that will support their weight. Their hides are colored brown, while their wings are white and feathery.

COMBAT/TACTICS: Tree Buffalo are herd animals and are not aggressive unless the herd or their young are threatened. These bison are easily driven off by loud noises or clapping. However, they will fight to the death to protect a nest. There is a base 20% chance per two Buffalo that there is a nest nearby. If such is the case, the creatures need not make morale checks and will charge opponents at +2 to-hit for double damage.

HABITAT/SOCIETY: These aerial bison enjoy grazing and taking short flying jaunts in the air. They cannot carry riders and are frequently hunted for their succulent meat. Bison'vyders believe these creatures are blessed and will protect them.

ECOLOGY: Nests are 50% likely to contain 1-4 eggs. Aside from living in trees and flying, Tree Buffalo live much like normal buffalo.

Tree Buffalo

AKA: Shaggy Horned Parrot
HACKFACTOR: 3
EP VALUE: 175
CLIMATE/TERRAIN: Temperate Hills and Plains
FREQUENCY: Uncommon
ORGANIZATION: Flock
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Animal to Semi- (1-4)
ALIGNMENT: Neutral
NO. APPEARING: 5-40
SIZE: L (5' tall at shoulder)
MOVEMENT: 15", 3" Fly (D)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Unreliable (5)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6
SPECIAL ATTACKS: Charge
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 4+2



Though clumsy in flight, the Tree Buffalo makes fine use of this advantage.

YIELD:

MEDICINAL: Native cultures use almost every part of the Tree Buffalo as food, clothing and tools. Tree Buffalo wings are considered a great delicacy.
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Nil
OTHER: Nil

Triceratortoise

DESCRIPTION: Triceratortoises are ancient dinosaur tortoises from a brief period in the Jurassic, during which tortoises ruled the earth. They are enormous turtles with three horns sticking out of the front of their shells.

COMBAT/TACTICS: In combat, the creature takes -1 point of damage per attack from bladed and missile weapons. If it retracts into its shell, it takes -3 points of damage per attack from bladed and missile weapons and -1 point of damage from crushing weapons. The great beast has the ability to "charge", inflicting 3-18 points of damage with its horns, but due to its slow movement rate, most targets can easily get out of its way.

Triceratortoise

AKA: Tortoisaurus Rex
HACKFACTOR: 50
EP VALUE: 6,000
CLIMATE/TERRAIN: Any Temperate to Tropical
FREQUENCY: Uncommon
ORGANIZATION: Herds
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1-6 (10-60)
SIZE: L (12' long)
MOVEMENT: 3"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Defiant (17)
ARMOR CLASS: 1 (5)
NO. OF ATTACKS: 1 or 1
DAMAGE/ATTACK: 1-4 or 3-18
SPECIAL ATTACKS: Charge
SPECIAL DEFENSES: Reduced damage
MAGIC RESISTANCE: Standard
HIT DICE: 16



Triceratortoise

HABITAT/SOCIETY: Triceratortoises once roamed vast plains in prehistoric times. Their hard shells protected them from predators, but their reign as "King of the Dinosaurs" was short lived. After a few centuries of earthquakes, during which time many of these creatures ended up on their backs unable to move, the larger species died off. However, in very isolated regions of Garweeze Wurld, some herds survive.

ECOLOGY: These prehistoric turtles eat mostly plants, but they will supplement their diet with whatever meat they can catch. These creatures sometimes roam the area around their nests, protecting their eggs from predators. If a Triceratortoise nest is found unoccupied, there is a 15% cumulative chance per turn that the female will arrive and attack.

YIELD:

MEDICINAL: These creatures are edible and taste like gargantuan snapper.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Triceratortoise eggs are worth 500 gp each. There will be 1-10 in a nest.

Triclops

DESCRIPTION: Triclops greatly resemble Cyclopes, except that they have three eyes. These creatures live in primitive Stone Age dwellings and wear filthy animal skins. They like to squash other, smaller creatures.

COMBAT/TACTICS: Due to its unique eyesight, a Triclops cannot be surprised. However, it is more vulnerable to blinding attacks and suffers -2 to save against spells meant to blind it. Triclopses fight with large clubs made from small trees. They often smash opponents into mush long after they are dead. Frequently, they giggle every time they remember the squishing. Because they are related to Cyclopes, they receive +2 to save against lightning and electricity attacks. Triclops have near 17 Strength and get +2 to hit and +5 to damage with melee weapons.

HABITAT/SOCIETY: Triclops are bullies and they rarely pass up an opportunity to prove their bulliness. A favorite sport of Triclopses is throwing squealing livestock off of high precipices. Very rarely, a Triclops will become a mercenary soldier. They actually make excellent infantry, unless they go more than one week without a battle. Eventually, the creature will become restless and squish the nearest helpless animal.

Triclops

AKA: Tri-eye

HACKFACTOR: 8

EP VALUE: 650

CLIMATE/TERRAIN: Mountains/
Subterranean

FREQUENCY: Rare

ORGANIZATION: Small Groups

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low to Avg (5-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-8

SIZE: L (10' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 6-15

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: Never surprised

MAGIC RESISTANCE: Standard, +2 to
save versus lightning and electricity

HIT DICE: 6+6



Triclops

ECOLOGY: Triclopses are mutant offshoots of Cyclopes. It is said that a Cyclops created the race when he acquired a Ring of Wishes with one Wish remaining and promptly declared, "Gimme two eyes for me and family!" The Wish was granted (sort of) and the Triclopses were born.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: A, B in lair

OTHER: The third eye of a Triclops can be used to construct a Gem of Seeing.

Triton

DESCRIPTION: Tritons look like Mermen, except that they have two finned legs, instead of one big fin. Most Tritons are strikingly handsome, with silvery skin, silver-blue scales on the legs and hair that is deep blue or blue-green. Tritons are well armed and often have armor and tridents.

COMBAT/TACTICS: Tritons either carry tridents (60%) or long spears (40%). 25% are also armed with heavy crossbows and when there is time to prepare, Tritons wear armor made from fish scales that is AC 4.

Outside their lair, Tritons are 90% likely to be mounted on Hippocampi (65%) or Giant Sea Horses (35%). These mounts are loyal and will fight in defense of their riders, even after their riders are slain. Tritons are reclusive and non-violent, but if one of their kind is killed, the remaining Tritons will not rest until retribution is exacted. If a fight goes poorly for them, Tritons will withdraw to their lair to make a last stand.

Exceptional Triton: Exceptional Tritons are sub-leaders. For every ten Common Tritons there will be one sub-leader of 4 to 6 Hit Dice and

Triton	Common	Exceptional	Spell Caster	Leader
AKA:	Fish Face	Two-legged Merman	Magus-Oceanus	King Fish Face
HACKFACTOR:	7	15	26	30
EP VALUE:	270	650/2,000	2,000 (+1,000 per level over 7th)	4,000
CLIMATE/TERRAIN:	Any Sea	Any Sea	Any Sea	Any Sea
FREQUENCY:	Rare	Rare	Very Rare	Very Rare
ORGANIZATION:	Community	Community	Community	Community
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	High (13-14)	High to Exc. (13-16)	Exc. to Genius (15-18)	Exc. to Genius (15-18)
ALIGNMENT:	Neutral (good)	Neutral (good)	Neutral (good)	Neutral (good)
NO. APPEARING:	6-60	1 for every 10/20	1 for every 10	1 for every 50+
SIZE:	M (7' tall)	M (7' tall)	M (7' tall)	M (7' tall)
MOVEMENT:	15" Swim	15" Swim	15" Swim	15" Swim
PSIONIC ABILITY:	Nil	Possible	Possible	Possible
ATTACK/DEFENSE MODES:	Nil/Nil	Possible	Possible	Possible
MORALE:	Courageous (13)	Daring (15)	Brave (14)	Foolhardy (16)
ARMOR CLASS:	5	5	5	2
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	By weapon	By weapon	By weapon	By weapon
SPECIAL ATTACKS:	Nil	See text	Spells	See text
SPECIAL DEFENSES:	Nil	See text	Spells	See text
MAGIC RESISTANCE:	90%	90%	90%	90%
HIT DICE:	3	4 to 6/7 to 8	7 and up	9 and up

for every 20, there is a Triton with 7 to 8 Hit Dice. These leaders will be equipped with a non-magical conch shell. When blown properly (and the Tritons know how to blow) it can summon 5-20 Hippocampi, 1-10 Sea Lions or 5-30 Giant Sea Horses. These creatures arrive in 1-6 rounds and will fight for the blower. If blown a different way, the shell can frighten aquatic creatures with Animal Intelligence or less (save vs. spells (Fear), those who fail to save get -5 on morale checks thereafter).

Triton Spell Caster: Triton Spell Casters can be clerics or magic-users. In bands of ten or more, there will be at least one magic-user of 1st to



Triton

6th level. His spells will be of an offensive or defensive nature and adapted to be cast underwater. Tribes will have at least one cleric of 8th to 11th level, four clerics of 2nd to 5th level and one magic-user of 7th to 10th ability. These spell casters are also likely to have any non-weapon magic items in the tribe's possession.

Leader Triton: A Leader Triton will have an AC of 2 and 9 or more Hit Dice. He will wield the most powerful magic weapon in the tribe's possession and will fight to the death to protect his tribe.

HABITAT/SOCIETY: Triton tribes also contain females (2 HD, AC 6) equal in number to males and the same number of non-combatant young. There is also a 75% chance that the lair contains 2-12 Sea Lions that act as pets and guards.

Triton tribes will work together during a crisis and some live in great undersea castles (80%) or in finely sculpted caverns (20%). Under extraordinary circumstances, they may work with aquatic elves, Mermen or sea dwarves. They rarely kill unless provoked, but are quick to capture those that invade their territory. Trespassers found guilty of intentionally invading Triton waters or looting will be left "to the fate of the sea". Victims will be stripped of possessions and left at least ten miles from shore. PCs that are ruled innocent will awaken on a beach the next day. Tritons rarely aid land dwellers unless it is their own interest as well.

ECOLOGY: Tritons enjoy fish, shellfish and seaweed. These items are often served in a special box that comes with a brown sauce and a green spice. It is very expensive, but delicious. Tritons have no natural enemies except the Giant Squid, which is immune to their conch blows. Tritons live up to 300 years, 500 for leaders and spell casters.

YIELD:

MEDICINAL: Certain humanoid tribes believe that eating a Triton increases one's verility.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: M, Q (individual); C, S, T (in lair)

OTHER: Nil

Troglodyte

DESCRIPTION: Troglodytes are reptilian bipeds about the size of humans. They have leathery hides, toothy lizard heads and the males have a finlike crest on their heads that runs down their back. Most Trogs wear no armor, but will wear a belt for whatever weapons they have and carry a bag of bleeding, semi-fresh meat.

COMBAT/TACTICS: Trogs are fond of ambushes and they have excellent (90') infravision. 50% use their natural claws and bite, 5% uses swords,

10% use stone battle axes, 10% use morning stars and 25% wield javelins. Troglodyte javelins are +3 to-hit when wielded by a Trog and do 2-8 points of damage.

Trogs will use their chameleon power to surprise opponents 6 times in 10. They like to launch missile weapons for two rounds, then close in for melee. When angered, the Trogs secrete a stench causing all humans and demi-humans within five feet to save vs. poison or lose 1-6 points of Strength temporarily. The loss lasts for one turn and is not cumulative.

For every ten Trogs there is a leader with 3 Hit Dice. For every 20 there is a sub-chief with 4 Hit Dice. For every 60 Troglodytes, there is a chief with 6 Hit Dice who stands 7 feet tall and has 2-8 bodyguards with 3 Hit Dice each.

HABITAT/SOCIETY: Troglodyte society is divided into clans led by chiefs. Ranks below that are loosely defined and there are many internal squabbles due to nepotism in Trog politics. Most chiefs stay leader only so long as the clan eats well.

Troglodyte

AKA: Trog

HACKFACTOR: 3 (1 Female, 4 Leader, 5 Sub-chief, 8 Chief)

EP VALUE: 120 (standard male)

Female: 35 Leader: 175

Sub-chief: 270 Chief: 650

CLIMATE/TERRAIN: Subterranean and Mountains

FREQUENCY: Common

ORGANIZATION: Clan

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 10-100

SIZE: M (6' tall)

MOVEMENT: 12", 9" Swim

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 5

NO. OF ATTACKS: 3 or 1

DAMAGE/ATTACK: 1d4-2/1d4-2/2-5
or 2-8 weapon

SPECIAL ATTACKS: Surprise 6 in 10,
weakening stench

SPECIAL DEFENSES: Chameleon
disguise

MAGIC RESISTANCE: Standard

HIT DICE: 2

Females are equal in number to the males and have 1+1 Hit Die. They fight to the death for the hatchlings that number 50% of the male population and do not fight.

On moonless nights, Troglodytes raid human settlements to steal food. Organized resistance and regular patrols will keep all but the largest and most savage clans at bay.

ECOLOGY: Trogs are strict carnivores and prefer human flesh above all others. They will not hesitate to devour any creature they catch, even other Trogs. Troglodytes enjoy sneaking into occupied homes and excreting their vile stench all over the carpet and furniture.

YIELD:

MEDICINAL: The meat of a Trog is so vile that it makes even Trolls vomit.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: A (in lair)

OTHER: Nil

Troll (An-Cr)

DESCRIPTION: Trolls are a common and feared humanoid on Garweeze Wurd. They come in different sizes and shapes, but most share common traits. Trolls are "butt-ugly", with green, warty skin that is usually covered with sores of one kind or another. They have large, black eyes, short, bristly black hair, big claws and big teeth.

Common Troll: Common Trolls usually look emaciated. They rarely have clothes, armor or weapons and appear to be only slightly above animals in their degree of civilization. However, to those "in the know", these beasts have their own customs and culture.

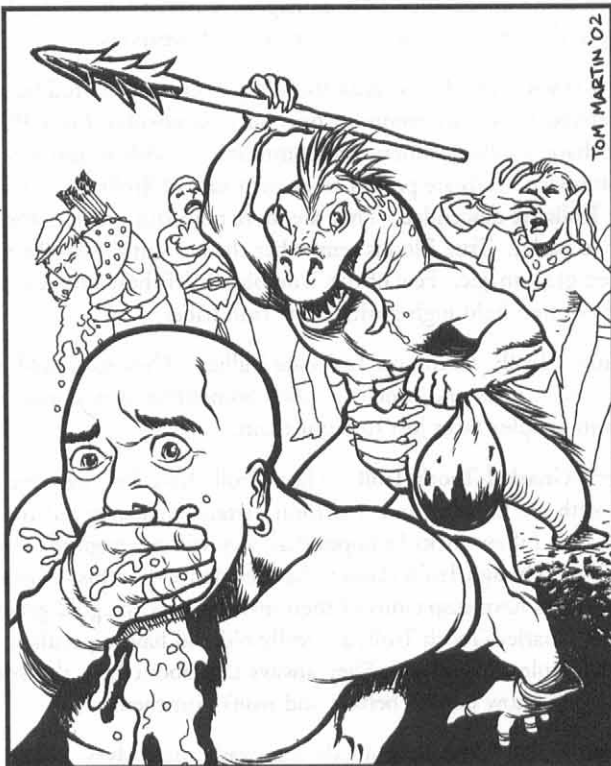
Ancient Gnarled-Tooth Troll: These Trolls are true-blooded Trolls and many are over five centuries old. Gnarled-Tooth Trolls are often well equipped with armor, weapons and a variety of traps in their lair. They are not emaciated and some are even overweight.

Crested Troll: Crested Trolls are slightly taller and meaner than Common Trolls. They are not as strong, but have a crested fin on the top of their heads and sharper claws. Like Common Trolls, they are barbaric and live just above the level of animals.

Crested-Gutter Troll: This clan of Trolls is usually found closer to civilized lands and has adopted many of the ways of man. Crested-Gutter Trolls are equipped with weapons and armor and led by religious zealots. These zealots have cleric abilities and outrageous garb.

COMBAT/TACTICS: Trolls regenerate 3 hit points per round and can reattach any severed limb. They cannot regenerate damage from weapons that deliver burn damage, such as fire or lightning. With their claws, they are able to climb sheer cliffs with an 80% chance of success. Trolls have a poor sense of hearing, but a superior sense of smell. Unless otherwise noted, Trolls have 90-foot infravision.

Common Troll: Most Common Trolls have never encountered someone they could not defeat and eat. When they are hungry, which is always, they rush out to attack, overwhelming anything in their path with their raw power. Common Trolls gain +2 to-hit and inflict +4 damage with each attack due to Strength.



Troglodyte

Troll	Common	Ancient Gnarled-Toothed	Crested	Crested-Gutter
AKA:	Re-gens	Trollinid-Maliciusdentalum	Fin Troll	Lower Fin Troll
HACKFACTOR:	13	24	14	20 (23 leaders)
EP VALUE:	1,400	4,000	2,000	3,000 (5,000 leaders)
CLIMATE/TERRAIN:	Any Land	Subterranean	Any Land	Subterranean
FREQUENCY:	Uncommon	Rare	Uncommon	Uncommon
ORGANIZATION:	Group	Solitary	Group	Tribal
ACTIVITY CYCLE:	Night	Night	Night	Night
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Average to Very (8-12)	Low to Very (5-12)	Low to Very (5-12)
ALIGNMENT:	Chaotic Evil	Neutral (evil)	Chaotic Evil	Lawful Evil
NO. APPEARING:	1-12	1	2-8	20-200
SIZE:	L (9' tall)	H (13' tall)	L (10' tall)	L (10' tall)
MOVEMENT:	12"	15"	12"	12"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Daring (15)	Confident (12)	Defiant (17)
ARMOR CLASS:	4	2	5	3 and up
NO. OF ATTACKS:	3	3	3	3
DAMAGE/ATTACK:	5-8/5-8/5-12	By weapon +5/6-10/2-8	6-9/6-9/6-13	By weapon +3/6-9/6-13
SPECIAL ATTACKS:	Nil	Nil	Nil	Berserk fury
SPECIAL DEFENSES:	Regeneration	Regeneration	Regeneration	Regeneration, immune to disease
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	6+6	10+10	7+2	7+7

120-foot infravision. Like all true-blooded Trolls they will turn to stone if exposed to sunlight, however these Trolls get a saving throw versus petrification. They cannot regenerate damage if they are beheaded.

Crested Troll: Crested Trolls fight in a manner similar to that of Common Trolls, but they are more likely to coordinate an ambush. Crested Trolls sometimes hide in shallow swamp water, then rush out to attack. They have 17 Strengths and so inflict +5 damage on each attack.

Crested-Gutter Troll: Lower Fin Trolls is a misnomer, for these creatures are anything but "lower". Their attacks are organized and can be devastating to those unprepared. For every 50 Trolls in the tribal unit, there will be one

shaman with either 1st to 4th level magic-user abilities (25% of the time) or 2nd to 6th level cleric abilities (75% of the time). These spell casting Trolls always direct battles. However, only one of the Troll spell casters is the true leader of the tribe. This will be evident upon any encounter, because the leader must show his bravery in front of the tribe by confronting all newcomers. Should the leader be slain, the rest of the tribe will go into a berserk fury that gives them an additional +5 to-hit and +5 to damage on all attacks. Crested-Gutter Trolls will use any weapons they can scrounge, usually spiked clubs of enormous size and fearsome appearance (2-8 damage). Crested-Gutter Trolls have Strength that grants them +3 to damage with weapons.

HABITAT/SOCIETY: Trolls speak trollkin gibberish – all Troll languages are derived from this common one, so it is possible for a PC who speaks basic trollkin gibberish to communicate with almost any Troll. True-blooded Trolls are part of an ancient race of Trolls from which all other Trolls are descended. They are more powerful, smarter and more likely to parley. True Bloods remember the ancient times when Trolls wielded great magic. Few of the True Bloods left hold any real power, but they often hold high positions in Troll tribes.

Common Troll: Common Trolls are bullies. They steal gold, silver, copper, shoe laces and lunch money. Sometimes they dangle stolen goods in people's faces just to taunt them.

Ancient Gnarled-Tooth Troll: These Trolls have big, ugly teeth. If their teeth are knocked out, tradition dictates that they put the teeth under their pillow-rocks in hopes that they will be magically replaced with gold. Though Trolls claim to have evidence that this really works, human sages have suspicions of their own on how the gold gets there. Ancient Gnarled-Tooth Trolls are really old and have a peculiar, if not entirely unpleasant, odor. They always talk about how the younger Trolls don't know how to behave and won't visit them.

Crested Troll: Crested Trolls do not wash themselves. They stink intensely and nobody likes them. The other Trolls make fun of them,



Common Troll

so the Crested Trolls just sit quietly and do not make trouble. When they get home they cry, but they still do not bathe. Sometimes they take out their aggression on PCs.

Crested-Gutter Troll: These Trolls form large tribes with a leader that tells them what to do. Leaders can make the other Trolls fight, eat worms or run errands for them. Sometimes another Troll gets mad and kills the leader Troll, then he becomes the leader and imposes his will on the rest of the tribe until someone else gets pissed off enough to kill him. This process repeats itself over and over.

ECOLOGY: Even when their limbs are severed, they continue to move. The claws can still rend flesh and the feet can still kick characters in the face. It is rumored that a Troll farm exists somewhere on Garweeze Wurd in which an enterprising merchant grows Trolls who are then slaughtered in captivity by PCs seeking easy EPs. Trolls do not like to be chopped up, grown and harvested for EPs. It makes them very angry, but then pretty much everything makes them very angry.

YIELD:

MEDICINAL: Troll meat is edible, but there is an 85% chance that the eater will get one or two parasites. It is reported to be rubbery and tough.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE:

- COMMON:** Q (individual), D (in lair)
- ANCIENT GNARLED-TOOTH:** (see above) plus R x 100, D
- CRESTED:** Q (individual), I (x 2) (in lair)
- CRESTED-GUTTER:** M, N, Q (individual); D, E, F (in lair)
- OTHER:** The blood of a Troll is worth 75 gp per Hit Die and can be used to make healing potions.



Culvert Trolls will not molest those who pay the toll.

Culvert Troll: Culvert Trolls must hide in the day, for exposure to sunlight will turn them into stone. At night, Culvert Trolls openly guard their bridges and overpasses, demanding tolls from anyone that passes by. Those who do not or cannot pay will be driven away or killed (usually the latter). During the day, the Troll cannot collect the toll, but will leave a bucket and a sign for passersby. Those who put something in the bucket will be left alone 90% of the time. Those who ignore the sign will infuriate the Troll, who will track down transgressors at night (base tracking skill of 40%) and forcibly collect ten times the toll.

Troll (Cu-Fo)

DESCRIPTION: **Culvert Troll:** Culvert Trolls are the most well known type of Troll in Garweeze Wurd. Often a fixture in literature, these creatures will be encountered at some sort of bridge or overpass. They are often dressed in the ragged clothing of previous victims. Culvert Trolls are true-blooded Trolls.

Festering Troll: Although Culvert Trolls are the most well known, technically Festering Trolls are more common. They are very similar to the Common Troll, except that they are extremely greedy and will collect almost anything. Their lairs are often heaped with mountains of worthless junk and debris. They dress in a mish-mash of clothes and armor acquired from their scrounging.

Forest Troll: Forest Trolls are a weak bloodline of Troll that adapted well to life in the forests. They are usually armed similarly to grel and often come into conflict with them. Forest Trolls fight with bows, slings, spears and, when they can scrounge them, long swords. They cannot make their own weapons and often scavenge them from their victims.

COMBAT/TACTICS: Trolls regenerate 3 hit points per round. They cannot regenerate damage from weapons that deliver burn damage, such as fire or lightning. With their claws, they are able to climb sheer cliffs with an 80% chance of success. Trolls have a poor sense of hearing, but a superior sense of smell. Unless otherwise noted, Trolls have 90-foot infravision.

Festering Troll: Festering Trolls have a compulsive collection disorder. This means that they would rather collect junk than attack. PCs that

Troll	Culvert	Festering	Forest
AKA:	Bridge Trolls	Pack Trolls	Tree Trolls
HACKFACTOR:	34	17	6
EP VALUE:	6,000	3,000	420
CLIMATE/TERRAIN:	Subterranean	Any Land	Forest
FREQUENCY:	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Group	Group	Tribal
ACTIVITY CYCLE:	Night/Darkness	Night	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Low (5-7)
ALIGNMENT:	Chaotic Evil	Chaotic Evil	Chaotic Evil
NO. APPEARING:	1-12	1-12	5-50
SIZE:	L (9' tall)	L (9' tall)	L (9' tall)
MOVEMENT:	12"	12"	12"
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Pliant (10)	Brave (14)	Foolhardy (16)
ARMOR CLASS:	3	4	3
NO. OF ATTACKS:	3	3	1
DAMAGE/ATTACK:	7-10/7-10/7-12	5-8/5-8/4-9	By weapon +4
SPECIAL ATTACKS:	Nil	Nil	Surprise 5 (or 3) in 10
SPECIAL DEFENSES:	Regeneration	Regeneration	Regeneration
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	12	8+6	3+3

drop a bag of copper pieces or a crate of rusty spikes can usually flee at a leisurely pace. In the lair of a Festering Troll, the story is different. A Festering Troll will fight to the death to protect his "treasure" hoard.

These Trolls sometimes take residence up at bridges, like Culvert Trolls, so that they can increase their hoards. They are never found more than 300 yards from their hoard, except in the most unusual of circumstances. Opponents that manage to steal a Festering Troll's treasure and leave the Troll alive will have a life-long nemesis that will spend the rest of his days trying to wreak revenge.

Forest Troll: Tree Trolls are a weak bloodline of Troll that only regenerates 1 hit point per round. They can reattach severed limbs, but only regenerate 1 hit point per turn until the limb is fully re-attached (the Troll returns to normal maximum hit points). Beheading a Tree Troll will kill it. They have 60-foot infravision. Forest Trolls fight with short bows (10%), slings (10%), short swords (10%), long swords (10%), clubs (50%) and long bows (10%); whatever they can scrounge from their victims. They all carry crude wooden shields and are often dressed in ill-fitting leather armor. Forest Trolls cannot make anything more sophisticated than clubs and wooden shields.

Tree Trolls ambush victims from the trees, surprising natives 3 in 10 times and non-woodland natives 5 in 10 times.

HABITAT/SOCIETY: Culvert Troll: Culvert Trolls take excellent care of the roadways and bridges that they guard. They will never molest anyone who pays his toll. Those who cannot pay will be at the mercy of the creature, but wily adventurers parley with riddles or other games. Bridge Trolls greatly fear the sun and only the most engaging, sly PCs would be able to trick the creature into staying out until sunrise.

Festering Troll: Pack Trolls collect anything and everything. Some of them have collected so much stuff that they must store their hoards in several caves or dungeon rooms. They sometimes employ lesser creatures to guard their hoards, but they make inventory checks daily and know their hoards down to the last copper piece. A Festering Troll will never willingly give up any part of his hoard unless the PCs offer him something interesting that he does not already have. Each Troll has his own tastes and, due to low Intelligence, sometimes make bad trades.

Forest Troll: Tree Trolls live in a similar fashion to the grel, although they are not nearly as sophisticated. Their lairs are carefully hidden at the bases of large trees or in desolate caves. Forest Trolls can operate equally well in night or day, but they prefer to attack their victims at night. Very rarely, they make alliances with bandits and other evil creatures. Tree Trolls hate grel and elves and will attack them on sight.

ECOLOGY: Each clan speaks its own dialect of the trollkin language.

Culvert Troll: Bridge Trolls were actually a very minor part of Troll society in ancient times. Now these Trolls, being the oldest and most common of the true-bloods, set the pace for most of Troll society. Troll clans and individual Trolls often follow the Culvert Troll's model.

Festering Troll: Pack Trolls are most often encountered in city dumps where they are a constant nuisance. Festering Trolls often make Giant Rats their pets.

Forest Troll: Forest Trolls are some of the weakest of the Troll bloodline and many Trolls do not recognize them as trollkin at all. Sages theorize that they may descend from a Troll/elf hybrid, but elven sages strongly disagree.

YIELD:

MEDICINAL: Raw Troll meat is infected with 1-2 parasites.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE:

CULVERT: Q (x 5) (individual), D (x 5) (in lair)

FESTERING: O (x 4) (individual), F (x 2) (in lair)

FOREST: Q (individual), D (in lair)

OTHER: The blood of a Troll is worth 75 gp per Hit Die and can be used to make healing potions.

Troll (Gi-Gu)

DESCRIPTION: Giant Troll: Giant Trolls are horrid crossbreeds of giants and Trolls. They like to use big, smashing weapons and wear armor. Giant Trolls have reddish brown skin and red-rimmed eyes.

Giant Two-Headed Troll: These Trolls have two heads with two separately functioning brains. They use natural attacks instead of weapons, but they often wear animal hides for protection. Giant Two-Headed Trolls are Ettin/Troll crossbreeds with greenish brown skin.

Glamour Troll: Glamour Trolls are convinced they are the superior race of Troll. They keep their armor and equipment in pristine condition and they never bite during combat (although they could).

Gutter Troll: There is no other way to say it: Gutter Trolls stink. They live in dark places and in gutters full of filth. That is why they are called Gutter Trolls.

COMBAT/TACTICS: Trolls regenerate 3 hit points per round. They cannot regenerate damage from weapons that deliver burn damage, such as fire or lightning. With their claws, they are able to climb sheer cliffs with an 80% chance of success. Trolls have a poor sense of hearing,



Giant Two-Headed Troll

Troll	Giant	Giant Two-Headed	Glamour	Gutter
AKA:	Giganticus-Jolligreenus	Double-headed Regen	Civilized Troll	Filth Troll
HACKFACTOR:	25	27	12	13
EP VALUE:	1,400	3,000	1,400	1,400
CLIMATE/TERRAIN:	Any Land	Any Land	Any Land	Subterranean
FREQUENCY:	Rare	Very Rare	Uncommon	Uncommon
ORGANIZATION:	Tribe	Group	Group	Tribe
ACTIVITY CYCLE:	Any	Any	Any	Night
DIET:	Carnivore	Carnivore	Omnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Average (8-10)	Average (8-10)	Low (5-7)
ALIGNMENT:	Chaotic Evil	Chaotic Evil	Neutral Evil	Chaotic Evil
NO. APPEARING:	1-12	1-3	2-12	3-24
SIZE:	H (14' tall)	H (14' tall)	L (9' tall)	L (10' tall)
MOVEMENT:	12"	12"	12"	12"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Daring (15)	Foolhardy (16)	Confident (12)	Daring (15)
ARMOR CLASS:	4	4	4	4
NO. OF ATTACKS:	1	4	2	3
DAMAGE/ATTACK:	By weapon +7	5-8/5-8/1-12/1-12	By weapon +4/5-8	5-8/5-8/2-12
SPECIAL ATTACKS:	Hurl boulders/victims	Split attacks	See text	Disease
SPECIAL DEFENSES:	Regeneration	Regeneration, surprised only 1 in 10	Regeneration	Regeneration, Stench
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	8	10	6+1	6+8

but a superior sense of smell. Unless otherwise noted, Trolls have 90-foot infravision.

Giant Troll: Giant Trolls have Strengths of 19 and can hurl boulders for 2-16 points of damage. They can catch large missiles 25% of the time. Instead of using their free hand for claw attacks, victims will be grabbed and thrown as a boulder, usually into other victims (both suffer 2-16 points of damage). Giant Trolls only regenerate 2 hit points per round and cannot regenerate severed limbs. If they are decapitated, they die.

Giant Two-Headed Troll: These Trolls regenerate only 1 hit point per round and cannot reattach severed limbs. Claw attacks can be directed at different opponents with no penalty. Rarely, a Giant Two-Headed Troll will wield a weapon, doing +6 damage. It is only surprised 1 in 10 times.

Glamour Troll: Glamour Trolls have the exact same powers as Common Trolls, except that they believe they are the superior Troll clan. They often fight with bladed weapons and some have even purchased custom-made field plate. They never bite during combat as they consider it "uncivilized".

Gutter Troll: Gutter Trolls fight hard and pride themselves on toughness (and stench). Any victim scratched by a Gutter Troll must save versus poison or contract a random disease. Those exposed to the stench of a Gutter Troll for two rounds must make a Constitution check or be affected as if under a Minor Sphere of Perturbation spell from the nausea they experience. They do their best to not allow any sign of how damaged they are, no matter how devastating an attack against them is.

HABITAT/SOCIETY: Giant Troll: Giant Trolls often employ Common Trolls as lackeys to guard their lairs. With their immense size and power, Giant Trolls often command trollkin armies. Unfortunately, due to their chaotic tactics, their armies lack the discipline to be truly effective.

Giant Two-Headed Troll: These Troll/Ettin hybrids live like Ettins, but they too often bully smaller Common Trolls. They make their lair in caves and other dark places.

Glamour Troll: These "superior" Trolls have made strides to gain acceptance in human societies. Unfortunately, most demi-humans and humans will not accept them. Glamour Trolls are extremely greedy and each desires the prestige of representing the entire Troll race, so there is a great deal of infighting within the clan. Glamour Trolls take excellent care of their equipment and make their lairs in abandoned human ruins that they attempt to redecorate. These Trolls are extremely ambitious and extremely evil. They often take slaves and attempt to learn new skills from them, but they have no problem sacrificing slaves to save themselves.

Gutter Troll: Gutter Trolls live in the gutter. They never get sick and they prefer to sleep in mud. Sometimes they fall asleep and the rain washes them down into the sewer, but they do not get mad because they like the sewer, too. Gutter Trolls like mud pie.

ECOLOGY: The clans of the Glamour and Gutter Trolls are offshoots of the Common Troll. They speak their own dialect of trollkin. The Giant and Giant Two-Headed Troll hybrids are the results of mating habits so unspeakable that not even chaotic evil sages will study them.

YIELD:

MEDICINAL: Raw Troll meat is infected with 1-2 parasites. Eating Gutter Troll meat will also cause a random disease.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE:

GIANT: Q (individual); D (x2) (in lair)

GIANT TWO-HEADED: Q (individual); D (in lair)

GLAMOUR: J thru N, Q (individual); D, F (in lair)

GUTTER: Q (50%) (individual); D (50% in lair)

OTHER: The blood of a Troll is worth 75 gp per Hit Die and can be used to make healing potions.

Troll (Hi-Ma)

DESCRIPTION: Hill Troll: Hill Trolls look just like normal Trolls, but they have Stone Age weapons and clothes. These creatures are hunter/gatherers capable of making flint tools.

Ice Troll: Ice Trolls have greenish-blue skin and will often have icicles hanging off their bodies. They are smarter than normal Trolls, but smaller in stature. Ice Trolls are always encountered in arctic regions.

Iron Troll: Some of the rarest and most powerful of the remaining true-blooded Trolls, Iron Trolls appear to be made of metal. They are only encountered underground.

Mage Troll: Mage Trolls are not true-blooded Trolls, but are directly descended from one. They are highly intelligent and can wield great magic power.

COMBAT/TACTICS: Unless otherwise noted, Trolls regenerate 3 hit points per round and can reattached severed limb. They cannot regenerate damage from weapons that deliver burn damage, such as fire or lightning. With their claws, they are able to climb sheer cliffs with an 80% chance of success. Trolls have a poor sense of hearing, but a superior sense of smell. Trolls have 90-foot infravision.

Hill Troll: Hill Trolls will preface their attacks with a volley of hand-made spears that do 1-8 points of damage, plus 4 points due to the Trolls' great Strength. Although they have to make a morale check when facing large-scale fire attacks (such as a Fireball), they are 70% likely to rally and re-attack with another volley. Hill Trolls will use their terrain to their best advantage and will continue a campaign of "hit and run" tactics against a superior enemy.

Ice Troll: Ice Trolls can regenerate 2 hit points per round, but only when immersed in water. The creatures never stray far from water sources, especially during combat. Severed limbs regenerate 2 hit points per turn if immersed in water. If the limb lands away from water, it will move at 3" until it finds water.

Troll	Hill	Ice	Iron	Mage
AKA:	Neander troll	Trollinid-Freezus	Teflontroll	Spell Monger
HACKFACTOR:	13	3	65	18 (+2 per level over 4)
EP VALUE:	1,400	175	10,000	1,400 (+500 per level over 4)
CLIMATE/TERRAIN:	Hill/Mountain	Arctic	Subterranean	Any Land
FREQUENCY:	Uncommon	Rare	Very Rare	Rare
ORGANIZATION:	Tribal	Tribal	Group	Solitary
ACTIVITY CYCLE:	Any	Any	Night	Night
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Average (8-10)	Average (8-10)	High to Exc. (13-16)
ALIGNMENT:	Chaotic Evil	Chaotic Evil	Chaotic Evil	Chaotic Evil
NO. APPEARING:	2-12	2-12	1-4	1 (10% chance of 2)
SIZE:	L (9 1/2' tall)	L (8' tall)	L (11' tall)	L (8' tall)
MOVEMENT:	12"	9"	9"	12"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Average (11)	Fearless (19)	Confident (12)
ARMOR CLASS:	4	8	-2	4
NO. OF ATTACKS:	3	2	3	2
DAMAGE/ATTACK:	6-9/6-9/3-12	1-8/1-8	7-11/7-11/9-19	4-7/4-7
SPECIAL ATTACKS:	Nil	Nil	Hug attack, see text	Spells
SPECIAL DEFENSES:	Regeneration	Regeneration, see text	Regeneration, +3 or better to hit	Regeneration, spells
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	6+6	2	12	6+3

Fire-based attacks do double damage and any natural attack roll of 20 will sever an Ice Troll's limb (this effect supersedes the critical hit charts in the GMG). They are immune to cold attacks and can only be hit by magic weapons.

Iron Troll: Iron Trolls are made from metal. Their blood is molten metal and their skin is hot to the touch. Only weapons of +3 enchantment or better can harm them. Any lesser (mostly metal) weapon must make a saving throw vs. crushing blow or the Troll absorbs the metal from the weapon into its body. A severed limb will grow into a new Iron Troll in one turn or instantly, if it finds a pile of metal that it can absorb.

Iron Trolls can make a "hug attack" against an armored fighter. The Troll rolls for one strike at -2 to-hit. If it hits, it has leapt upon the warrior in an attempt to absorb his metal armor. Only magical armor gets a saving throw against this maneuver. If the armor is not magical or misses it save, the Iron Troll absorbs it and restores 5-20 hit points to itself. This move will instantly regrow any severed limbs. The Troll can take no other action that round. Alternatively, the Troll can touch the armor and cause Heat Metal on one opponent.

Sunlight instantly kills an Iron Troll, turning it into rigid metal. These creatures are immune to fire, but cannot regenerate cold damage. Additionally, if they take more than 5 points of damage from cold, they are Slowed for 1 round per point of damage over 5. Unfortunately, some Iron Trolls have acquired magic items to protect them from cold magic.

Mage Troll: Mage Trolls are highly dangerous spell casters that are difficult to kill. 80% of all Mage Trolls are 2nd to 8th level magic-users, however, the other 20% have Genius Intelligence and are 5th to 20th level magic-users. These magic-users specialize in fire protection spells (including cleric and druid spells of this type which they can cast as magic user spells of the same level) and can cast them in half the time for twice the duration. When a Mage Troll is encountered, there is a 20% chance that it already has a fire protection spell active (such as Endure Heat, Resist Fire or Protection from Fire).



By absorbing metal armor, an Iron Troll restores itself mid-battle.

HABITAT/SOCIETY: Hill Troll: Hill Trolls have a primitive but complex society that is similar to a Stone Age human tribe. The leaders are chosen from the Trolls who provide the most meat and competition can get fierce. Very rarely, a tribal leader will adopt metal weapons, but he will be expected to supply the entire tribe with weapons or step aside. Hill Giants and Hill Trolls sometimes live in harmony, but most times they compete for the same hunting grounds.

Ice Troll: Ice Trolls rarely wade into combat blindly. They often observe foes at a distance and assess strengths and weaknesses before initiating combat. They like to pick off weak members of the group, then sneak back to their lairs to devour the victims. PC parties often throw the Ice Trolls a torch-bearer as a sacrifice. This is 70% likely to satiate the Trolls.

Iron Troll: These true-blooded Trolls will only be encountered underground and, in extremely rare instances, on the surface at night. Sages theorize that these trolls are immortal and that they are some of the few survivors from the short-lived days when Trolls ruled Garweeze World. Iron Trolls dislike humans and demi-humans intensely and blame them for their woes.

Mage Troll: Mage Trolls are hybrids with Troll blood who have been born with a high Intelligence and a knack for magic. These magic-users meet in secret enclaves to exchange spells and train initiates once a year. Initiates train for two years under the tutelage of a 4th level Mage Troll. This will be the only time they are encountered in groups of two or more. Handy spells for a Mage Troll include Change Self, Invisibility — any spell that hides their appearance. Mage Trolls are recruited by tribes of mixed trollkin to lead them against the humans. If a Mage Troll spends an entire day (sunrise to sunset) in the sunlight it will turn to stone. Because of this, Mage Trolls always wear hooded cloaks that hide their entire bodies.

ECOLOGY: Some sages theorize that Trolls reproduce by cutting out their own hearts and allowing it to regenerate into new Troll. Iron Trolls are said to be denizens of the Elemental Plane of Earth, but this cannot be proven.

YIELD:

MEDICINAL: Troll meat is infested with 1-2 parasites.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE:

HILL: Q (individual); J through N (x10) (in lair)

ICE: Q (individual); D (in lair)

IRON: Q (x10) (individual); A through D (in lair)

MAGE: Q (individual); F (x2) (in lair)

OTHER: Iron Trolls are highly magical and salvaged parts can be crafted into weapons and armor — to hold powerful enchantments.

Troll (Ma-Mu)

DESCRIPTION: Marine (Fresh) Troll: Also known as River Trolls, these creatures have blue-green skin, gills and long, webbed toes and fingers. They will always be encountered near a source of fresh water and they often carry nets.

Marine (Salt) Troll: Also known as Ocean Trolls, these creatures have hair like seaweed, gills and sharply clawed, webbed toes and fingers. These Salty Scraggs, as they are known, have much tougher hides, but shorter arms than River Trolls.



Marine Troll (salt water)

Merga Troll: Merga Trolls are a clan of ancient trollkin that have changed their ways. Although they resemble common Trolls, their clothes are nicer and they sometimes carry weapons. Merga-Trolls will always be smiling when encountered.

Muck Troll: Muck Trolls live in mud and filth. They have brown hides that drip with mud and they regenerate at an incredible rate.

COMBAT/TACTICS: Trolls regenerate 3 hit points per round. They cannot regenerate damage from weapons that deliver burn damage, such as fire or lightning. With their claws, they are able to climb sheer cliffs with an 80% chance of success. Trolls have a poor sense of hearing, but a superior sense of smell. Unless otherwise noted, Trolls have 90-foot infravision.

Marine (Fresh) Troll: Freshwater Trolls are exactly like Common Trolls, except that they can only regenerate in fresh water. They like to leave valuable gems at the water's edge and then attempt to surprise victims that approach to examine them. Like Culvert Trolls, they frequently make their lairs near bridges and exact tolls. For every Freshwater Scrag there is a 15% cumulative chance that one of the Trolls is a shaman equivalent to a 2nd to 8th level cleric. All shamans are female.

Marine (Salt) Troll: Saltwater Trolls lurk beneath city docks at night and pick off drunken sailors or anyone else unfortunate enough to cross their path. Their attacks are quick, stealthy and deadly. Very rarely, several dozen will form a small army and attack an ocean-going vessel. Their shamans are equal to Freshwater Troll shamans. At least 1-6 of the Trolls will remain aboard conquered ships in an attempt to surprise a rescue vessel, but the Trolls do not know how to sail a ship. Ocean Scraggs can only regenerate when immersed in salt water.

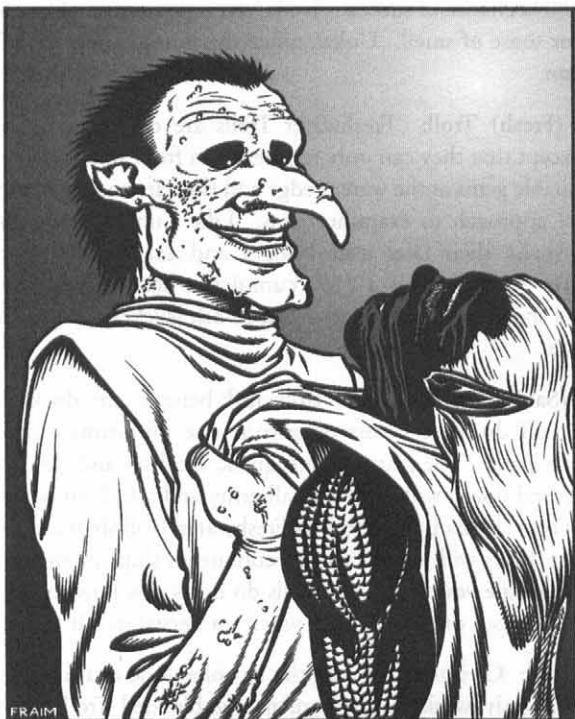
Merga Troll: Civilized Trolls are the last bloodline of true-bloods and they are slightly weaker than regular true-blooded Trolls. They are extremely friendly and nice. Although their pleasant demeanor is

extremely off-putting to those who have encountered other Trolls in the past, they are non-violent and only fight to defend themselves. Under extraordinary circumstances they will exact revenge on those who have wronged them. They do not bite in combat, but they will use their claw and a large weapon such as a battle axe.

Muck Troll: Muck Trolls can only regenerate when immersed in muck, but they regenerate at the rate of 6 hit points per round. If an arm, leg or head is severed, the two parts regenerate separately and form two new Trolls. (One will form in one round from the main body, while the other takes six rounds to completely form.) Mud Trolls are not harmed by sunlight, but they greatly fear it. They must make a morale check at -4 if confronted by a Continual Light or similar spell. Additionally, victims that are struck by all three of a Mud Troll's attacks must make a Dexterity check at -4 or be pulled into the muck. Victims must make an open doors roll at -5 to escape or suffocate in a number of rounds equal to their Constitution divided by 3.

The easiest way to defeat a pack of Muck Trolls is to cast a Mud to Stone spell into the middle of the group. The Trolls get no saving throw and it instantly kills them. Muck Trolls only take 1 point of damage per die from fire-based attacks.

HABITAT/SOCIETY: **Marine (Fresh and Salt) Troll:** Marine Trolls are extremely religious and worship evil water-based gawds. Their lairs are always underwater and the treasure will be under the control of a



A Merga Troll avenges a friend who suffered at the hands of this drow.

Troll	Marine (Fresh)	Marine (Salt)	Merga	Muck
AKA:	Fresh Scrag	Salty Scrag	Civilized Troll	Mud Troll
HACKFACTOR:	11	14	22	9
EP VALUE:	650	1,400	4,000	975
CLIMATE/TERRAIN:	Fresh Water	Salt Water	Subterranean	Subterranean
FREQUENCY:	Rare	Uncommon	Very Rare	Rare
ORGANIZATION:	Group	Group	Group	Horde
ACTIVITY CYCLE:	Day	Night	Night/Darkness	Any
DIET:	Carnivore	Carnivore	Omnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	High to Very (11-14)	Semi (2-4)
ALIGNMENT:	Chaotic Evil	Chaotic Evil	Neutral Good	Chaotic Evil
NO. APPEARING:	1-6	1-8	1 or (2-4)	3-24
SIZE:	L (8' tall)	L (10' tall)	L (9' tall)	M (6' tall)
MOVEMENT:	3", 12" Swim	3", 12" Swim	12"	3", 9" Swim
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Foolhardy (16)	Courageous (13)	Average (11)
ARMOR CLASS:	3	2	3	8
NO. OF ATTACKS:	3	3	2	3
DAMAGE/ATTACK:	2-5/2-5/3-12	1-4/1-4/9-17	By weapon/5-8	2-5/2-5/2-7
SPECIAL ATTACKS:	Nil	Nil	Nil	Suffocation in muck
SPECIAL DEFENSES:	Regeneration	Regeneration	Regeneration	Regeneration, fire resistance
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	5+5	6+12	10	4+4

shaman. Shamans coordinate attacks and if they are slain, the remaining Trolls must make a morale check.

Merga Troll: Merga Trolls were once an evil clan of Troll, but they were converted to good by a cleric named Merga Ikor. Merga showed the Trolls the way of his gawd, Ikka Paatang and the Troll clan became part of his beast cult. According to their religious beliefs, the faithful must remain celibate, so this clan is slowly dying out.

Merga Trolls set up shop on a bridge, but they do not exact tolls, they ask for donations. They are extremely friendly to travelers. These Trolls will feed travelers and give them as much assistance as they are able. Only the most malicious PCs will attack a friendly Merga Troll. Merga Trolls do not have a lot of treasure, as they spend almost all of it on the maintenance of the surrounding road and bridge.

Muck Troll: Muck Trolls are nearly mindless and they cannot stray far from the muck and filth in which they spawn. They have no spell casters or religious views. Victims will be dragged into their lair and consumed. Their treasure eventually sinks to the bottom, and the Muck Trolls seem to have no use for it.

ECOLOGY: Marine Trolls can only spend one hour outside of water. Ocean Scraggs dislike sunlight and will not venture out of the depths into it. Merga-Trolls will turn to stone if exposed to sunlight more than one turn, but they get a saving throw each turn to avoid this fate. Merga-Trolls tend to be ancient and they sometimes accumulate magic items to protect them from sunlight. Sages theorize that Muck Trolls are the result of a massive amount of Troll blood being mixed with mud. Fortunately, these creatures cannot exist for more than an hour in dry conditions or they begin to lose 1 point of damage per round.

YIELD:

MEDICINAL: Raw Troll meat is infected with 1-2 parasites. Muck Troll meat tastes like mud.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE:

MARINE (FRESH): Q (x4) (individual); C (in lair)

MARINE (SALT): D (in lair)

MERGA: Q (50%); D (25%) (in lair)

MUCK: D (in lair)

OTHER: The blood of a Troll is worth 75 gp per Hit Die and can be used to make healing potions. Muck Trolls cannot be used for this and their blood is worthless; even mud bricks made from it will fall apart.

Troll, Quorum

DESCRIPTION: Quorum Trolls are smaller and weaker than Common Trolls. They will always be encountered in darkness and in groups of four or more. These creatures have warty green skin with ugly bumps and stubs of black hair. Their eyes are large, black and soulless.

COMBAT/TACTICS: Because of their relative weakness compared to most Trolls and their slightly higher Intelligence, these Trolls attack in numbers. Generally they make some attempt to flank or otherwise maneuver against their foes. However, if there are fewer than four Trolls at any time, they automatically flee, no matter what the odds.

Like all Trolls they regenerate, but only 1 hit point per round. 20% of them employ large, two-handed weapons.

HABITAT/SOCIETY: While Quorum Trolls are among the most organized in Troll society, still their tribes are very primitive. Larger Trolls constantly bully them and often ruin whatever organized schemes they hatch. Occasionally, they take control of a lawful evil humanoid tribe such as a group of Orcs.

ECOLOGY: Sages theorize that Quorum Trolls actually grow from the severed parts of normal Trolls. This would explain their relatively weak nature. These Trolls cannot stand bright lights. If caught outside in the sun during a sunrise, the Quorum Troll must save vs. spell or turn to stone.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: D (in lair)

OTHER: Quorum Troll blood can be used in lieu of other material components for a Potion of Healing, but nothing stronger.

Troll, Quorum

AKA: Roll Call Troll

HACKFACTOR: 6

EP VALUE: 270

CLIMATE/TERRAIN: Subterranean,
Forest, Marsh

FREQUENCY: Rare

ORGANIZATION: Groups

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Low to Average (5-10)

ALIGNMENT: Lawful Evil

NO. APPEARING: 4-16

SIZE: M (5' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Average (11) (see text)

ARMOR CLASS: 5

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 3-6/3-6/2-9 or by
weapon

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Regeneration

MAGIC RESISTANCE: Standard

HIT DICE: 4+2



Quorum Trolls

Troll (Ro-Sa)

DESCRIPTION: **Rock Troll:** Rock Trolls appear to be Trolls made of rock. They are not actually rock, but merely have a rocky hide. These creatures are sometimes armed with armfuls of rocks for throwing.

Spirit Troll: Spectral Trolls only take material form in darkness. They have jet black skin and hair and are semi-transparent.

Trollkin Auxiliary: These are Troll/human, Troll/demi-human and Troll/humanoid hybrids. The Trollkin Auxiliary forces are in great demand as mercenaries due to their special abilities. They are not great soldiers and will only be as well-equipped as their masters can afford.

Sand Troll: Sand Trolls live in arid wastelands and, unlike most Trolls, thrive on heat. Their hides are a sandy color – they rarely wear clothes.

COMBAT/TACTICS: Trolls regenerate 3 hit points per round. They cannot regenerate damage from weapons that deliver burn damage, such as fire or lightning. With their claws, they are able to climb sheer cliffs with an 80% chance of success. Trolls have a poor sense of hearing, but a superior sense of smell. Unless otherwise noted, Trolls have 90-foot infravision.

Rock Troll: Stone Trolls will fight exactly like normal Trolls, except that they will carry 2-12 rocks to hurl at opponents. The rocks only do 1d6-2 points of damage, but combined with their +4 damage for Strength, it makes the stone throwing quite deadly. Rock Trolls dislike sunlight intensely and will turn to stone if they spend an entire day in the sunlight.

Spirit Troll: These Troll Wraiths hate all living things, even other Trolls. They can only be hit by silver or magical weapons. Spirit Trolls disappear in the sunlight, but they are not actually destroyed and will return the next evening. Victims slain by Spirit Trolls rise as Spirit

Troll	Rock	Spirit	Trollkin Auxiliaries	Sand
AKA:	Stone Troll	Spectral Troll	Troll Brigade	Trollicus-Silica
HACKFACTOR:	16	26	4 (+2 per level over 3)	20
EP VALUE:	1,400	1,400	125 (+ 75 per level over 3)	1400
CLIMATE/TERRAIN:	Mountain	Any Forest	Any Land	Desert
FREQUENCY:	Rare	Very Rare	Uncommon	Rare
ORGANIZATION:	Group	Solitary	Brigades	Group
ACTIVITY CYCLE:	Night	Night	Any	Any
DIET:	Carnivore	Carnivore	Omnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Very (11-12)	Low to Exceptional (5-16)	Low (5-7)
ALIGNMENT:	Chaotic Evil	Chaotic Evil	Variable (50% Chaotic Evil)	Chaotic Evil
NO. APPEARING:	1-12	1	4-40	1-10
SIZE:	L (9' tall)	L (10' tall)	L (7 1/2' tall)	L (10')
MOVEMENT:	12"	12"	12"	15"
PSIONIC ABILITY:	Nil	Nil	Possible	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Possible	Nil/Nil
MORALE:	Brave (14)	Fearless (19)	Daring (15)	Brave (14)
ARMOR CLASS:	3	0	5 and up	0
NO. OF ATTACKS:	3	3	1	3
DAMAGE/ATTACK:	5-8/5-8/5-12	3-6/3-6/3-10	By weapon	6-9/6-9/3-12
SPECIAL ATTACKS:	Rock throwing	Nil	Nil	Surprise 5 in 10
SPECIAL DEFENSES:	Regeneration	Regeneration, immune to normal weapons	Regeneration	Regeneration, fire/heat absorption
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	7+7	8	3+2 and up	6+6

Trolls in three days unless a cleric of the victim's religion performs a proper burial ceremony or the victim is Raised, Reincarnated or Resurrected. Spirit Trolls can be turned as if they were Spectres. They cannot regenerate damage from blessed, holy or good-aligned weapons.

Trollkin Auxiliary: These Troll hybrids fight as normal fighters, except that they start with 3 Hit Dice at first level. They can regenerate 1 hit point per turn and can reattach limbs with the aid of healing magics. Beheading a Trollkin Auxiliary or reducing its hit points below -10 kills it. Most of these soldiers are undisciplined and rely on their amaz-



Spirit Troll

ing recuperating abilities to surprise and kill an enemy. They are almost suicidal in combat against anything other than fire — running amok and ignore orders, especially in regards to looting.

Sand Troll: Desert Trolls revel in heat and flames. In fact, heat and fire attacks actually restore to them a number of hit points equal to the damage they should have taken. Sand Trolls will leap into Walls of Fire and laugh at Fireballs. High ambient temperatures (85 degrees or more) alone allow them to regenerate 2 hit points per round. If the temperature falls below 45 degrees, they are slowed to half speed. They suffer -4 on saves against cold-based attacks and +2 to each die of damage.

Sand Trolls cannot regenerate cold damage that brings them below 0 hit points and immersing them in water for more than one turn causes them to dissolve into a slurry of sand. Desert Trolls can

camouflage themselves in the sand, gaining surprise 5 in 10.

HABITAT/SOCIETY: Rock Troll: Rock Trolls rarely have a Shaman amongst them (5% chance). The shaman will be equivalent to a 1st to 6th level cleric. Rock Trolls are sometimes the lackeys of Stone Giants and will guard their lairs in exchange for food.

Spirit Troll: Spirit Trolls are wholly evil and haunt dark forests. They are amazingly difficult to capture since they can disappear during the day, then reappear someplace new. Spectral Trolls can will themselves to pass through solid objects, but they must rematerialize to fight.

Trollkin Auxiliary: Many kingdoms on Garweeze Wurld, especially evilly aligned ones, have Trollkin Auxiliaries. They are often sent against vicious foes to take the brunt of the damage. Otherwise, they are not particularly effective in combat. Even the most basic military strategy can outflank them, unless they are led by an unusually intelligent or talented leader. Typical Trollkin Auxiliaries will guard an evil magic-user's fortress during times of peace. Most Trollkin Auxiliaries are angry and bitter, having been ostracized from their own societies because of their bloodline. A very few Trollkin Auxiliaries take power positions amongst humanoid tribes and there was at least one instance of a Trollkin Auxiliary that led a humanoid army.

Sand Troll: Desert Trolls are nomadic. They care nothing for treasure and are on a constant hunt for food. Very rarely, they will take an interest in a magical device that can create fire. However, most do not have the Intelligence to operate such a device.

ECOLOGY: Both Rock and Sand Trolls speak their own trollkin dialect.

Spirit Troll: Spirit Trolls are undead. They are said to be the undead spirits of true-blooded Trolls.

Trollkin Auxiliary: These hybrids have less than 25% Troll blood, but more than 6%. They have incredible Constitutions (minimum 15) and infravision of 60 feet.

YIELD:

MEDICINAL: Raw Troll meat is infected with 1-2 parasites.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE:

ROCK: Q (x 2) (individual); D (in lair)

SPIRIT: C

TROLLKIN AUXILIARIES: J, K, L (individual); C per 20 Trollkin (in lair)

SAND: Nil

OTHER: The blood of a Troll is worth 75gp per Hit Die and can be used to make healing potions.

Trout Man

DESCRIPTION: Trout Men are fishy bipeds that may be encountered in salt or fresh water. There are varieties within the species — some look more like flounder, cod or fluke, but all are basically the same. Most Trout Men carry tridents and a variety of gadgets they have built using what they call “science”.

COMBAT/TACTICS: Trout Men are not normally aggressive, but they can charge by swimming at full speed, striking at +2 underwater and doing double damage against an opponent. Trout Men encounters will always include at least one magic-user of 1st to 6th level.

Gadgets that affect combat include special lightweight, Trout Man armor (AC 4), spring loaded tridents (Dmg 2-12) and various underwater traps around their lair. Additionally, Trout Men magic-users have their own versions of Fireballs that do not produce flame but cause a similar volume of water to boil instantly and cause the same amount of damage underwater as a Fireball would on land.

HABITAT/SOCIETY: Trout Men tribes are led by a democratically elected council of fish men, all of whom excel in the magic arts (minimum of 6th to 12th level magic-users). These magic-users, who number 5% of the total population of the tribe (rounded down), make all decisions and the other fish abide by the decisions happily.

Life is extremely orderly amongst the Trout Men and they are an extremely curious race. They call their magic-users “scientists” and all are obsessed with colonizing the surface world. Unfortunately, due to their lack of access to fire, they are dependent upon surface dwellers to acquire many of their custom-made parts. It is widely known that Trout Men are poor bargainers and unscrupulous merchants frequently take advantage of them.

Trout Man

AKA: Flounderthal

HACKFACTOR: 1 (+2 per level for magic-users)

EP VALUE: 35 (+100 per level for magic-users)

CLIMATE/TERRAIN: Any Water

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 40-160

SIZE: S (3' tall)

MOVEMENT: 3", 12" Swim

PSIONIC ABILITY: Possible

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

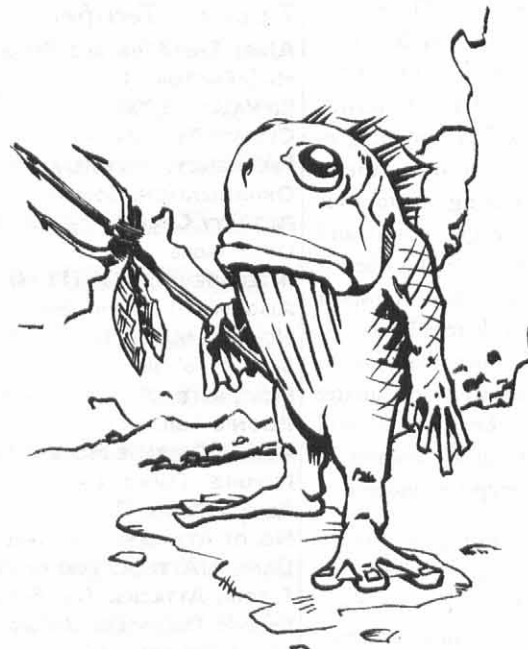
DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: Underwater charge

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2



A Trout Man must trade with surface-dwellers to obtain forged weapons.

ECOLOGY: Trout Men will always have a well-guarded nursery and spawning area in their lairs. Additionally, they speak a language common to all fish and will never be attacked by them. (Sharks are the only exception.) It is rumored that the Trout Men have several specialized magic items that control sharks, however, as 2-12 can often be found guarding their lairs.

Tinker gnomes and Trout Men are extremely friendly and often trade technology. Fortunately for the Trout Men, most gnomish inventions that would normally explode merely fall apart under water.

YIELD:

MEDICINAL: Trout Men are delicious, especially with butter and lemon, and a garnish of parsley or dill.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Jewelry made from Troutmen scales or bones was once very fashionable but is now considered passé.

TREASURE: J thru N (individual); B (in lair)

OTHER: Nil

Truculent Terrifier

DESCRIPTION: Only 20 of these creatures are known to exist and they all resemble skeletal humanoids in hooded cloaks. The interior of the hood will appear to be empty until it pulls back its hood, revealing a skull with a red gem in one eye socket and a black gem in the other.

COMBAT/TACTICS: The black gem can shoot a blast of Fear at anyone that sees it (save as against the Wand of Fear) and the red gem can fire a Fireball (12d4 points of damage) every three rounds. If melee is going against the creature, it can transfer to the Ethereal Plane in two rounds, where it will try to escape. It has no hand-to-hand fighting abilities.

If the a Blindness or Power Word: Blind spell is cast on the Terrifier, it will be reflected back to the caster. It can Know Alignment at will and will not attack chaotic evil PCs or creatures.

HABITAT/SOCIETY: These creatures stalk the NetherDeep attempting to corrupt lawful and neutral parties and individuals. They will say anything to get the PCs to obey them, including making outrageous promises of magic, power and wealth. Should the PCs obey, it will laugh and then transport itself to the Ethereal Plane. If the PC who obeys happens to command an army, no matter how small, the creature will serve the PC in an attempt to spread its corruption and evil.

ECOLOGY: Created by chaotic evil gawds to destroy and corrupt the non-chaotic evil, there are only 20 Eyes known to exist. They have been known to pose as Charon or as Crypt Things to ignorant adventurers.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The red gem is perfect for a Delayed Blast Fireball in lieu of other material components. Such a spell takes 9 segments to cast but inflicts +2 points of damage per die instead of +1 with a mere 2% chance of spell mishap.

HIDE/TROPHY ITEMS: The gem-like eyes are worth 1000 to 2000 gp each. The cloaks are said to be holy relics to chaotic evil clerics, who will pay 50-200 gp for one.

TREASURE: Nil

OTHER: The bones from one of these creatures can be used to create a Wand of Fear, a Wand of Fireballs and/or ground up to create Oil of Etherealness (1d10 applications).

Truculent Terrifier

AKA: Eye of Fear and Flame

HACKFACTOR: 4

EP VALUE: 3,000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: None

INTELLIGENCE: High (13-14)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: M (6' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 2

NO. OF ATTACKS: 1 (see text)

DAMAGE/ATTACK: Fear or Fireball

SPECIAL ATTACKS: Fear, Fireball

SPECIAL DEFENSES: Undead

MAGIC RESISTANCE: Variable

HIT DICE: 12

Tunnel Squid

DESCRIPTION: Tunnel Squids are land-born cephalopods with six short tentacles, used to anchor it in place, and two ten-foot long tentacles used to attack prey. It has a head three feet around with a sharp, beak-like protrusion. Its body is black, brown or any combination of the two.

COMBAT/TACTICS: The creature attacks with its two longer tentacles. Victims struck with a to-hit roll 4 or more above what is needed to hit will have their arms pinned. Then the other tentacle grabs the victim, squeezing for 1-6 points of damage. In addition to damage on the first round, the Squid injects the victim with a paralyzing agent from a hollow bone in its body. This is called "get-

ting boned by the Squid". Victims will be paralyzed unless they successfully save vs. paralyzation. It takes two rounds to inject a man-sized creature, but only one for a smaller creature, such as a gnome, halfling or midget conjuror. After the dose takes effect, the victim's internal organs begin to soften and the creature sucks them out in three rounds (two for a small-sized creature), killing the victim. Victims injected with the liquid must get a Cure Disease spell, regardless, or die in one hour (unless the victim gets a Heal or Regenerate spell followed by a

Tunnel Squid

AKA: Tentamort

HACKFACTOR: 26

EP VALUE: 650

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Group

ACTIVITY CYCLE: Night/Darkness

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-10

SIZE: S (but 10' long tentacles)

MOVEMENT: 1"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 3 (tentacles), 1 (head)

NO. OF ATTACKS: 2

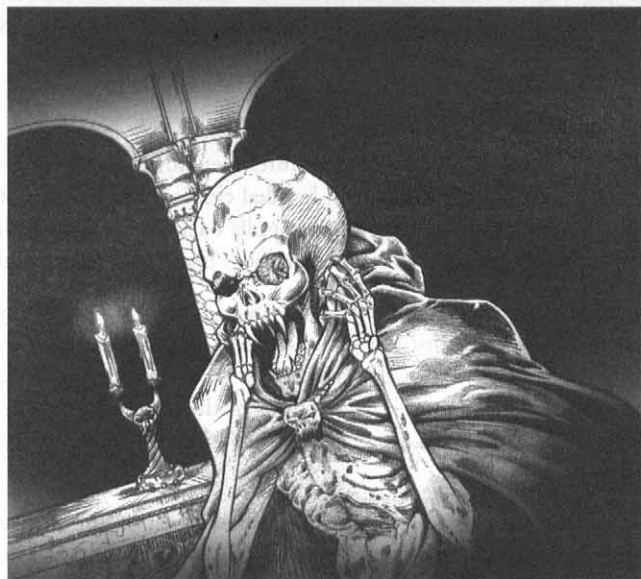
DAMAGE/ATTACK: 1-6/1-6

SPECIAL ATTACKS: Constriction, paralysis

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2 per tentacle, 4 for head (8 total)



Truculent Terrifier



Tunnel Squid

Cure Light Wounds). If the victim was only half injected, a Cure Disease spell alone will cure him.

HABITAT/SOCIETY: Tunnel Squid are mindless predators that enjoy dark, dank dungeons. Their eggs resemble black opals and are often mistakenly added to treasure hoards.

ECOLOGY: Tunnel Squids live about 30 years, but they spawn fairly regularly. The egg of a Tunnel Squid will stay dormant in cool, dry places, but will spontaneously hatch if placed in the dark, humid dampness. Tunnel Squids take one to three months to reach adulthood, depending on the food supply.

YIELD:
MEDICINAL: Tunnel Squid meat is foul, but edible. Its poison is worth 1500 gp, but must be harvested from one that has not injected a victim in 24 hours. Only one vial can be harvested from each Tunnel Squid.
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Nil
OTHER: Tunnel Squid eggs are worth 25 gp or more to the right buyer. They are illegal in most cities on Garweeze Wurd.

Turtle, Bombardier

DESCRIPTION: Bombardier Turtles look like ordinary turtles, except that they have shells approximately three feet in diameter. Besides various shades of green, black and brown, they also come in battleship gray.

COMBAT/TACTICS: At close range, the creature can bite for 1-4 points of damage. Additionally, it can withdraw into its shell, giving it an AC of 3 and reducing damage from successful attacks by -2 points (minimum of 1). However, the most devastating attack of these slow creatures is the firing of projectiles from its rear area. If threatened, it will retract its tail and fire a volley of flaming egg-like objects. Anything struck takes 4-24 points of damage and anyone in a 10-foot radius takes 1-8 points of damage. The Turtles sometimes fire these projectiles underwater at boats. In the air, their range is 60 feet, underwater it is reduced to 40 feet and the damage is halved. When the creature dies, there is a 30% chance that the remaining egg-like objects inside it rupture and explode, causing 2-12 points of damage to everyone in a 20-foot radius.

Bombardier Turtles take half (if they fail a save or if none is allowed) or no damage (on a successful saving throw) from heat or fire-based attacks.

Turtle, Bombardier	
AKA: Torpedo Layer	
HACKFACTOR: 7	
EP VALUE: 270	
CLIMATE/TERRAIN: Fresh Water, Swamp, Marsh	
FREQUENCY: Rare	
ORGANIZATION: Group	
ACTIVITY CYCLE: Day	
DIET: Herbivore	
INTELLIGENCE: Semi- (2-4)	
ALIGNMENT: Neutral	
NO. APPEARING: 1-6	
SIZE: S (3' diameter shell)	
MOVEMENT: 3", 9" Swim	
PSIONIC ABILITY: Nil	
ATTACK/DEFENSE MODES: Nil/Nil	
MORALE: Pliant (10)	
ARMOR CLASS: 3 (shell)/7	
NO. OF ATTACKS: 1 or 1	
DAMAGE/ATTACK: 1-4 or 4-24	
SPECIAL ATTACKS: Fiery projectiles	
SPECIAL DEFENSES: Retraction, fire resistance	
MAGIC RESISTANCE: Standard	
HIT DICE: 3+3	



Bombardier Turtle

HABITAT/SOCIETY: Bombardier Turtles are gentle herbivores, but they are easily frightened. If the creature sees a boat or anything in the water moving at a greater speed than it can swim, it will become agitated and likely attack. Likewise, if it is on land and someone walks past it faster than 3", it becomes alarmed and will likely attack. In both instances the creature must make a morale check. Failure means it immediately attacks. If it makes the check, it will observe for one round, then make a second check at -2. This effect is cumulative until the creature attacks or the potential victims move out of its line of sight.

ECOLOGY: Bombardier Turtles eat amazingly unhealthily for herbivores. They dine almost exclusively on spices, scullions, onions, kidney beans, soybeans, baked beans, string beans, lima beans and any plant that is either a spice or a legume. Their gastrointestinal systems are amongst the hardest of creatures in Garweeze Wurd. Thousands of years of this diet has caused the creature to develop the volatile egg-like projectiles that it shoots at its enemies.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: The shell can be fashioned into a buckler that is suitable for enchantment up to +4.
TREASURE: Nil
OTHER: Nil

Turtle, Dragon

DESCRIPTION: This beautiful, yet deadly, awesome, yet feared, impressive, yet smelly, creature is a ship captain's worst nightmare. The dreaded Dragon Turtle has silver highlights on its shell that are sometimes mistaken for the reflection of the sun or moon in the water. The creature's head and feet are green with gold highlights.

COMBAT/TACTICS: Dragon Turtles attack anything that enters their territory and 90% of the time they use their claws and bite. They will

sometimes use their bulk to capsize ships by surfacing underneath them. Ships under 20 feet long capsize 95% of the time, ships 20-60 feet long capsize 50% of the time and ships over 60 feet long capsize 20% of the time. Ships that do not capsize take 1-6 points of hull damage.

Its breath weapon is a belch of scalding steam that is 60 feet long, 40 feet wide and 40 feet high and the damage is 20-120 points (half if the victim successfully saves vs. breath weapon). They can use the breath weapon three times per day.

HABITAT/SOCIETY: Dragon Turtles are extremely solitary and make their lairs in large desolate sea caves that can only be accessed through the water. Dragon Turtles fight to the death to protect their treasure. Unfortunately, finding the Turtle's lair is difficult, as its territory can cover over 100 square miles. Experienced seafarers know to make extravagant tributes to Shelled Dragons to cross safely through their territory. Adventurers have exploited these tributes to send magical tracking devices to the Dragon Turtle lairs.

ECOLOGY: Dragon Turtles speak their own highly complex language. It only has one verb and six words, but variants in pronunciation and tone are the keys. Dragon Turtles only get together to mate and any Dragon Turtles of the same sex that meet will fight to the death.

They eat almost any creature including humans, other Dragon Turtles, large fish, sea birds, Mermen, Locathah, aquatic elves, squid, Giant Starfish, rabid aquatic sloth, demi-humans, semi-humans and humans named Demi.

Turtle, Dragon

AKA: Shelled Dragon
HACKFACTOR: 41-48
EP VALUE: 10,000 to 12,000
CLIMATE/TERRAIN: Subtropical and temperate fresh/salt water
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Very (11-12)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: G (30' diameter shell)
MOVEMENT: 3", 9" Swim
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Defiant (17)
ARMOR CLASS: 0
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-12/2-12/4-32
SPECIAL ATTACKS: Breath weapon, capsizing
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 12 to 14



Dragon Turtle

YIELD:

MEDICINAL: Dragon Turtle soup is quite a delicacy.

SPELL COMPONENTS: A piece of scale or shell can be used for an Airy Water spell of double duration in lieu of other material components with only a 1% chance of spell mishap.

HIDE/TROPHY ITEMS: Dragon Turtle shells make outstanding shields and armor. Even without enchantment, plate armor and shields made of this material get +1 bonus to AC and +4 on saving throws against fire and steam-based attacks.

TREASURE: B, R, S, T, V

OTHER: Nil

Turtle, Giant

DESCRIPTION: Giant Turtles of the aquatic variety are complete cowards and total wusses. They are an embarrassment to the entire amphibian community and are shunned. Otherwise, they resemble larger versions of their smaller cousins. Snapping Turtles, however, are a menace to all who encounter them.

COMBAT/TACTICS: **Giant and Humongous Sea Turtles:** Sea Turtles are non-aggressive, except during the two months leading up to mating season. During that time, the female attacks anyone who appears to be a threat to her nesting area. If the Giant Sea Turtle surfaces under a long boat, there is a 90% chance that it will capsize (10% if it is a long ship). Humongous Sea Turtles can capsize a galley 50% of the time and anything smaller than that automatically. If a Sea Turtle is struck for damage or is witness to a loud explosion or noise, it must make a morale check or flee in a random direction. There is a 50% chance that it will flee towards the nearest ship as the creature panics. More than one ship has been lost to these oversized pansies.

The heads and flippers of these creatures are AC 5 and the body (or shell when they retract) is AC 2.



Fleeing in a panic, a Giant Sea Turtle demolishes this fleet of ships.

Turtle, Giant	Sea	Sea, Humongous	Snapping	Snapping, Gargantuan
AKA:	Sea Sissy	Ocean Wimp	Shell of Doom	Hell Shell
HACKFACTOR:	16	36	18	39
EP VALUE:	5,000	20,000	1,400	11,000
CLIMATE/TERRAIN:	Any Ocean	Any Ocean	Any Fresh Water	Any Fresh Water
FREQUENCY:	Uncommon	Rare	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-3	1	1-4	1
SIZE:	L (12' across)	G (50' across)	L (10' across)	G (40' across)
MOVEMENT:	1", 15" Swim	2", 18" Swim	3", 2" Swim	6", 4" Swim
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Wuss (2)	Coward (4)	Average (11)	Average (11)
ARMOR CLASS:	2 (shell)/5	2 (shell)/5	0 (shell)/5	0 (shell)/5
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	4-16	8-32	6-24	12-48
SPECIAL ATTACKS:	Capsizing	Capsizing	Surprise 7 in 10, capsizing	Capsizing
SPECIAL DEFENSES:	Retraction	Retraction	Retraction	Retraction
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	15	30	10	20

Giant and Gargantuan Snapping Turtles: Snapping Turtles are hungry and aggressive. They surprise victims 7 in 10 times, thrusting out their head to snatch prey. They will attack ships and victims on shore. Often, Gargantuan Turtles knock down large trees in an attempt to catch a meal. Victims within 20 feet of falling trees must make a Dexterity check or be struck by a random tree for 2-16 points of damage with a 25% chance of being pinned. These creatures have the same chances of tipping a boat as other Giant Turtles, but they usually attack instead of merely surfacing. Their heads are AC 5, but their shells are AC 0. If they suffer damage totalling more than 70% of their hit points, they will flee to deeper waters.

HABITAT/SOCIETY: Giant and Humongous Sea Turtles: Giant Sea Turtles of both varieties spend most of their time worried that they



Always hungry, the Giant Snapping Turtle aggressively pursues its next meal.

might get attacked. They pester other sea creatures asking, "Is anyone looking for me?" or "See any turtle hunters today?" Very rarely, these creatures are trained out of their wussiness and become guards for evil aquatic creatures. Even then they prefer intimidation to actual physical confrontation.

Giant and Gargantuan Snapping Turtles: Fresh Water Turtles are aggressive hunters. They have no interest in treasure and if they knew about their ocean-going brethren, they would probably wuss slap them. Giant Snapping Turtles have been known to climb hills, retreat into their shells and slide down a hill, knocking over dozens of trees and causing a landslide. These Turtles enjoy crushing other creatures, especially rabbits and Anthraxians.

ECOLOGY: Giant Turtles are born from eggs and spend most of their lives in and near the water. Many different societies hunt Giant Turtles for food and for their great shells. The sea-going varieties are sometimes mistaken for small islands and the nervous creatures may take hours to discover that someone is on top.

YIELD:

MEDICINAL: Turtle tastes quite good, especially in soup.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Giant Turtle shell is excellent for making shields and armors. These items can be enchanted up to +8.

TREASURE: Nil

OTHER: Nil

Tween

DESCRIPTION: Tweens exist on the Ethereal Plane and appear as smoky outlines of their current host or short, squat, vaguely human outlines.

COMBAT/TACTICS: Tweens can only physically be attacked on the Ethereal Plane. They will defend themselves with an ethereal version of their current host or their last host's weapon. Tweens have the ability to see a few seconds into the future. This gives them and their host good luck, allowing them to make all die rolls twice, choosing the better of the two results. Anyone

Tween

AKA: Mulligan Spirit

HACKFACTOR: 0

EP VALUE: 15

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Nil

INTELLIGENCE: Very (11-12)

ALIGNMENT: Neutral

NO. APPEARING: 1 (10% chance of 1-3)

SIZE: M

MOVEMENT: Variable

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 10

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: "Luck" field

SPECIAL DEFENSES: Ethereal, "luck" field

MAGIC RESISTANCE: Standard

HIT DICE: 1



Tween

within 50 feet of the Tween (who is not the Tween's host) must also roll twice for all actions, but take the worse roll of the two.

HABITAT/SOCIETY: Tweens inhabit the Ethereal Plane, but a small portion of their essence exists on the Prime Material Plane as a connection to a host. They prefer human or near-human hosts, but if one is not around, they will accept the first intelligent biped that happens by. Tweens cannot be removed and they will stay with a host until that host is dead.

ECOLOGY: Sages believe that Tweens may exist in an alternate reality a few seconds ahead of the one in which the PCs currently exist. Very rarely (1%), a Tween will have its own Tween, doubling the number of rolls to four for the Tween, but making the host take the worse roll from the best two. It is rumored that these Tweens also have Tweens that allow hosts to keep rolling until they get a 20, or any number they desire, but responsible sages consider that to be just nonsense.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Typhon

DESCRIPTION: The Typhon is a bizarre creature with coiled, serpent-like legs, snake-like heads for hands and eyes of fire. It will always be encountered in or near a volcano.

COMBAT/TACTICS: Typhons are completely immune to fire and heat. The creature can use its many legs to bite (up to eight opponents) and those bitten must immediately save vs. poison or become catatonic for 1-4 hours. Once every three rounds, in place of other attacks it can spit a blob of hot lava for 3-24 points of damage, but only up to 20 feet and only three times per day. Its most devastating attack is its

sirocco wind. This hot, dry wind can blow around the creature in a 10-foot radius, increasing by ten feet each round up to 200 feet. While the creature cannot attack while building up this wind, it can cease before it reaches a 200-foot radius. Once it stops, the wind lasts 1-4 rounds before dissipating. Those in the radius must save vs. spell or be affected as if by a Confusion spell. Anyone that makes a save need not make another for the remainder of the encounter, but those affected by Confusion who miss a second save at the end of a turn go insane (roll a random insanity on the GMG Table 7H, page 86).

Typhons take double damage from cold-based spells. When they die, they turn to stone and crumble to dust.

HABITAT/SOCIETY: It is said that the Typhons are the physical embodiment of the angry spirit of a volcano. In some primitive cultures, the Typhon is worshipped as a volcano gawd and afforded regular sacrifices. The creatures love treasure, especially heat-resistant magic items.

ECOLOGY: Typhons are natives to the Elemental Plane of Fire. Due to their evil ways, they are often stranded on the Prime Material Plane. Given the opportunity, the Typhon would like to return to the

Typhon

AKA: Lava Spitter**HACKFACTOR:** 22**EP VALUE:** 1,400**CLIMATE/TERRAIN:** Any Volcanic**FREQUENCY:** Very Rare**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Any**DIET:** Omnivore**INTELLIGENCE:** Very (11-12)**ALIGNMENT:** Chaotic Evil**NO. APPEARING:** 1**SIZE:** L (9' tall)**MOVEMENT:** 9"**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Foolhardy (16)**ARMOR CLASS:** 3**NO. OF ATTACKS:** 2-8 or 1 or 1**DAMAGE/ATTACK:** 1-4 each (plus poison) or 3-24 or Confusion**SPECIAL ATTACKS:** Lava blob spewing, confusion wind**SPECIAL DEFENSES:** Immune to fire and heat**MAGIC RESISTANCE:** Standard**HIT DICE:** 6+5

Typhon

Elemental Plane of Fire and may trade PCs treasure if they can assist the fiend in doing so. However, it is extremely wary of other individuals and is 60% likely to mistake attempts to return it to its home plane as an attack.

YIELD:

MEDICINAL: Breathing the sirocco wind will clear one's sinuses.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: A

OTHER: The stone heart of a Typhon can be used to fashion a Ring of Fire Resistance.

Uarvax

DESCRIPTION: Uarvaxes resemble large, puffy birds with a horse's lower body and legs. Each leg ends in a sharp talon and the beak is huge, hook-shaped and extremely sharp. They are often encountered with Hook Horrors and other subterranean bird-like creatures that use them as steeds.

COMBAT/TACTICS: The Uarvax can attack with its beak and two front claws. Should both front claws hit, a victim must make a Dexterity check or fall under the beast. The creature can then strike with its two back claws for 2-8 points of damage each. The beak of these creatures is so sharp that any strike with a natural attack roll of 20 will sever a limb (but never the head). This effect supersedes the critical hit charts in the GMG. Uarvaxes have better vision than their Hook Horror masters, but they have a fear of fire. They must make a morale check at -4 (-20%) if any fire-based attacks are used against them or if someone swings fire vigorously in their direction.

HABITAT/SOCIETY: Uarvaxes roam free in the NetherDeep and feast on any animals that have the misfortune to run into them. They are not malicious and will abandon combat to feed on fresh prey, but they only eat fresh meat. Uarvaxes especially enjoy horses and any equine-related species.

ECOLOGY: A nest of Uarvaxes will contain 0-3 eggs. Young mature at the rate of one Hit Die per month. Hook Horrors automatically have the animal handling skill (75% base) to handle these creatures and even a charmed Hippogruff gets a new saving throw if ordered to attack another Uarvax or a Hook Horror.

It is difficult for a non-avian creature to domesticate Uarvaxes. They have a nasty habit of charging down passages that are not big enough to accommodate their own bodies and getting stuck or setting off traps.

Uarvax

AKA: Hippogruff

HACKFACTOR: 7

EP VALUE: 420

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Small Herd

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1-8

SIZE: L (6' tall at shoulder)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 6

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2-8/2-8/1-12

SPECIAL ATTACKS: Rear claw rake
2-8/2-8

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5+5



The Uarvax is a fearsome steed of the NetherDeep.

Uarvaxes do have a knack for sniffing out Lurkers Above and Trappers. This makes them highly sought after pack animals for trips to the NetherDeep.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: The beak of a Uarvax can be used to create a Khopesh of Sharpness. The brain of the creature can be used to brew a potion that would allow the imbiber to detect hidden subterranean creatures such as Lurkers Above and Trappers in the NetherDeep for 2-12 turns.

Umbur Hulk/Under Hulk

DESCRIPTION: Umbur Hulks are insectoid bipeds. They have no necks, but powerful maws with rows of triangular teeth. They have thick exoskeletons and four round eyes (two bug-like and two human-like). Umbur Hulks are colored brown, yellow and black.

Under Hulk: Under Hulks are aquatic versions of the Umbur Hulk. They have only two bug-like eyes. Their skin is green and slimy and their claws and feet are webbed.

COMBAT/TACTICS: In the open, Umbur Hulks are slow and lumberous and can usually be outrun on foot. However, Umbur Hulks are cunning opponents who use their burrowing ability to surprise opponents (8 in 10 times). In melee, they attack with their two claws and bite, and they often plan cave-ins and maneuver prey into dead ends before attacking. Depending on the density of the surrounding rock, they can burrow at 1" to 6" per round. If the fight turns against an Umbur Hulk, it is likely to cause a cave-in (25% chance of success per attempt) and then dig to freedom. They will not fight to the death unless cornered.

It has 90-foot infravision. Looking into the eyes of an Umbur Hulk causes Confusion (as per the spell cast by an 8th level caster) unless the viewer makes a save vs. spell.

Umber Hulk	Common	Under Hulk
AKA:	Insecticus-Brucebannerus	Insecticus-Ferignolum
HACKFACTOR:	32	15
EP VALUE:	4,000	2,000
CLIMATE/TERRAIN:	Subterranean	Any Fresh Water
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Average (8-10)
ALIGNMENT:	Chaotic Evil	Chaotic Evil
NO. APPEARING:	1-4	1-3
SIZE:	L (8' tall, 5' wide)	L (8' tall, 5' wide)
MOVEMENT:	6", 1-6" Burrow	3", 6" Swim
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Courageous (13)	Courageous (13)
ARMOR CLASS:	2	2
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	3-12/3-12/1-10	3-12/3-12/1-10
SPECIAL ATTACKS:	Surprise 8 in 10, Confusion	Nil
SPECIAL DEFENSES:	Nil	Summon eels
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	8+8	8

Under Hulk: Under Hulks live in fresh water and they prey on humans to eat their flesh. They will attack ships, rend hulls and turn over small boats. Once per day it can attempt to summon 1-20 electric eels with a 50% chance of success.

HABITAT/SOCIETY: Umber Hulks live underground and raid dungeons for food as anteaters would raid an ant store (if they could find one). They make a minimal effort not to "over hunt" a dungeon. Very rarely (5%of the time) PCs may encounter female Umber Hulks teaching the young to hunt. These young will have 10% to 60% of the adult's hit points and damage dealing capacity. They will not be able to cause



Umber Hulk

Confusion.

Sages speculate that there may be a great Umber Hulk kingdom deep in the earth. This kingdom is comprised of a network of tunnels arranged like a spider web. Rumor has it the Umber Hulks spend their days digging, collapsing tunnels and mastering dirt sculpture.

Under Hulk: Under Hulks live in deep lakes. Their own over hunting controls their populations. Once a lake is devoid of prey, the Under Hulk starves, lays an egg and then dies. Over the next few years, the animals repopulate the lake as the new Under Hulk grows, hatches and starts hunting the population again.

ECOLOGY: Rumors persist of an Ocean Hulk that is twice the size of the Under Hulk, but this has never been confirmed. If the creature exists, it would have an AC of 0, HD of 16 and the same attacks, but +2 to damage.

Contrary to the popular human rumor, it is not true that the "madder Umber Hulk gets, the stronger Umber Hulk gets."

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: The exoskeleton of an Umber Hulk can be fashioned into lightweight (half normal) field plate armor that is suitable for enchantment up to +9.
TREASURE: G
OTHER: Nil

UNDEAD: An Introduction

While the following discussion applies to undead in general, we have not included the detailed information on each undead monster in this single entry. To do so would be redundant with other material already published in separate volumes of the Hacklopedia. To find an undead monster in the Hacklopedia of Beasts, seek its alphabetical listing based on the common name of the creature.

Undead creatures were once truly alive. However, they have entered an animated state in which they are not truly dead, but undead. Undead creatures come in a variety of shapes, sizes and powers, but they all share the following same traits:

Undead creatures do not breathe: This means that they are immune to poison gases and other breathable toxins that cause death through asphyxiation, nor can they suffocate. Some more intelligent undead may simulate breathing to pass for living creatures, but this is rare.

Undead creatures can stay underwater indefinitely, although their bodies may decompose at a higher rate, depending on the individual type. Undead creatures can function normally in a total void and can explore such space unhindered.

Undead creatures are immune to most mind-affecting spells: Undead creatures are immune to Sleep, Hold and Charm spells, all of which affect the mind of the target. The only exceptions to this rule are the Charm Undead spell and the Hold Undead spell. Undead creatures have "minds" unlike any living creature. Intelligent undead are more vulnerable to certain mental attacks, such as psionics. Generally, the more intelligent an undead creature is, the more of a "mind" it continues to possess and thus, the more vulnerable it will be to psionics.

Unless it possesses psionics, the intelligent undead creature makes saving throws against psionics at -2, with an additional -1 penalty per point of Intelligence of the attacker above 15.

Undead creatures are immune to pain: Creatures that are already dead do not have functioning pain receptors. Undead creatures are fully functional at 1 hit point and do not even flinch when their limbs are severed. The only exception to this rule is a holy object (see below).

Undead creatures are immune to fear: It is difficult to scare a creature that has already died. However, there are exceptions (see holy object).

Undead creatures are immune to fatigue: Although some undead cannot function in the daylight, they are completely tireless. From the first swing to the last, undead creatures never slow down or become fatigued. Zombies can walk for thousands of miles without stopping.

MINDLESS UNDEAD:

Mindless undead creatures include monsters such as Skeletons and most Zombies. They are immune to illusions. The mindless undead continue to attack or to follow their orders until completely destroyed. Even if a Skeleton has no hope of harming a target, it will charge forward without hesitation. Only evil clerics and certain intelligent undead creatures can control mindless undead.

Harming Undead: Holy Objects: Holy objects are objects that have been blessed, sometimes permanently (such as a Holy Avenger). These objects can harm most undead creatures. Some undead creatures are so powerful and evil, however, that mere blessed weapons will not suffice. These creatures usually fear holy objects (see Vampire).

Consecrated Ground: Consecrated Ground is ground blessed by a good-aligned church. This blessing prevents the corpses buried in it from rising as undead. Additionally, no intelligent undead creature will willingly cross it. Mindless undead will not cross it unless specifically ordered to do so; otherwise they will walk around.

Holy Water: Holy water will damage or at least annoy evil undead

creatures. See each individual listing for effects. Creatures that are harmed by holy water appear to "burn" from its touch as smoke rises from their wounds. If these creatures are completely immersed in holy water they may completely dissolve (typically at 1 Hit Die per round). Objects are not affected by the water, so if the undead creature is sufficiently armored, it may avoid or at least delay the effects of, holy water. Coating weapons with holy water has no effect; it must be thrown.

Holy Symbols: Holy symbols can only be used by those who are faithful to the religion that it serves. Clerics cannot use just any good-aligned symbol, they must use the one with which they are affiliated.

Lawful Good PCs and NPCs: Some good-aligned characters are just so good, so pure and so faithful that they cannot be turned into undead creatures by any means. These individuals are watched over by the gawds themselves and when they die, their spirits are immediately whisked away to their final reward. GMs will have to make their own rulings on whether or not a PC qualifies, but less than 1% do.

INTELLIGENT UNDEAD:

The evil cunning of intelligent undead creatures can be devastating to a party of PCs. They are usually fully aware of their immunities and the weaknesses of the living. This even holds true for newly formed undead creatures. For instance, if an undead creature knew of the existence of a poison gas trap, it might wait for the PCs and attack them within the deadly cloud. If a PC party is dying in the desert, an intelligent undead creature may take the opportunity to foul the nearest water supply and wait until the party is at its weakest.

Intelligent undead are unabashedly evil and will take any opportunity to slay a victim. Very rarely a victim will be spared for a greater, more evil plan, but usually only Liches and Vampires have such schemes. Still, most creatures of this sort are extremely old and extremely arrogant. They often underestimate their foes or leave taunting, riddle-style clues that can give the PCs too much information.

Unlike mindless undead, intelligent undead have some sort of purpose for returning to the land of the living. A small percentage of these creatures entered into undeath voluntarily (see Lich), but most were created by other undead. Smart undead creatures remember much of their former lives and light and life reminds them of it, so they seek to destroy both. Feasting on the flesh of the living can, for a brief period, stop their pain and sate their hunger.

ORIGINAL UNDEAD

A very small percentage are "original" undead. These creatures formed after the death of the victim, either because they were so incredibly vile or because they left some task unfinished. They are often tied to specific place or area and cannot leave it. Some of these undead creatures are not evil and some may even be good.

CONSTRUCTED UNDEAD

Undead creatures built by magic-users or clerics will have a set of orders that are similar to that of a golem. Although these undead may be mindless, they will follow their orders to the best of their ability. If all else fails, they will attack any living target in range.

POTIONS OF UNDEAD CONTROL

As a rule of thumb, Potions of Undead Control can only be made from the brain or essence of a creature of the same type (brain of Zombie for



Undead: A Comprehensive List

Name	EP Value	Volume-Page #	Turned as:
Apparition (a.k.a. Seizure Spirit)	2000	HOB1-28	Spectre
Bane Lord (a.k.a. Lord of Curses, The Unholy Host)	5000	HOB1-44	Lich
Banshee (a.k.a. Groaning Spirit)	4000	HOB1-45	Mummy
Banshee Lord (a.k.a. Lord of the Four Winds)	7000	HOB1-46	Spectre
Beholder, Undead (a.k.a. Death Tyrant)	13,000	HOB1-70	Ghost
Blind Wretched Pursuer (a.k.a. Sightless Spectre)	3000	HOB1-80	Ghost
Chaos Corpse (a.k.a. Mayhem Zombie, Morte-Amokulum)	100-1000	HOB2-20	Hit Dice
Coffer Corpse (a.k.a. Choke Zombie, Barge Creeper)	65	HOB2-32	Wraith
Crawling Claw (a.k.a. Death Grip, Fingers of Doom)	35	HOB2-37	cannot be Turned
Crypt Thing (a.k.a. Skele'porter)	420	HOB2-45	Wraith
Death Knight (a.k.a. Infernal Warrior, Fighter Lich)	6000	HOB2-53	cannot be Turned
Death Weaver (a.k.a. Doomfated, Spindledeath)	175-650	HOB2-54	Wraith
Demilich (a.k.a. Ash Lich)	6000	HOB2-56	cannot be Turned
Dracolich (a.k.a. Undead Dragon, Lich Dragon)	variable	HOB2-69	Lich
Drelb (a.k.a. Haunting Custodian, Spirit Curator)	975	HOB2-110	cannot be Turned
Flesh Thrasher (a.k.a. Jawbone Beast)	2000	HOB3-37	Ghost
Ghast (a.k.a. Corpse Diner)	650	HOB3-49	Ghast
Ghost (a.k.a. Sheet Being, Spiritus Umbra)	7000	HOB3-50	Ghost
Ghoul, Common (a.k.a. Flesh Eater)	175	HOB3-50	Ghoul
Ghoul, Lacedon (a.k.a. Aquatic Flesh Eater)	175	HOB3-50	Ghoul
Grave Scrounger (a.k.a. Tomb Jacker, Crypt Criminal)	175	HOB3-102	Ghoul
Grieving Herald (a.k.a. Omen Spirit, Warning Ghost)	420	HOB3-105	Wight
Haunt (a.k.a. Restless Spirit)	2000	HOB3-122	cannot be Turned
Huecuva (a.k.a. Diseased Dead, Ill Corpse)	270	HOB4-18	Wight
Leech, Level-Draining Muck (a.k.a. Ghoul Leech)	7	HOB4-79	Wight
Lich (a.k.a. Magus-Morte)	8000	HOB4-85	Lich
Lich Master (a.k.a. Megamagus-Morte)	12,000	HOB4-85	Lich
Morgue Prowler (a.k.a. Body Snatcher)	1400+	HOB5-44	Vampire
Mummy Lord (a.k.a. King Mummy)	8000+	HOB5-51	8 HD+ 1HD per age category or special
Mummy Minion (a.k.a. Grovel Mummy)	3000+	HOB5-51	Mummy
Mummy Warrior (a.k.a. Fightin' Mummy)	4000+	HOB5-51	Mummy
Mummy, Fetid (a.k.a. Stink Mummy)	420	HOB5-51	Mummy
Mummy, Follower (a.k.a. Sheep Mummy)	3000	HOB5-51	Mummy
Orc Vampire (a.k.a. Blood Drinkers)	4000	HOB6-41	Wraith
Orc Vampire High Priest (a.k.a. Blood Feasters)	8000	HOB6-41	Vampire
Parrot, Grey Ghost (a.k.a. Polly-Who-Hath-No-Cracker)	270	HOB6-59	Ghast
Phantom (a.k.a. Ghost Shadows, Soul Echoes)	Nil	HOB6-65	cannot be Turned
Phantom Follower	65	HOB6-67	Zombie
Pixie Lich (a.k.a. Death Pixie)	3000	HOB6-79	Lich
Poltergeist, Common (a.k.a. Wimp Ghost)	35	HOB6-87	Skeleton (or as Ghoul near place of death)
Polterzeitgeist	270	HOB6-87	Skeleton (or as Ghoul near place of death)
Pseudo-Vampire, Least (a.k.a. Thrall)	420	HOB6-97	cannot be Turned by clerics
Pseudo-Vampire, Lesser (a.k.a. Lackey)	650	HOB6-97	cannot be Turned by clerics
Pseudo-Vampire, Greater (a.k.a. Minion)	1400	HOB6-97	cannot be Turned by clerics
Pseudo-Vampire, Lord (a.k.a. Sharjani)	3000	HOB6-97	cannot be Turned by clerics
Rath Lord (a.k.a. Grave Runner)	6000+	HOB6-117	Lich
Revenant (a.k.a. Revenge Spirits)	3000	HOB6-126	cannot be Turned
Roaring Ghoul (a.k.a. Breath of Death)	975	HOB7-10	Wraith
Shadow Render (a.k.a. Hand of Darkness)	1400	HOB7-47	cannot be Turned
Shadow, Common (a.k.a. Dark Men)	420	HOB7-47	Shadow
Sheet Undead, Ghoul (a.k.a. Blanket Zombie)	420	HOB7-54	Specter
Sheet Undead, Phantom (a.k.a. Bed Ruiner)	275	HOB7-54	Wraith
Shrew Klutcher (a.k.a. Dwarven Banshee)	270	HOB7-57	Specter
Sivian Banshee (a.k.a. Suicide Ghost, Hangman Spirit)	3000	HOB7-64	Ghost
Skeleton, Animal (a.k.a. Bone Pet)	65	HOB7-65	Skeleton (clerics & paladins +1 to Turn)
Skeleton, Animated (a.k.a. Skinny)	65	HOB7-65	Skeleton
Skeleton, Giant (a.k.a. Slim)	975	HOB7-65	Mummy
Skeleton, Intelligent Red-eyed	650	HOB7-66	cannot be Turned (extra-planar)
Skeleton, Intelligent Warrior	4000	HOB7-66	Ghost
Skeleton, Monster (a.k.a. Stretch)	650	HOB7-65	Ghast
Skeleton, Screaming (a.k.a. Yelpin' Boner)	175	HOB7-65	Skeleton
Skulking Carcass (a.k.a. Thieving Corpse)	270	HOB7-72	Ghoul
Spectre, Bound (a.k.a. Phantom Bastard)	4000	HOB7-94	Spectre
Spectre, Standard (a.k.a. Phantom Drainer)	3000	HOB7-94	Spectre
Spirit Fiend (a.k.a. Possessor)	3000	HOB7-101	cannot be Turned (as Vampire if cleric knows spirit's true name)
Spirit Mass (a.k.a. Ghost Blob)	25,000	HOB7-102	Ghost
Spirit, Demented (a.k.a. Crazy Wraith)	120	HOB7-100	Wraith
Spirit, Rogue	120	HOB7-102	Ghost
Spirit, Vexing (a.k.a. Pesky Poltergeist)	120	HOB7-102	Ghost
Spirit, Wild (a.k.a. Anarchist Apparition)	270	HOB7-103	Zombie
Tainter (a.k.a. Hex Giver)	270	HOB7-127	Ghast
Thought Ghoul (a.k.a. Synap Sucker)	270	HOB7-138	Ghoul (-1 to the roll)
Treant, Undead (a.k.a. Wood of the Dead)	2000+	HOB8-18	Turned as Ghoul by druid
Troll, Spirit (a.k.a. Spectral Troll)	1400	HOB8-32	Specter

Name	EP Value	Volume-Page #	Turned as:
Truculent Terrifier (a.k.a. Eye of Fear and Flame)	3000	HOB8-34	Special
Vampire, Asanbosam (a.k.a. Jungle Vampire)	7500	HOB8-52	Vampire
Vampire, Empusas (a.k.a. Hecate's Whore)	9000	HOB8-52	Vampire
Vampire, Mulo (a.k.a. Vlokoslak)	8000	HOB8-52	Vampire
Vampire, Utukku (a.k.a. Ekimmu)	8000	HOB8-52	Vampire
Vampire, Common (a.k.a. Blood Sucker)	8000	HOB8-55	Vampire
Vampire, Ancient Regal (a.k.a. Royal Leech)	10,000	HOB8-55	Turned as Vampire at -2 to the roll
Vampire, Executioner (a.k.a. Death Fang)	9000	HOB8-55	Turned as Vampire at -1 to the roll
Vampire, Chiang-Shi (a.k.a. Eastern Vampire)	8000	HOB8-55	Vampire
Vampire, Headlong (a.k.a. Vampirus-Massengilus)	420	HOB8-57	While in head form, may be turned as Wraiths
Vampire, Horde (a.k.a. Vampire Ghoul)	650	HOB8-57	Ghast
Vampire Thrall (a.k.a. Servant of the Master)	420+	HOB8-57	Hit Dice
Vile Shadow Fiend (a.k.a. Hades Shade)	1400	HOB8-66	Wraith
Walker (a.k.a. Strolling Dead)	65+	HOB8-73	Ghost
Wight (a.k.a. Mound Monster)	975	HOB8-88	Wight
Wraith (a.k.a. Bane Ghost)	3000	HOB8-104	Wraith
Wraith Lord (a.k.a. Rath Bastard)	5000	HOB8-104	Hit Dice
Wraith Ryder (a.k.a. Necrowrangler)	6000	HOB8-105	Mummy
Zombie, Brain-Eating (a.k.a. Cranium Cracker)	270	HOB8-126	cannot be turned
Zombie, Flesh-Eating (a.k.a. Eating Dead)	270	HOB8-126	cannot be turned
Zombie, Giant (a.k.a. Big Dead)	975	HOB8-126	Hit Dice
Zombie, Talking (a.k.a. Undead and the Restless)	175	HOB8-126	Zombie (cannot be turned by their murderer or his allies)
Zombie, Common (a.k.a. Walking Dead)	65	HOB8-127	Zombie
Zombie, Indentured (a.k.a. Servant Zombie)	65	HOB8-127	Zombie
Zombie, Juju (a.k.a. Sinister Zombie)	975	HOB8-127	Specter
Zombie, Monster (a.k.a. Corpus-Abominatus)	650	HOB8-127	Hit Dice

a Potion of Zombie Control, Essence of Shadow for a Potion of Shadow Control). Intelligent undead are allowed a saving throw vs. spell against the potion, unless it happens to be made from that actual undead creature.

For instance, a group of PCs cuts off the head off a Vampire, but they forget to fill his mouth with holy wafers. They take his brain and make a Potion of Vampire Control, but the original Vampire re-grows his head via regeneration. The PCs now have a potion that can control that particular Vampire without a saving throw. Other Vampires would get a save.

HABITS OF THE UNDEAD

Only the most intelligent undead are ambitious. These creatures seek to destroy all life on Garweeze World and some are even close to achieving those means. Those that are not tend to follow the patterns they did in life and dwell in the places they died. Undead fighters haunt the battlefields where they perished. Undead magic-users usually haunt the towers and dungeons where they practiced their magic.

PCs that flee an area infested with undead creatures will usually be hunted relentlessly until daybreak. Intelligent undead have a good sense of time and if they need to be back in their lairs at dark, they almost always succeed. The lairs of intelligent undead who are vulnerable to daylight will always be well secured and its traps reset and checked nightly.

RESTORING UNDEAD

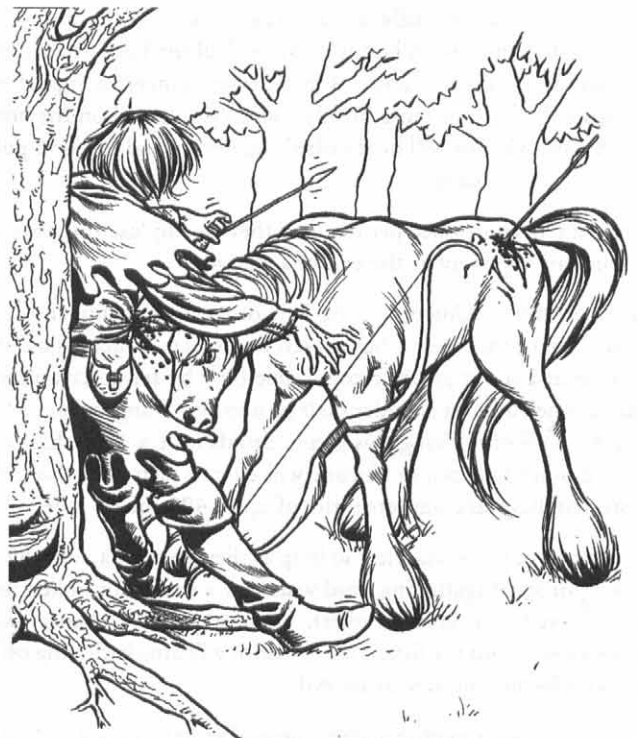
The nicest thing a PC can do for an undead creature is to destroy it and put it out of its misery. Recently created undead can be rescued under rare circumstances, though the victims may be psychologically scarred for life. However, most undead creatures have been in a horrid state for too long. If restored, their minds are gone and they will destroy themselves at the first opportunity. The only exceptions to this rule are beings that were evilly aligned to begin with. These individuals may indeed welcome a second chance at life to commit more evil.

Unicorn, Common/Tricorn

DESCRIPTION: Unicorns and Tricorns are legendary horses of the finest quality. Unicorns have one horn and Tricorns have three. These powerful steeds have coats of pure white hair and eyes of deep blue or fiery pink. Males have a white beard beneath their chins and females have slimmer and more elegant musculature. Unicorns are friendly and playful, while Tricorns are mean and unpredictable.

COMBAT/TACTICS: Unicorns and Tricorns speak their own language, the elven tongue and the languages of sylvan creatures.

Unicorn: Unicorns can detect an enemy from 240 yards away. They move silently and opponents get -6 on their surprise rolls. Due to the



This Common Unicorn has successfully charged its opponent for triple damage.

Unicorn	Common	Tricorn
AKA:	Equinus-Gougeus	Equinus-Triplicateus
HACKFACTOR:	20	22
EP VALUE:	650	975
CLIMATE/TERRAIN:	--- Temperate Sylvan Woodlands and Forests ---	
FREQUENCY:	Rare	Rare
ORGANIZATION:	Family	Family
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Average (8-10)	Average (8-10)
ALIGNMENT:	Chaotic Good	Chaotic Neutral
NO. APPEARING:	1-6	1-6
SIZE:	L (5' at shoulder)	L (5' at shoulder)
MOVEMENT:	24"	24"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Foolhardy (16)
ARMOR CLASS:	2	2
NO. OF ATTACKS:	3	5
DAMAGE/ATTACK:	1-6/1-6/1-12	1-6/1-6/1-12/1-12/1-12
SPECIAL ATTACKS:	Charge	Charge, impale
SPECIAL DEFENSES:	Detect enemy, stealth, Teleport	Detect enemy, stealth, Teleport
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	4+4	4+4



Tricorn Unicorn

magical nature of the horn, Unicorns get +2 to-hit when attacking with it. A Unicorn can charge an opponent for triple damage as long as it has 30 feet of open space to gather speed. While charging, it can only attack with its horn.

Once per day, a Unicorn can Teleport up to 360 yards away. The Unicorn can also Teleport a rider (whether the Unicorn goes with him or not). They use this ability to avoid capture or death. They can never be Charmed or Held by magic. The equines are immune to poison and death magic and make saving throws as 11th level magic users.

Tricorn: Tricorns have all the powers of a Unicorn, but they are much more aggressive. Additionally, a Tricorn can attack with all three horns on its head, but there is no bonus to-hit and all the horn attacks must be directed at the same creature. On a charge, damage is tripled with each horn and if two or more hit, the victim is impaled on the horse's head. Impaled victims will be thrashed the next round for 3-36 points of damage automatically.

Tricorns can Teleport once per day, but they usually use this ability to get behind an opponent at the end of a charge.

HABITAT/SOCIETY: Unicorn: The Unicorn mates for life and rarely leaves the dell of the forest it has chosen to protect. Unicorns use their horns to etch a secret glyph, recognizable only by sylvan creatures, to announce when a forest is under their protection. Rangers have a 10% chance per level of noticing this glyph, druids have a 15% chance per level. No other Unicorn or Tricorn will enter a glen with this glyph. Unicorn families stake out territories of up to 400 square miles.

Unicorns do not pester travelers so long as they do not damage the forest or kill for sport (gathering dead wood for a small, controlled fire is usually allowed – in cold weather). If nearby (10% chance) when someone does assault the forest, the Unicorn will attack, driving off the foolish and slaying those who are evil.

Lone Unicorns will sometimes allow themselves to be tamed and ridden by a chaotic good human or elven female virgin of pure heart. They are

able to invoke an alignment audit at will to ensure such is the case, and can automatically detect fake "virgins". The equine, if treated kindly, will become that character's steed for life and even carry her beyond the realm of its forest. Unicorns protect their riders to the death.

Tricorn: Tricorns are foul-tempered equines and they stake out territories for their own benefit. They attack anyone who enters their glades, especially human or elven females of pure heart and good alignment. In the Tricorn's eyes, intruders should know better than to enter the clearly marked territory of the magical steed. If faced with overwhelming odds, a Tricorn would rather burn down the forest and flee, hoping to kill its enemies in the process.

Lone Tricorns will sometimes allow themselves to be tamed and ridden by a human or elven male of coarse and rude temperament. No matter how the rider treats the animal, there is a 10% chance each day that the animal will not allow itself to be ridden. It will either demand high payment in treasure (60% of the time) or simply decide to leave (40%). Tricorns will fight for their riders only if promised a decent magic item or considerable valuables.

ECOLOGY: Unicorns and Tricorns are both herbivores and enjoy tender leaves and grasses. Tricorns sometimes supplement their diet by biting grooms. Griffons are the tireless enemy of Unicorns and Tricorns, and fighting this common threat is the only time the two types of equines will unite in battle.

Elven sages of great age theorize that Unicorns and Tricorns have a lifespan of 1000 years or more. They maintain their youth up until the last few weeks before death.

YIELD:

MEDICINAL: Unicorn and Tricorn meat tastes like tough beef. Powdered Unicorn or Tricorn horn can be used to neutralize poisons of all types. Typically, one horn can provide enough powder to neutralize 2-16 doses of poison.

SPELL COMPONENTS: Nil
 HIDE/TROPHY ITEMS: Nil
 TREASURE:
 UNICORN: X
 TRICORN: X (x3)

OTHER: Each Unicorn or Tricorn horn is worth 1,500 gp or more. They can be used to make 2-12 Potions of Healing that will also Neutralize Poison. The horns can also be used to make powerful wands and blades.

Unicorn, Varieties

DESCRIPTION: Anhram Unicorn: Anhram Unicorns are beautiful equines with a single ram's horn. They have a reputation for being evil, foul tempered beasts. Their coats tend to be shaggy, like that of a ram.

Cortazon Unicorn: These Unicorns are ox-like with a huge, single, black spiral horn, a tawny mane, elephantine feet and a goat's tail. About 75% of the time, Cortazon Unicorns will be encountered with a herd of other herbivores.

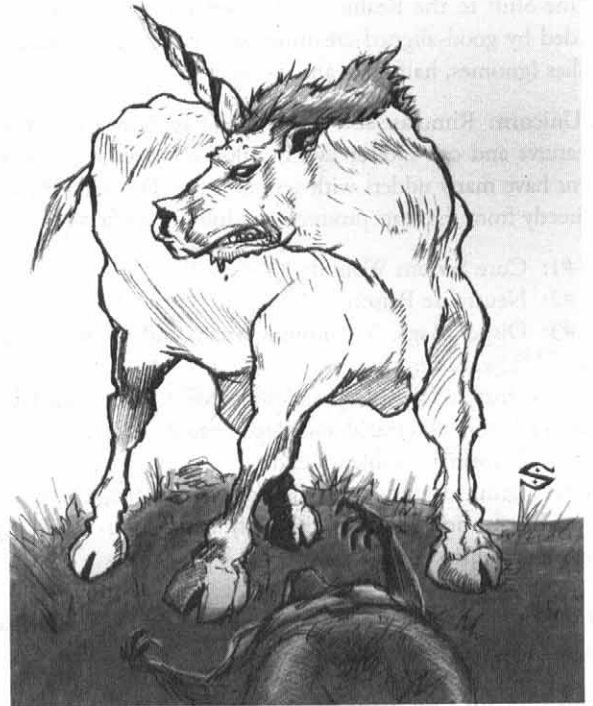
Licorn Unicorn: Licorn Unicorns are small, fawn-like Unicorns with slender horns, big eyes and beautiful manes. Any PC that views this gorgeous creature will automatically gasp in awe.

Rimu Unicorn: These creatures look like billy goats with many udders, the face of a stag, cloven hooves and a curved horn on the head.

COMBAT/TACTICS: Unless otherwise noted, a Unicorn can Teleport up to 360 yards away once per day. The Unicorn can also Teleport a rider (whether the Unicorn goes with him or not). Unicorns can charge an opponent for triple damage as long as they have 30 feet of open space to gather speed. While charging, they can only attack with their horns. They can never be Charmed or Held by magic. The equines are immune to poison and death magic and make saving throws as 11th level magic-users.

Anhram Unicorn: These mountain-based Unicorns are ferocious. Their favorite tactic is to charge victims who are at the edge of a cliff, butting them for damage and knocking them over the ledge for a lethal fall. Instead of Teleportation ability, the creature can make itself immobile on any surface. The creature's hooves cannot be pulled off any surface that it does not want to leave and if it dies, the hooves will remain forever attached to that surface unless a Dispel Magic succeeds (effectively against a 12th level caster). While the creature is alive, only a Dispel Magic from a spell caster of 14th level or higher will remove them.

Cortazon Unicorn: Cortazon Unicorns are the largest of the Unicorns. These creatures protect herbivores of all kinds, attacking hunters, poachers and predators. Cortazons can make another crea-



The Cortazon Unicorn is dedicated to the protection of herbivores.

ture Invisible at will, but they only use this power on herbivores that they wish to protect. Additionally, the Invisibility is especially effective against predators, masking scents and covering tracks. If a Cortazon kills a group of PCs, it will liberate their steeds into the wild. Any biped, no matter how friendly, will be considered an enemy if it has a pack animal or mounted steed with bridle and/or barding.

Licorn Unicorn: Licorns are non-aggressive in the extreme. They have the following abilities: Teleport at will, Invisibility at will, a Lightning Bolt (emanating from the horn) for 6d6 points of damage six times per day, Invisibility to Animals at will, Dimension Door (for long sword-sized objects and smaller) up to 40 yards away five times per day, Cure Serious Wounds (with a lick) three times per day, Dispel Charm at will

Unicorn	Anhram	Cortazon	Licorn	Rimu
AKA:	Ramicorn	Oxicorn	Equinus-Adorabulus	Goaticorn
HACKFACTOR:	11	18	15	14
EP VALUE:	650	975	420	420
CLIMATE/TERRAIN:	Mountains	Hills	Sylvan Forest	Sylvan Forest
FREQUENCY:	Very Rare	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Family	Family	Family	Family
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Low (5-7)	Average (8-10)	High (13-14)	Average (8-10)
ALIGNMENT:	Chaotic Evil	Chaotic Neutral	Chaotic Good	Chaotic Good
NO. APPEARING:	1-6	1-6	1-6	1-6
SIZE:	L (5' at shoulder)	L (6' at shoulder)	M (3' at shoulder)	M (3 1/2' at shoulder)
MOVEMENT:	24"	15"	18"	21"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Resolved (18)	Foolhardy (16)	Confident (12)	Average (11)
ARMOR CLASS:	2	1	4	0
NO. OF ATTACKS:	3	3	3	3
DAMAGE/ATTACK:	2-7/2-7/2-13	2-8/2-8/1-10	1d4-2/1d4-2/1-4	1-4/1-4/1-6
SPECIAL ATTACKS:	See text	See text	See text	See text
SPECIAL DEFENSES:	See text	See text	See text	See text
MAGIC RESISTANCE:	Standard	Standard	35%	Standard
HIT DICE:	4+4	6+6	3+1	3+5

and Plane Shift to the Realm of Fairie once per day. Licorn can be befriended by good-aligned creatures with close ties to fairie-kin and fairy allies (gnomes, half-elves and elves).

Rimu Unicorn: Rimu are also typically non-aggressive, but they dislike evil creatures and can Detect Evil in 100-yard radius. These unusual Unicorns have many udders with several teats. Drinking the creature's milk directly from the teats produces the following effects:

- Teat #1: Cure Serious Wounds
- Teat #2: Neutralize Poison
- Teat #3: Dispel Magic (including Charms and all fairy magic) as 7th level caster
- Teat #4: Drinker falls asleep and will wake up one hour later with all wounds Healed and Regenerated
- Teat #5: Drinker is Feebleminded
- Teat #6: Drinker temporarily disenchants any magic item he touches for one hour. Additionally, spell casters lose all spell casting abilities for the day.

HABITAT/SOCIETY: Unicorns speak their own language, elven and the languages of sylvan creatures.

Anhram Unicorn: Anhram are said to be descended from a herd of Unicorns that made a deal with a group of evil dragons. In exchange for the dragons not destroying the vegetation on the mountain, the Anhrams protect the entrance of their lairs from hostiles. Like dragons, Anhrams like to collect treasure, though they do not spend it.

Cortazon Unicorn: These creatures are self-proclaimed protectors of herbivores, especially herd animals. When not protecting a specific herd, these creatures will be hunting down dangerous predators in the area. During mating season in the spring, these creatures fight each other and are 65% likely to attack any being they see.

Licorn Unicorn: Licorn are impossibly cute. They are sometimes ridden by fairie-kin of great power and high rank. Licorns protect the

groves of sylvan creatures, especially Fairies and their ilk. They can most often be found carefully stepping through their glens.

Rimu Unicorn: Rimu Unicorns do not protect specific forests, but instead travel from sylvan wood to sylvan wood assisting those who would protect nature. They are especially fond of rangers and druids and often allow such characters to drink from their udders, advising them of its powers. Creatures that are abusive or evil will be attacked and/or not told which teat produces which effect. The milk of a Rimu loses its power after one turn away from the creature and no magic or container can preserve its powers. It is still drinkable milk, however.

ECOLOGY: Unicorns are a race of magical equines — the descendants of a prehistoric species of magic-wielding horse-like creature with one horn. Sages are still researching the subject and Speak with Dead Animal spells have so far provided conflicting information. A fossil of the missing Unicorn link could be of great value to scholars. Living subjects rarely allow sages to dissect them.

YIELD:

MEDICINAL: Unicorn meat tastes like tough beef. Powdered Unicorn horn can be used to neutralize poisons of all types. Typically one horn can provide enough powder to neutralize 2-16 doses of poison.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE:

ANHIRAM: W, X

CORTAZON: M, X

LICORN: X

RIMU: X

OTHER: Each Unicorn horn is worth 1,500 gp or more. Except for the Anhram's horn, they can be used to make 2-12 Potions of Healing that also Neutralize Poison. The horns can also be used to make powerful wands and blades. Anhram hooves can be used in the manufacture of Sovereign Glue.



Unicorn — Rimu

Urchin, Cannibal Street

DESCRIPTION: Cannibal Street Urchins resemble the normal street urchins and beggar children PCs often encounter in the populated cities of Garweeze Wurd. During the day, they appear sickly and weak, but at night they become ferocious flesh eaters with glowing red eyes.

COMBAT/TACTICS: During the day, Cannibal Street Urchins are weakened by the sunlight. They sleep in huddled masses in dark alleys and appear sickly and helpless. At night, they come to life and appear flush. Their eyes glow red and their horrible, sharp teeth are prominent. At night, the creatures regenerate one hit point per hit point of damage done by their teeth. Each bite inflicts 1-4 points of damage, while each hand inflicts one point of damage on a successful strike.

The Urchins are adept at hiding their true form in the dark of night. One of them will appear frail, weak and helpless, while the others hide in shadows and move silently (85% base chance of success). Once a victim comes over to help the poor wretch, the rest of the pack pounces. If a Cannibal Street Urchin kills a victim in one round, the victim will rise the next day as one of the Urchins.

HABITAT/SOCIETY: Cannibal Street Urchins are the sick joke of the Vampire Count Vlad'Neer. The young children were once his thralls,

tainted by Vampire blood and forced to do his bidding. In an effort to spread his evil, Vlad'Neer allowed some of the children to go free and to his delight learned that they continued their evil ways. But once pasts the mists of his domain, they were no longer under his control. Now Cannibal Street Urchins hate Vampires and actively hunt them. They are not actually undead, but cannot bear the smell of garlic.

ECOLOGY: Cannibal Street Urchins are difficult to cure. They are physically powerful for their size and cannot be knocked unconscious. During the day, they are slow and cannot attack. To cure a victim, the following spells are needed: Dispel Evil, Atonement, Bless and Forget. Finally, the victim must drink a vial of holy water. PCs should be awarded double experience for saving an Urchin rather than slaying it. The victims will not remember their former evil deeds.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: J through M
OTHER: Nil

Urchin, Cannibal Street

AKA: Orphan Fiend
HACKFACTOR: 3
EP VALUE: 120
CLIMATE/TERRAIN: Any Land
FREQUENCY: Rare
ORGANIZATION: Packs
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 2-20
SIZE: S (3' to 4' tall)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Resolved (18)
ARMOR CLASS: 5
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1/1/1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Regeneration, frail appearance, stealth
MAGIC RESISTANCE: Standard
HIT DICE: 2



Cannibal Street Urchin

Urchin, Giant (I)

DESCRIPTION: Urchins are marine creatures that resemble three-foot diameter balls of spikes. The creatures can fire these spikes as a defense. They will always be encountered in or within a half mile of the ocean.

COMBAT/TACTICS: All Urchins can fire their spikes as a light crossbow bolt. All Urchins have the power of Clairvoyance and use this ability to hunt. They do not specifically target bipeds unless attacked by them. In the water, the creatures can move quickly by shooting jets of water from the mouths on the underside of their bodies.

Giant Black Urchin: Black Urchins can fire one spike per round at +1 to-hit.

Giant Green Urchin: Green Urchins are 95% invisible in the ocean. They can fire up to two spines per round, each of which strikes at +2 to-hit.

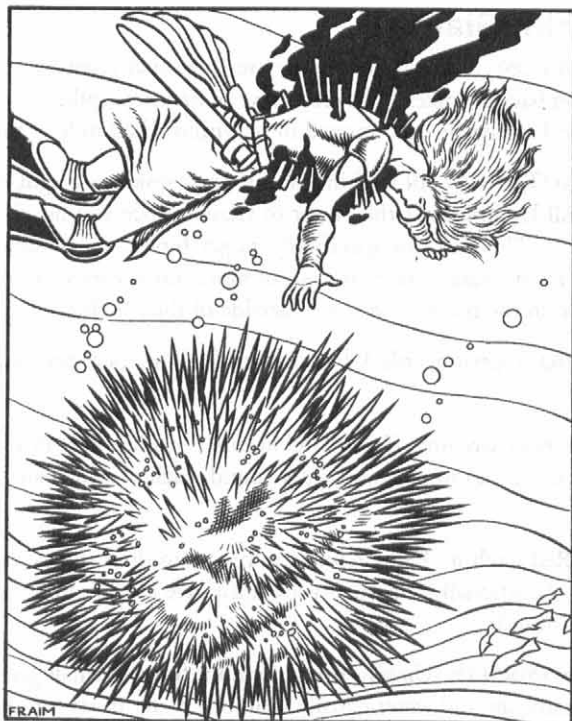
Giant Red Urchin: Red Urchins can fire up to three spines, each at +3 to-hit. Additionally, victims struck must save vs. poison or fall asleep for 1-4 rounds.

HABITAT/SOCIETY: Urchins primarily hunt fish and small game. They can breathe air and water equally well, but prefer to stay in the ocean. Very rarely, Urchins move their lairs into a dungeon that has access to seawater.

ECOLOGY: The races of Giant Urchins were created by an aquatic elf Lich known to local tribes only as "The Sea Bastard". Presumably, gems were a key ingredient in their creation. Whether he intentionally seeded the oceans with them or they escaped remains unknown.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE:
BLACK: At the center is a black gem worth 10-100 gp.

Urchin, Giant	Black	Green	Red
AKA:	Spike	Emerald Burr	Ruby Caltrop
HACKFACTOR:	0	1	4
EP VALUE:	35	65	120
CLIMATE/TERRAIN:	Any Ocean	Any Ocean	Any Ocean
FREQUENCY:	Uncommon	Rare	Rare
ORGANIZATION:	Group	Group	Group
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1-6	1-4	1-4
SIZE:	S (3' diameter)	S (3' diameter)	S (3' diameter)
MOVEMENT:	9", 15" Swim	9", 18" Swim	9", 18" Swim
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Courageous (13)	Brave (14)
ARMOR CLASS:	4	3	2
NO. OF ATTACKS:	1	2	3
DAMAGE/ATTACK:	1-6	2-7/2-7	2-5/2-5/2-5
SPECIAL ATTACKS:	Fire spikes	Fire spikes	Fire spikes, sleep venom
SPECIAL DEFENSES:	Nil	95% invisible in ocean	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	1+1	2+1	3+1



Giant Red Urchin

COMBAT/TACTICS: All Urchins can fire their spikes as light crossbow bolts. All Urchins have the power of Clairvoyance and use this ability to hunt. They do not specifically target bipeds unless attacked by them. In the water, the aquatic Urchins can move quickly by shooting jets of water from the mouths on the underside of their bodies.

Giant Silver Urchin: Silver Urchins fire their spikes (up to five per round) at +5 to-hit. Victims must successfully save vs. poison or fall into a catatonic state for 1-3 days.

Giant Yellow Urchin: Yellow Urchins are 95% invisible against the ocean floor. They fire up to four spikes per round at +4 to-hit. Victims must make a save vs. poison or be paralyzed for 1-4 turns.

Giant Land Urchin: These creatures are shy and will attack only if a creature comes within ten feet. Victims struck must save vs. poison or become paralyzed for six turns. If it must flee, the Urchin releases a cloud of gas in a 10-foot radius. All in the cloud will be blinded and the creature will attempt to make an escape. It has no visual organs and will use its antennae to sense the terrain in a 10-foot radius around it. It rarely bumps into things.

HABITAT/SOCIETY: Urchins primarily hunt fish and small game. They can breathe air and water equally well, but most prefer to stay in the ocean. Very rarely, Urchins will move their lair into a dungeon that has access to seawater.

Giant Land Urchin: Land Urchins are scavengers and they will eat almost any organic matter. These creatures evolved from the original ones created by the Sea Bastard.

ECOLOGY: The races of Giant Urchins were created by an aquatic elf Lich. Presumably gems were a key ingredient in their creation.

GREEN: At the center is a green gem worth 40-400 gp.

RED: At the center is a red gem worth 90-900 gp.

OTHER: Nil

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

Urchin, Giant (II)

DESCRIPTION: Urchins are marine creatures that resemble three-foot diameter balls of spikes. The creatures can fire these spikes as a defense. They will always be encountered in or within a half mile of the ocean. Land Urchins are land-dwelling cousins of the regular Urchins. They can be encountered anywhere, usually on land.

Urchin, Giant	Silver	Yellow	Land
AKA:	Spine King	Quill Queen	Urchinus-Kooshballus
HACKFACTOR:	11	7	3
EP VALUE:	420	275	275
CLIMATE/TERRAIN:	Any Ocean	Any Ocean	Any Land
FREQUENCY:	Very Rare	Very Rare	Rare
ORGANIZATION:	Group	Group	Group
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)	Animal (1)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1-2	1-3	1-2
SIZE:	S (3' diameter)	S (3' diameter)	S (3' diameter)
MOVEMENT:	12", 21" Swim	12", 18" Swim	12"
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Daring (15)	Foolhardy (16)	Defiant (17)
ARMOR CLASS:	0	1	3
NO. OF ATTACKS:	5	4	2-12
DAMAGE/ATTACK:	2-5 each	1-6 each	1d4-2 each
SPECIAL ATTACKS:	Venom	Paralyzing venom	Paralyzing venom
SPECIAL DEFENSES:	Nil	95% invisible on ocean floor	Blinding cloud
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	5+3	4+2	3+3



A Giant Land Urchin will eat almost any organic matter.

TREASURE:

SILVER: Inside will be a silver gem worth 250-2,500 gp

YELLOW: Inside will be a yellow gem worth 160-1,600 gp.

LAND: Land Urchins develop pearls instead of gems; each is worth 100-600 gp and very old Urchins can have up to a dozen such pearls (roll 1d12).

OTHER: Nil

Vaargurdian

DESCRIPTION: Vaargurdians are a race of arctic apemen, only slightly more evolved than Neanderthals. They have long arms that hang down to their knees and they walk with a hunched over posture, dragging their knuckles all the way. Vaargurdians will sometimes employ crude spears and Stone Age technology.

COMBAT/TACTICS: Half of all Vaargurdians encountered wield spears and can throw them at +1 to-hit and +3 to damage. They will hurl a spear prior to melee. Once engaged in combat, the creature exudes an odorous funk. All in a ten-foot radius must save vs. poison or suffer -2 to-hit and -1 to damage due to nausea and confusion. This effect lasts as long as the vic-

Vaargurdian

AKA: Homoerectus-Chillus

HACKFACTOR: 6

EP VALUE: 175

CLIMATE/TERRAIN: Arctic and Subarctic Mountains

FREQUENCY: Uncommon

ORGANIZATION: Horde

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (7)

ALIGNMENT: Neutral

NO. APPEARING: 5-40

SIZE: M (6' to 6 1/2' tall)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 4

NO. OF ATTACKS: 3 or 1

DAMAGE/ATTACK: 1-6/1-4/1-4 or by weapon

SPECIAL ATTACKS: Stench

SPECIAL DEFENSES: Immune to cold

MAGIC RESISTANCE: Standard

HIT DICE: 3+6

tim is within the area, and for 2-5 hours after he escapes. These creatures are completely immune to all cold attacks.

HABITAT/SOCIETY: Vaargurdians are extremely primitive. Although they have no religion or culture of their own, they sometimes inhabit ruined temples or old castles and create their own bastardized version of a religion that previously existed. They like to collect shiny things, especially weapons, and these will be found in a communal hoard.

ECOLOGY: It is rumored that the Vaargurdians were once an evolved race, but they offended the gawds by their arrogance and were punished. Were this true, the Vaargurdian civilization would pre-date the earliest known civilization on Garweeze Wurld. The apemen believe that one day a lone, intelligent Vaargurdian will rise up and lead the people to greatness once again. Very few other races believe this.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: 25% chance of C mixed with shiny junk

OTHER: Nil

Vagabond, Astral

DESCRIPTION: Astral Vagabonds have no physical form. They exist only as invisible psychic energy.

COMBAT/TACTICS: An Astral Vagabond has the attack and combat abilities of the form that it possesses. When Astral Vagabonds come to Garweeze Wurld, they choose interesting looking, intelligent, corporeal creatures to possess. The creature gets no saving throw unless it possesses psionic defenses. Once in possession of a body, the creature seeks to experience life to the fullest. Depending on its alignment and that of the body it borrows, this can lead to disaster. Vagabonds cannot move from one host to another - they must depart the Prime Material Plane when leaving a host and will not return for at least one week.

HABITAT/SOCIETY: These psychic creatures are interested in adventure. Once they have accompanied a party on one adventure, they will depart. In exchange for the "fun", they will enchant a gem for each member of the group. Each gem has three charges of a Word of Recall. (Only the possessor will know the command word.) If the host body is slain before the adventure ends, the Astral Vagabond departs this world never to return.

Vagabonds are unfamiliar with even the most basic customs and, depending on their alignment, they may or may not be willing to learn

Vagabond, Astral

AKA: —

HACKFACTOR: Variable

EP VALUE: Variable

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: As form

INTELLIGENCE: Genius to Gawdlike (17-22)

ALIGNMENT: Neutral (any)

NO. APPEARING: 1

SIZE: As form

MOVEMENT: As form

PSIONIC ABILITY: 201-300 PSPs

ATTACK/DEFENSE MODES: All/All

MORALE: Resolved (18)

ARMOR CLASS: As form

NO. OF ATTACKS: As form

DAMAGE/ATTACK: As form

SPECIAL ATTACKS: As form

SPECIAL DEFENSES: As form

MAGIC RESISTANCE: As form

HIT DICE: As form



Vaargurdian



When a quest comes to a close, the Astral Vagabond repays its host.

them. When encountered, there is a 1% chance that two Astral Vagabonds exist in the same area: a neutral evil one that is being pursued by a neutral good one. The neutral good one will stay on Garweeze Wurld until it can drive the neutral evil one out of a victim's body and out of this world.

ECOLOGY: Astral Vagabonds are said to be a race of psionics that evolved beyond the need for corporeal bodies. However, they still feel the need to visit the land of the solids to experience life. Typically, an Astral Vagabond will have to be taught how to eat, sleep, have sexual relations, dress, urinate and clean themselves.

Once the Astral Vagabond finishes its task (or simply tires of corporeal existence, deciding to go back to its home and simply watch life occur from a safe distance) it exits the host and returns to the Astral Plane. The host is aware of his actions while the Vagabond controls him, but can only observe. He regains control once the Astral Vagabond departs. Should the host body be killed while inhabited, the Astral Vagabond returns to its home plane and the host character dies.

YIELD:
MEDICINAL: As form
SPELL COMPONENTS: As form
HIDE/TROPHY ITEMS: As form
TREASURE: As form (and see above)
OTHER: As form

Valkyrie

DESCRIPTION: These warrior maidens ride eight-legged Pegasi, offspring of Sleipner, the steed of Odin. It is the Valkyries' duty to bring the souls of the best and most valiant slain warriors from battlefields to

Valhalla, the hall of Odin. They also act as serving wenches in Odin's hall. When they ride forth to choose the valiant among slain, their armor gives off a pearly, flickering light that is said to cause the Aurora Borealis. Valkyries travel ethereally, and are only visible to warriors in mortal danger.

COMBAT/TACTICS: Eons of dealing with drunken barbarians and rowdy giants at Odin's infamous beer bashes has imbued these ladies with keen battle sense. When dressed for combat, they wear a form flattering suit of mithril Chainmail +6 (see Table GMG 16N: Unusual Metal Armors in the *HackMaster GameMaster's Guide*) which, coupled with their Dexterity bonus yields an AC of -6. (Their average Ability Score is 17 for all attributes.) Each also wields a Bastard Sword +5, Giant Slayer with which they are specialized. Valkyries are known for their fiery tempers.

Anyone familiar with Valkyries knows that their relative prowess can be judged by their hair color - toughness and blondeness are positively correlated. Consult the following table for each Valkyrie encountered:

Valkyrie
AKA: —
HACKFACTOR: 30 to 49
EP VALUE: 4,000 to 8,000
CLIMATE/TERRAIN: Valhalla
FREQUENCY: Very Rare
ORGANIZATION: Cliques
ACTIVITY CYCLE: Any
DIET: Usually vegetarian
INTELLIGENCE: Exceptional to Genius (15-18)
ALIGNMENT: Chaotic Good
NO. APPEARING: 1-6
SIZE: M (6+')
MOVEMENT: 15"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: -6
NO. OF ATTACKS: Variable
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: See text
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: 20%
HIT DICE: 8-13



Valkyrie

Roll d100	Fighter Level	Hair Color
1-30	8	Auburn
31-53	9	Dark Blonde
54-73	10	Golden Blonde
74-88	11	Flaxen
89-96	12	Light Blonde
97-100	13	Platinum Blonde

HABITAT/SOCIETY: Valkyries are the real brains behind Gladsheim and the only thing that keeps the place from degenerating into total chaos. Of course, they never receive acknowledgement and this contributes greatly to their surly demeanor. Attempting to fondle one of these knockouts (perhaps in a drunken moment of misjudgment) greatly annoys them, as many a decapitated barbarian chieftain has learned.

ECOLOGY: As extra-planar creatures, Valkyries are not part of any natural ecosystem. Some believe that powerful female warriors who were truly devoted to Odin in life become Valkyries in the afterlife. Should a Valkyrie be destroyed, the body returns to Valhalla to be restored by Odin. Nothing (not even attempts at drunken grabbing) annoys Valkyries more than a group of vile characters destroying one of their number. Although their vengeance may not come to the perpetrators of the foul deed immediately, they will not escape the Valkyries' wrath.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: (Weapons and armor remain behind after the Valkyrie returns to Valhalla.)
OTHER: Nil

Valkyrie's Steed

AKA: Eight-Legged Pegasus
HACKFACTOR: 21
EP VALUE: 3,000
CLIMATE/TERRAIN: Valhalla
FREQUENCY: Very Rare
ORGANIZATION: Herds
ACTIVITY CYCLE: Any
DIET: Herbivore
INTELLIGENCE: High (13-14)
ALIGNMENT: Chaotic Good
NO. APPEARING: 1-6
SIZE: L
MOVEMENT: 36", 48" fly (C, even with rider)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: -2
NO. OF ATTACKS: 7
DAMAGE/ATTACK: 1-10 x6, 2-5
SPECIAL ATTACKS: Dive, rear kick
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 30%
HIT DICE: 8

Valkyrie's Steed

DESCRIPTION: Eight-Legged Pegasi are similar to the Greater Pegasus, except that they are tougher (as noted) and only Valkyries can ride them. Oh, they also have eight legs.

Vampire (I)

DESCRIPTION: Asanbosam Vampire: These Vampires have tan to dark brown skin, wide, flared noses and voluptuous lips. They resemble normal Vampires in nearly every way except for their hooked feet.

Empusas Vampire: These Vampires were created by Hecate and are immediately recognizable to any of Hecate's followers. They can disguise themselves as beautiful women or beautiful livestock. In their true form, they resemble beautiful women with the hindquarters of a beautiful donkey or ass.

Mulo Vampire: Mulos can take the form of livestock, but they normally appear as they did in life. They always dress in white.

Utukku Vampire: Vampires of this sort are disembodied phantoms that are naturally invisible. When seen during an attack, they appear as sinister, ghostly versions of their former living selves.

COMBAT/TACTICS: All Vampires have an effective Strength of at least 16, getting +2 to-hit and +4 to damage which each hit. Vampires regenerate 3 hit points per round, but cannot regenerate damage from powerful holy weapons such as a Holy Avenger. All Vampires cannot cross running water under their own power. Sleep, Charm and Hold spells do not affect Vampires. They are immune to poisons and paralysis. Cold-based spells and electricity do only half damage. Vampires that were previous living beings will have the same knowledge and skills they had while alive.

Asanbosam Vampire: Asanbosam are, in most respects, just like the Common Vampire. The primary difference is that they must bite the thumbs of their victims to draw blood. Additionally, they do not mingle with their prey unless they can find a way to hide their hooked feet.

Empusas Vampire: Empusas act similarly to Succubi. They will Shape Change into beautiful women or livestock and attempt to entice men into sexual encounters. Should the seduction succeed (the creature can Charm Person at will), the victim loses 2 levels and will have no memory of how the loss occurred. Additionally, Empusas have the abilities of 7th level magic-users. These powers are given to them directly by Hecate, so they do not need a spellbook nor do they memorize spells. Some of the more intelligent Empusas use their spells to plant false memories that another person is a Vampire.

If a victim succeeds at his saving throw against the Empusa's Charm Person, he is immune to that Empusa's charm for the rest of the night. Empusas will be armed with no less than a Long Sword +1.

Mulo Vampire: Mulo appear as normal people wearing white clothing. They can also Shape Change into horses and sheep. If a Mulo kills a victim, it will drink his blood and devour the entire body. Mulos can-



Asanbosam Vampire

not be harmed by sunlight and are active 24 hours a day. They can be destroyed by cutting off their toes or by driving a nail through the neck.

Utukku Vampire: These Vampires are naturally invisible. They can use Magic Jar three times per day. If this succeeds, they will use a host body to kill and incapacitate others. Victims will have their blood drained and their flesh devoured, leaving only bone. An Exorcism instantly destroys an Utukku and all wooden weapons can harm it. It is, however, partially insubstantial, so non-magical items made of materials other than wood pass through the Utukku's form.

HABITAT/SOCIETY: **Asanbosam Vampire:** Although these Vampires are originally from jungle regions, they can survive and have been encountered in any land. Usually from primitive societies, these Vampires will either have fighter abilities (80% of the time) or the abilities of a shaman (20%). Asanbosams will have intimate knowledge of their home regions and use the terrain to their best tactical advantage. They often make their lairs in forests that are dark even in the day.

Empusas Vampire: Empusas can be found almost anywhere, but they often build their lairs in temple ruins. These Vampires wear brazen slippers and they have strong ties to Succubi. Once per day, Empusas

Vampire	Asanbosam	Empusas	Mulo	Utukku
AKA:	Jungle Vampire	Hecate's Whore	Vlokoslak	Ekimmu
HACKFACTOR:	32	37	24	33
EP VALUE:	7,500	9,000	8,000	8,000
CLIMATE/TERRAIN:	Any Land	Any Land	Any Land	Any Land
FREQUENCY:	Very Rare	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Night	Any	Any	Any
DIET:	Special	Special	Special	Special
INTELLIGENCE:	Exceptional (15-16)	Genius (17-18)	Exceptional (15-16)	Average (8-10)
ALIGNMENT:	Chaotic Evil	Chaotic Evil	Chaotic Evil	Chaotic Evil
NO. APPEARING:	1-4	1	1	1-4
SIZE:	M (6' tall)	M (6' tall)	M (6' tall)	M (6' tall)
MOVEMENT:	12", 18" Fly (C)	12"	9"	12" Fly (D)
PSIONIC ABILITY:	Possible	Possible	Possible	Possible
ATTACK/DEFENSE MODES:	Possible	Possible	Possible	Possible
MORALE:	Foolhardy (16)	Brave (14)	Defiant (17)	Fearless (19)
ARMOR CLASS:	1	3	4	-2
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	5-10	By weapon	5-10	5-10
SPECIAL ATTACKS:	Energy drain	Energy drain, Charm Person	Energy drain	Energy drain
SPECIAL DEFENSES:	+1 or better to hit	+1 or better to hit	+1 or better to hit	Magic or wooden weapons to hit
MAGIC RESISTANCE:	--- Immune to Sleep, Charm and Hold spells ---			
HIT DICE:	8+3	8+3	8+3	8+3

can attempt to Gate in a Succubus with a 15% chance of success. They are unaffected by daylight.

Mulo Vampire: Mulo often act like Common Vampires, except that they do not suffer any ill effects from sunlight. These creatures know the common "myths" of Common Vampires and will allow themselves to be tested to prove their "humanness". Although they cannot wear clothes that are not white, they can paint clothes of other colors white and then wear them.

Utukku Vampire: Utukku are the restless spirits of those given an improper burial or those that had a violent death. These Vampire spirits are not harmed by sunlight, but they do not like to be out in the day. They tend to haunt the locations of their deaths or the area around their graves. However, most of these individuals are evil to begin with and continue to commit evil deeds after death. Victims killed by an Utukku are completely devoured.

ECOLOGY: Asanbosam create others of their kind just like Common Vampires do. Empusas can only be created by Hecate and never attack women. Mulos and Utukku usually result from improper burials, but if either variety is driven away after they have killed a victim, but before they have devoured him, the victim rises as the appropriate type of Vampire the next night.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE:
ASANBOSAM: F
EMPUSAS: F, H
MULOS: F
UTUKKU: F (in lair only)
OTHER: Nil



Vampire — Empusas

Vampire (II)

DESCRIPTION: Vampires of most types can pass for men without drawing attention. Although its facial features are sharp and feral, the Vampire does not seem inhuman. In fact, most Vampires are extremely charming and engaging creatures. Western Vampires, however, do not cast reflections in glass, cast no shadows and move in complete silence.

Chiang-Shi Vampire: Eastern Vampires play by a different set of rules. In their true forms, they have long claws and a mouthful of twisted green teeth. They look absolutely hideous, but older ones often acquire magic items to mask their appearance.

COMBAT/TACTICS: All Vampires have great Strength and get +2 to-hit and +5 damage with each hit. Vampires regenerate 3 hit points per round, but cannot regenerate damage from powerful holy weapons such as a Holy Avenger. Vampires cannot cross running water under their own power.

Common Vampire: Common Vampires can use a gaze attack that is equal to a Charm Person spell. Victims must save versus spell at -2. Victims struck by the Vampire's fists lose two experience levels due to the fiend's close ties to the Negative Energy Plane. Weapons of less than +1 enchantment do not harm a Vampire, unless they happen to be wooden stakes. Any solid wooden object can pierce the hide of a Vampire, but it does no damage at all unless it hits the heart (although it does greatly annoy the fiend).

If a Vampire is brought below 0 hit points, it immediately assumes gaseous form and must retreat to rest for eight hours. If the defeated bloodsucker cannot get back into one of his coffins within 12 turns, his essence dissipates forever. It can assume gaseous form at any time and will often flee to regenerate, then renew his attack. A Vampire cannot regenerate while in gaseous form. When he returns to his coffin and takes a solid form, his normal regeneration rate resumes, but he must still rest before emerging fully regenerated.

Sleep, Charm and Hold spells do not affect Vampires. They are immune to poisons and paralysis. Cold-based attacks and electricity do only half damage to them. Vampires are immune to all attacks when in gaseous form.

A Western Vampire can Shape Change into a Vampire Bat at will and fly at the rate listed above. This is the only time the fiend can fly. In a subterranean environment, it can summon 10-100 rats or bats to obscure vision. In the wilderness, they can call upon 3-18 wolves. Summoned animals arrive in 2-12 rounds. Vampires can Spider Climb at will on any surface.

Vampires have a number of weaknesses: They recoil from a mirror because they cannot bear to look at their own twisted visage (and the image itself is too horrified to appear). Vampires are repelled by the

Vampire	Common	Ancient Regal	Executioner	Chiang-Shi
AKA:	Western Vampire	Royal Leech	Death Fang	Eastern Vampire
HACKFACTOR:	36	61	42	33
EP VALUE:	8,000	10,000	9,000	8,000
CLIMATE/TERRAIN:	Any Land	Any Land	Any Land	Any Land
FREQUENCY:	Rare	Very Rare	Very Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Night	Night	Night	Any
DIET:	Special	Special	Special	Special
INTELLIGENCE:	Exceptional (15-16)	Genius (17-18)	High to Exc. (11-16)	Exceptional (15-16)
ALIGNMENT:	Chaotic Evil	Chaotic Evil	Variable	Chaotic Evil
NO. APPEARING:	1-4	1 (very rarely 1-4)	1	1-4
SIZE:	M (6' tall)	M (6' tall)	M (6' tall)	M (6' tall)
MOVEMENT:	12", 18" Fly (C)	12", 18" Fly (C)	12", 18" Fly (C)	12", 18" Fly (C)
PSIONIC ABILITY:	Possible	Possible	Possible	Possible
ATTACK/DEFENSE MODES:	Possible	Possible	Possible	Possible
MORALE:	Foolhardy (16)	Resolved (18)	Fearless (19)	Foolhardy (16)
ARMOR CLASS:	1	1	0	1
NO. OF ATTACKS:	1	1	1	3
DAMAGE/ATTACK:	5-10	5-10	5-10	5-10/5-10/5-10
SPECIAL ATTACKS:	Energy drain, Charm gaze	Energy drain	Energy drain	See text
SPECIAL DEFENSES:	+1 or better to hit	+2 or better to hit	+1 or better to hit	+1 or better to hit
MAGIC RESISTANCE:	See text	See text	See text	See text
HIT DICE:	8+3	10+3	9+3	8+3

strong odor of garlic. A holy symbol of a lawful good gawd presented boldly by a faithful believer will cause the creature to reel for 1-4 rounds. These weaknesses frustrate, but do not actually cause harm to, the beast and it will use its minions to get the offending object away from the wielder.

A vial of holy water causes 2-7 points of damage to a Vampire. They are powerless in the sunlight and are annihilated after one turn in it. Vampires lose one third of their total hit points each round if immersed in running water. A wooden stake through the heart will instantly destroy the creature, turning it into the rotten corpse that it truly is. However, if the stake is removed, the Vampire will regenerate. To truly destroy it, its head must be cut off and stuffed with holy wafers or the equivalent holy item.

Vampires cannot enter a home unless invited. If a resident invites the creature into the house, the resident is then powerless against the Vampire, as are any others that agreed to the invitation. In this instance, normal Vampire slaying methods are totally useless, although the creature can still be harmed by magic weapons. (Non-residents are not under any such limitations.)

Any human or humanoid slain by the life energy drain or blood drain of a Vampire becomes a Vampire under the control of its progenitor. The transformation takes place one night after burial. If the original Vampire is destroyed, the new Vampire is free to act on its own. Victims can be rescued, but only before the transformation or before the new Vampire tastes blood. A Restoration is required, followed by a Dispel Evil and a Raise Dead spell.

Vampires retain the abilities and knowledge they had in life. If they are 8th level or higher, they also retain their hit points. Vampires who have a character class can continue to gain new levels as they continue to accumulate knowledge and magic items.

Ancient Regal Vampire: Ancient Regal Vampires have all the powers of a Common Vampire, but they will also have the class abilities of a



A close encounter with a Chiang-Shi Vampire.

character of at least 10th level. Regals can use their Charm Person gaze and victims get -4 to save. They primarily target nobles and those of royal blood. All of these ancient bloodsuckers were kings and queens in life and are quite familiar with court etiquette.

Ancient Regal Vampires are not affected by garlic. While they do not cast reflections in mirrors, they do not reel from them either. Holy symbols will not cause them to flinch (unless turned by a cleric as a Vampire at -2), but if the lawful good holy symbol touches the fiend, it burns for 2-7 points of damage. These royal vamps have obsessive compulsive behavior and if anyone drops a handful of the same object (seeds, marbles, candy) the creature must stop, pick up all the pieces and count them. This only applies to objects thrown directly in the path of the Vampire. If the Regal is in combat, it will have one of its minions take it away.

Ancient Regal Vampires can survive up to a half hour in sunlight, although they take 5-20 points of burning damage each round in it. In addition to Shape Changing into a bat, it can also shape change into a wolf. Furthermore these wicked creatures can control other types of creatures besides bats or rats such as ScareRavens and Tarantubats. In the wilderness, they can call upon 4-16 Yeth Hounds.

Executioner Vampire: Executioner Vampires have all the abilities of Common Vampires. 95% work for Ancient Regals, enforcing their will on other Vampires and slaying those who do not obey. All of these Vampires are chaotic evil and will act as normal Vampires with regards to living beings. 5% of these creatures, however, are beings that somehow managed not to become totally evil. These creatures hunt and are hunted by other Vampires. They seek to wipe the creatures off the face of Garweeze Wurd by any means necessary.

All Executioner Vampires are fighters of 9th level and up. They are extremely well armed and armored. Death Fangs use their Vampire abilities to maximum tactical advantage and are extremely difficult to

destroy. Executioner Vampires can survive up to one half hour in sunlight, but take 3-30 points of damage per round in it. They can be turned as Vampires at -1 to the cleric's roll.

These creatures have one additional weakness: Every Executioner Vampire fights with a weapon, rarely using its Energy Drain abilities. If an opponent disarms it, it cannot attack the opponent until it retrieves its weapon. If its weapon is thrown down a well, the creature will follow it. Needless to say, the Vampires are very careful not to lose their weapons. If an opponent is disarmed by the Vampire, the creature is free to use its Energy Drain and/or lose its weapon. If the weapon is removed from the Vampire ahead of time, this does not count as disarming the creature. Executioners sometimes purposely sheathing their weapons and fighting with their bare hands if there is any danger of losing the weapon. However, if the creature is challenged to a fight it cannot back down and must use its weapon.

Chiang-Shi Vampire: The Eastern Vampire has a horrifying appearance, though it can turn Invisible at will. It can only drain levels with its bite. They cannot Charm their victims or assume gaseous form, but they are unaffected by sunlight. Only the oldest (100 years or more) Chiang-Shi's can fly. Mirrors and holy symbols have no effect on them, but garlic does and salt affects them as holy water affects Common Vampires. A line of rice or red beans across a doorway will keep them from using that entrance. The sound of thunder created by any lightning spell causes the creature to save vs. spell or be destroyed. They take double damage from lightning attacks.

Chiang-shi will often have the powers and abilities of appropriate Oriental classes such as samurai or monks.

HABITAT/SOCIETY: Vampires sometimes gather every decade or so. Each Ancient Regal controls a small clan of 2-12 Common Vampires and at least one Executioner. Vampire clans will consist of Vampires with all the same abilities (all thieves, all magic-users, etc.). Each clan controls a different territory and a Common Vampire cannot enter the territory of a Regal without his permission.

In some cases, Vampires haunt the places where they died, living in ruined castles or chapels that held significance for them in life. Vampires, especially Ancient Regal ones, move slowly and methodically. They are arrogant, but extremely intelligent and patient, unfolding schemes that may take decades or even centuries. Vampires are immortal and they know this. They feel that time is always on their side and will sometimes wait out an enemy until he is too old to be a threat.

An Ancient Regal Vampire must approve each Vampire added to his clan. If the new Vampire does not measure up, it will be slain by the Executioner. Vampires have many minions and all have at least one Vampire Thrall. These minions will be well protected, but the Vampire may elect to sacrifice them to save itself.

The 5% of Executioner Vampires that hunt their own kind out of a desire for revenge are always hunted by the clans and clans sometimes unite to bring down especially powerful Executioners. Unwitting PCs will sometimes be duped into slaying one of these Vampires.

Chiang-Shi Vampire: Eastern philosophers believe that there are two parts to every soul and that the Chiang-Shi is created when one part of that soul is out of balance. These creatures are created from improper burials, suicides, violent deaths or even cats jumping over a corpse before burial. These Vampires are extremely dangerous in a western

setting, as the PCs will probably have no idea how to protect themselves until it is too late. Older, more cunning Chiang-Shi will be equipped with magic items to hide their appearance and will walk among the living. In order to feed, however, it must assume its true form. Chiang-Shi do not have Vampire Thralls, but they may have followers who do their bidding in exchange for minor considerations.

ECOLOGY: Vampires sustain themselves by draining the blood and life force of a creature. They can subsist on animal blood, but it is rare to find a Vampire with the will to endure its hunger. (The 5% minority of Executioners are such breeds.) Vampires are very careful to destroy the bodies of those they do not want to become Vampires. Ancient Regal Vampires need only feed once or twice a decade, but it must always be from a victim of noble blood.

Although they are physically powerful and have a minimum of 8 Hit Dice, many Vampires destroy themselves in a fit of ennui after long, dark centuries of existence. Vampires tend to dress all in black, listen to strange, atmospheric music and cover themselves with piercing and tattoos. They often smoke too much and act aloof and pretentious.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE:
COMMON: F
ANCIENT REGAL: F, H
EXECUTIONER: A, B
CHIANG-SHI: F
OTHER: Nil



Vampire — Headlong

large for their breed. Vampire Hounds will be placid around their masters and completely vicious during the day when they are guarding his lair. At night, a Vampire Hound's eyes appear to be glowing red.

Vampire Thrall: A Vampire Thrall is a part-Vampire that protects his master during the day. It can be human, demi-human and even humanoid. Vampire Thralls appear perfectly normal, but they tend to be unnaturally strong.

COMBAT/TACTICS: Headlong Vampire: When they are connected to their bodies, Headlong Vampires have the same abilities as they did in

Vampire (III)

DESCRIPTION: Headlong Vampire: During the day, Headlong Vampires appear as attractive human females. They often continue in their chosen professions into undeath. When hunting, the Headlong Vampire can remove its head and internal organs from its body. The hideous creature then flies into the night sky looking for victims. In its Vampire form, it reeks of vinegar.

Vampire Horde: A Vampire Horde is a group of barbaric, nearly animal Vampire ghouls. They are hairless, with pointy ears and black eyes. Often, the Vampire Horde members are dressed in rags. They can frequently be encountered in the dungeons of Vampires and other undead creatures.

Vampire Hound: Vampire Hounds are great dawgs that have been given Vampire blood to enhance their combat abilities. They appear as normal dogs, but are somewhat

Vampire	Headlong	Horde	Hound	Thrall
AKA:	Vampirus-Massengilus	Vampire Ghoul	Blood Dawg	Servant of the Master
HACKFACTOR:	13	16	4	5 (+1 per level over 4)
E.P. VALUE:	420	650	270	420 (+120 per level over 4)
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Rare	Rare	Rare	Rare
ORGANIZATION:	Solitary	Horde	Solitary	Solitary
ACTIVITY CYCLE:	Any	Night/Darkness	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Semi- (2-4)	Average (8-10)	Very to Exc. (11-16)
ALIGNMENT:	Lawful Evil	Chaotic Evil	Any Evil	Neutral Evil
NO. APPEARING:	1	1-20	1	1
SIZE:	M (see text)	M (5' to 6')	S (4' long)	M (6' tall)
MOVEMENT:	12", 12" Fly (D)	9"	15"	12"
PSIONIC ABILITY:	Nil	Nil	Nil	Possible
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Possible
MORALE:	Fearless (19)	Daring (15)	Resolved (18)	Defiant (17)
ARMOR CLASS:	10 or 8 (see text)	4	5	6 and up
NO. OF ATTACKS:	1	3	1	1
DAMAGE/ATTACK:	1-6	3-8/3-8/3-6	5-10	By weapon +3
SPECIAL ATTACKS:	Blood drain, hypnosis	Nil	Fear	See text
SPECIAL DEFENSES:	Regeneration	Regeneration	Regeneration, immune to darkness	Regeneration, +2 on all saves
MAGIC RESISTANCE:	Immune to control	Standard	Immune to control	Immune to control
HIT DICE:	4 (see text)	5	3+3	4+4 and up

life (including Hit Dice). When in that state, a Know Alignment spell will reveal their former alignment, not their current one (lawful evil). Additionally, Headlong Vampires are immune to holy/unholy objects, cannot be turned and are immune to control spells of all kinds.

In their "head-only" form, Headlong Vampires have 4 Hit Dice and prefer to prey on female humans, especially children and pregnant women. Demi-humans and even half-elves will be ignored. Barring that, it will attack the human with the worst saving throw against its hypnosis. Any victim witnessing the Headlong Vampire detach from its body must save vs. spell or die, those that save are affected as if by a Feeblemind spell.

The head will fly at a victim and attempt to hypnotize him (the victim get -3 to save vs. spell). If the save fails, the victim does whatever the creature wants. The Vampire then feeds, draining 1-6 points of damage as well as 1 point of Strength and 1 of Constitution. Victims will awaken the next morning with fang marks, but only a vague recollection of a weird dream. If the victim avoids the Vampire after that, he still loses 1 hit point per night until dead or until a Dispel Evil is cast upon him. Once the spell is cast, the victim regains Strength, Constitution and hit points at the rate of 1 each per day.

Victims that do not get away will be visited nightly by the bloodsucker, saving at -4, -5, -6, etc. each night until dead. Should the victim succeed at a saving throw at any time, the Headlong Vampire will no longer be able to affect him with hypnosis. Even in the day, the victim will be able to spot one of the foul creatures. A victim killed by the creature can be Raised, but only if he makes a system shock roll at half normal chances. Failure means that the man is forever dead. Females victims rise the next night as new Headlong Vampires.

Headlong Vampires can be turned by clerics as Wraiths, but only while in their head form. If turned, the creature cannot hunt the rest of the night and will return to its lair. The head form will recoil from a boldly presented holy symbol, but will not otherwise be harmed.

Should the head form be touched by sunlight, it falls to the ground, helpless until nightfall. If the head and body are not united within seven hours of separation, the creature decays to nothing and its evil spirit returns to Hell.

During combat, the creature may bite for 1-6 points of damage. Additionally, its head form drips blood and digestive juices that cause 1-4 points of damage to anyone struck by them. When in melee, this damage automatically affects the Vampire's opponents as the liquids drip and splash.

Vampire Horde: Vampire Hordes are often mistaken for Ghouls, however these creatures are less cunning. These failed Vampires are ravenous cannibals that will attack any warm-blooded creatures. Bright lights, holy symbols or holy water splashed on them (inflicting 2-7 points of damage) force the creatures to make morale checks or flee. They do not have to make morale checks in the presence of their master Vampires, however. Victims killed by these creatures will be devoured utterly in 2-8 days. Vampire Hordes are turned as Ghosts and they regenerate 2 hit points per round.

Vampire Hound: These horrid canines are immensely powerful and clever. Any creature with 2 Hit Dice or less must make a save vs. spells (Fear) or flee in their presence. The dawgs get +2 on all saving throws and are immune to control spells. Vampire Hounds have hearing,

smell and sight that is twice as effective as that of normal dawgs and cannot be hampered by darkness, magical or otherwise. The dawgs respond to telepathic commands from their Vampire masters. Vampire Hounds regenerate 1 hit point per turn.

Vampire Thrall: Vampire Thralls assist true Vampires. The little Vampire blood in their veins gives them +2 on all saving throws and immunity to control spells. The Thralls either have 4+4 Hit Dice or +4 hit points to whatever Hit Dice they already have. These creatures are only partly undead and can continue to accumulate experience points in their chosen professions. Vampire Thralls can respond to telepathic commands from their Vampire masters and they regenerate 1 hit point per turn.

HABITAT/SOCIETY: Headlong Vampire: Headlong Vampires do not sleep in coffins, but they must soak their internal organs in vinegar to return them to their bodies. (They swell after removal.) This process takes one hour. These Vampires will have multiple lairs, each guarded by either a Vampire Hound or a Vampire Thrall.

Headlong Vampire minions are always female. These female Vampire minions can never cast cleric spells if they worshipped a good gawd. They often pose as good-aligned creatures and pretend to "help" victims who are losing hit points from their terrible bite. Most Headlong Vampires will have intimate knowledge of a dungeon, but will only give out selective information so as not to arouse suspicion.

Vampire Horde: Vampire Hordes are barbaric, blood-starved Vampires. They are the end result of a Vampire Thrall acquiring Vampire blood too late or a normal Vampire that has spent more than a century serving a single master. Vampire Hordes are nearly mindless and blindly obey their Vampire masters, even if the command is suicidal.

Vampire Hound: These evil dawgs guard the coffins and lairs of their masters. Vampire Hounds are absolutely loyal. They are placid and friendly near their masters, but angry and vicious to anyone else dur-



Vampire Hound



Vampire Thrall

ing the day. The dawgs have considerable strength and have been known to gnaw through wood and light metals. They can take telepathic instructions from their masters up to a mile away.

Vampire Thrall: Vampire Thralls are Vampire wannabes. Their masters promise them immortality and Vampire status, but they rarely deliver on these promises. Almost all Vampire Thralls were evil before they became part Vampires and they cannot disobey any order that their master gives them. Vampire Thralls are immortal, but after 100 years, there is a 1% cumulative chance per year that they go insane. After that, there is a 1% cumulative chance per year that they become part of a Vampire Horde.

Vampire Thralls arrange (and often are ordered to re-arrange) a Vampire's spare coffins, lairs and protection during the day. Often, the Thrall is used as a go-between by guards who may be unaware of who they are guarding. A master Vampire never kills his own Thralls, but often abandons them when they prove to be incompetent.

ECOLOGY: Headlong Vampire: Headlong Vampires are created by other Headlong Vampires. They cannot be decapitated and they often have an extensive collection of hats.

Vampire Horde: Vampire Hordes are killed instantly by sunlight and they greatly fear it. Without direct instruction from a Vampire master, they are easy to destroy.

Vampire Hound: Vampire Hounds are tireless animals that live for over a century. They can be cured with a Dispel Evil spell. However, the dawg will return to its "real" age and is 60% likely to die on the spot. They are created when a Vampire gives the dawg a bowl of its blood to drink.

Vampire Thrall: Thralls are created when humans, demi-humans or humanoids drink the blood of a Vampire. They are uncomfortable on consecrated ground. Vampire Thralls cannot sustain themselves on blood, but only eat fresh meat and live bugs. A Dispel Evil will cause

the Vampire Thrall to return to its "real" age and this is 40% likely to kill it instantly.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE:
HEADLONG: Nil
HORDE: Nil
HOUND: Nil
THRALL: A, Z
OTHER: Nil

Vampiricat

DESCRIPTION: A Vampiricat is a normal cat that has been enhanced via a Vampire's blood. In all respects, it resembles a normal house cat, but upon closer examination the cat's fangs are slightly elongated. Additionally, the feline has an eerie and unsettling aura apparent to all but Vampires.

COMBAT/TACTICS: Vampiricats have Strength equivalent to 13. Their bite attacks cause a victim to save vs. spell or lose one level of experience or Hit Die. Animals do not receive a saving throw. Anyone drained of one level by the cat can fall under its charm. Again, animals do not get a saving throw versus spell, but all other creatures do. Those that fail will act favorably to the feline and will not attack it. Animals will protect the creature to the best of their abilities.

Vampiricats can only drain one level per day and will never completely drain a victim of all its levels unless it is another cat. Cats drained of Hit Dice become Vampiricats under the control of their creator. Vampiricats regenerate 1 hit point per turn, but cannot regenerate during the day or in sunlight. These felines are immune to poison, paralysis, Charm, Sleep and Hold spells.

HABITAT/SOCIETY: Vampiricats were created by Vampires as companions and sometimes bodyguards. However, due to their extremely fickle nature, they are rarely used as guards because they are not as loyal as Vampire Hounds. In extremely rare circumstances, a Vampiricat is accidentally created. These felines act very much like real Vampires by creating a network of minions (in this case, animal minions) to keep a steady supply of victims to feast upon.

ECOLOGY: Under no circumstances will a Vampiricat and Vampire Hound work together. And, without their masters present, they will

Vampiricat

AKA: Felinus-Leechus
HACKFACTOR: 24
EP VALUE: 1,400
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night/Darkness
DIET: Carnivore
INTELLIGENCE: Very (11-12)
ALIGNMENT: Chaotic Evil (neutral evil tendencies)
NO. APPEARING: 1 (5% 2-8)
SIZE: S (2' to 3' long)
MOVEMENT: 24"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Defiant (17)
ARMOR CLASS: 3
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 4/4-5
SPECIAL ATTACKS: Energy draining bite, charm
SPECIAL DEFENSES: Regeneration
MAGIC RESISTANCE: Standard
HIT DICE: 5+5



Vampiricats are the frequent companions of Vampires.

immediately attempt to destroy each other. Like all felines, Vampiricats enjoy the pain of others and have been known to rip the arms off Wererats just to amuse themselves.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: The hide of a Vampiricat can be used to create an enchanted piece of clothing that will protect the wearer from rats and bats under the control of a Vampire.
TREASURE: I
OTHER: Nil

Vargouille

DESCRIPTION: Vargouilles are horrid heads with bat wings, tentacles for hair, eyes with no pupils and mouths full of fangs. They roam Tarterus in great evil flocks, but sometimes come to the Prime Material Plane to wreak havoc. On Garweeze Wurd, they will only be encountered at night.

COMBAT/TACTICS: The Vargouilles bite their victims for 1-4 points of damage, but their bite is so evil that those who do not make their saving throw vs. poison lose those points permanently. The points can only be restored by a Wish. Vargouilles have 90-foot infravision and ultravision.

Vargouille
AKA: Evil Head
HACKFACTOR: 2
EP VALUE: 125
CLIMATE/TERRAIN: Tarterus
FREQUENCY: Very Rare
ORGANIZATION: Swarm
ACTIVITY CYCLE: Night/Darkness
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1-20
SIZE: S (3' wingspread)
MOVEMENT: 12" Fly (B)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 8
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Permanent hit point drain
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1+1



The Vargouille's bite is far worse than its bark.

HABITAT/SOCIETY: Vargouilles hate light and will extinguish torches, small fires, lanterns, burning halflings, flaming pets, Continual Light tongues and anything else that sheds light. They sometimes take treasure from their victims and store it in their lairs.

ECOLOGY: Vargouilles are very evil heads. They are said to be the embodied spirits of those who lived abhorrent lives — losing their heads to evil, although this theory is just conjecture.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: The bat wings of a Vargouille can be made into small garments suitable for powerful enchantments.
TREASURE: Incidental
OTHER: Nil

Vegepygmy

DESCRIPTION: **Bipedal Vegepygmy:** Vegepygmies are men made from mold and plant materials. Sometimes they are former victims of Russet Mold and sometimes they are specifically grown from other adult Vegepygmies. They have a low Intelligence and use primitive weapons. Those with one Hit Die are two feet tall, and each additional Hit Die adds six inches of height.

Vegepygmy Dawg: Vegepygmy Dawgs are thorny plant creatures that resembles hulking, wolf-like beasts. They are covered with many thorns and used by the Mold Men as guards and hunting beasts.

COMBAT/TACTICS: Vegepygmies can surprise opponents 5 in 10 times when in a foliage-rich environment. Piercing attacks against these creatures do 1 point of damage and electrical attacks do no damage. Only plant-affecting spells and other offensive damaging spells can

Vegepygmy	Bipedal	Dawg
AKA:	Mold Man	Fungus Fido
HACKFACTOR:	9	12
EP VALUE:	65 per Hit Die	270
CLIMATE/TERRAIN:	--- Warm Subterranean or Dark Forests ---	
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Colonies	Colonies
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Animal (1)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	30-300	3-30
SIZE:	S to M	M (6' tall)
MOVEMENT:	12"	15"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Fearless (19)	Fanatic (20)
ARMOR CLASS:	4	4
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-6 or by weapon	2-5+special
SPECIAL ATTACKS:	Surprise 5 in 10	Entangling
SPECIAL DEFENSES:	--- Puncture resistant, immune to electricity ---	
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	1 to 6	4

affect them and they automatically make their saves against spells of the enchantment/charm school, unless the spell specifically targets plants.

Bipedal Vegepygmy: An encounter with Bipedal Vegepygmies consists of the following numbers: 50% will have 1 Hit Die, 25% will have 2 Hit Dice, 15% have 3 Hit Dice and 10% have 4 Hit Dice. For every 50 Mold Men there is a sub chief with 5 Hit Dice and 2-5 bodyguards with 3 Hit Dice each. Leaders have 6 Hit Dice and 2-8 bodyguards, each with 4 Hit Dice.

Vegepygmy Dawg: Vegepygmy Dawgs fight with their thorn-like growths. A successful to-hit roll four or more above what the Dawg needs to hit means the creature is entangled with its victim and the victim will take 3-12 points of damage if it rips away from the creature.



Bipedal Vegepygmy



Vegepygmy Dawg

HABITAT/SOCIETY: Vegepygmy lairs will be found in dark, dank, humid thickets and forests. They co-exist well with other plant life and there is a 40% chance that there will be 1-3 Shriekers guarding their lair. There is a 70% chance of a lair harboring 1-6 patches of Russet Mold.

Vegepygmies have no spoken language and communicate by thumping their chests and giving each other dirty looks.

ECOLOGY: Vegepygmies are grown from Russet Molds and/or special buds that grow from the adults. The creatures are asexual and will not understand even the most blatant sexual innuendo.

YIELD:

MEDICINAL: Eating Vegepygmy will infect the imbiber with Russet Mold.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: O, P

OTHER: Nil

Vengeful Troubadour

DESCRIPTION: Vengeful Troubadours are bards that have become embittered, cynical and jaded beyond reason. 75% are half-elves, while the rest can be of any race. They will appear as normal bards of 4th level or higher.

COMBAT/TACTICS: Vengeful Troubadours will generally have abilities equal to those of a 4th level bard or higher, depending on when the individual decided to frolic down the path of evil.

These sinister skalds all have the special ability to play a Demoralizing Tune. Victims who hear the tune in a radius around the bard (five feet per level of experience) feel their will to fight slowly drain away. NPCs must make morale checks every round or lose a point (5%) of morale. NPCs that miss two morale checks in a row will flee or surrender, depending on the circumstances.

PCs that hear the tune must save vs. spells (Fear) at +2. Victims who miss their saving throw get a cumulative -1 to the save each round thereafter, so long as they can hear the tune. PCs that miss two saves in a row either flee or surrender, depending on the circumstances.

Should any victim miss a saving throw or morale check three times in a row, the victim is reduced to uncontrollable blubbling and will assume a fetal position until the Vengeful Troubadour stops singing, plus an additional 1-6 rounds after.

HABITAT/SOCIETY: Vengeful Troubadours have been soured by their years of life on the road. They seek to demoralize everyone with hopelessness and despair. In their eyes, life is a tragedy and true sadness the only real truth. All Vengeful Troubadours suffer from manic depression, making them moody and prone to peaks of hyperactivity and apparent clarity and lows of deep depression and melancholy. Any psionist that contacts the mind of one of these Cynical Skalds will be filled with sadness and gloom and will be unable to benefit from any type of morale boosting effects for 1-4 days.

Vengeful Troubadour

AKA: Cynical Skald
HACKFACTOR: 7 (plus 2 per level over 4)
EP VALUE: 175 (plus 120 per level over 4)
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary or Group
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Very to Genius (11-18)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1 or 1-4
SIZE: M (4' to 6' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Possible
ATTACK/DEFENSE MODES: Possible
MORALE: Brave (14)
ARMOR CLASS: Variable (usually 5)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Demoralizing tune
SPECIAL DEFENSES: Immune to fear, high threshold of pain
MAGIC RESISTANCE: Standard
HIT DICE: 4 and up

ECOLOGY: Vengeful Troubadours are physically just like their normal bardic brethren, except as noted above. Many have a high threshold for pain (twice normal). Since these individuals have resigned themselves to their doom, they are immune to all types of fear.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Z (plus Z for every two levels over 4th)
OTHER: Nil

Venom Sparrow

DESCRIPTION: Venom Sparrows resemble normal sparrows except that their beaks are slightly longer and sharper. These birds have red and black feathers and are known for being extremely territorial.

COMBAT/TACTICS: When a PC or any animal larger than a normal sparrow comes within 30 feet of a nest, the birds begin to chirp. This is a signal for the entire flock to attack. The attack will come 1-3 rounds later, after the birds assemble in the largest nearby tree. Should the interlopers flee before that time, there is a 20-80% chance that the flock will return to its dormant state.

However, if the interlopers do not retreat, the birds rush forward to the attack, stabbing with their beaks. Each bird's vicious beak delivers a weak poison. Victims struck must immediately save vs. poison at +4 or suffer an additional 1-8 points of damage. There is no damage (beyond a bruised ego) if the poison save is made.

HABITAT/SOCIETY: Venom Sparrows nest in the same general vicinity as the rest of the flock. The birds prefer to make their nests at least five feet off the ground, so if an area is cleared of trees and other objects where the birds could make their nests, there is a 90% chance the flock will permanently move away. Burning down a forest is the quickest way to rid an area of Venom Sparrows.

ECOLOGY: Poison Peckers live in temperate climes and generally do not bother other animals smaller than themselves. Even most deer, squirrels and other common forest creatures will be left alone by the birds, so long as they do not approach the Peckers' trees. Bears are frequent targets of Venom Sparrow flocks. Evil humanoids, especially Kobolds, raise small flocks of Venom Sparrows to protect their lairs and to use as messenger birds. Unlike pigeons, they are not reliable and cannot deliver messages more than two miles. At least one Kobold claims this is unimportant, since the chances of both writer and recipient being literate are quite low.

Venom Sparrow

AKA: Poison Pecker
HACKFACTOR: 0
EP VALUE: 7
CLIMATE/TERRAIN: Temperate
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1-100
SIZE: T (3" long)
MOVEMENT: 3", 12" Fly (A)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 1
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1-2 hit points



A Vengeful Troubadour gives voice to his darkest depressions.



Venom Sparrow

YIELD:
MEDICINAL: Venom Sparrow meat is poisonous unless soaked in brine for one hour. After that, it tastes like tough chicken.
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Nil
OTHER: Venom Sparrow eggs are worth 1 gp each.

Vent Squawler

DESCRIPTION: Vent Squawlers are Imp-like creatures with long flowing hair. They have neither tails nor horns, but they do have a demonic appearance. Each Squawler has a pair of vicious claws that it uses for climbing and attack.

COMBAT/TACTICS: Vent Squawlers use their claws to attack and their bite inflicts damage equal to a claw attack. Additionally, during combat, the creatures squeal causing all creatures of animal Intelligence or lower to make morale checks or flee the immediate area. Spells that require verbal components have a 10% chance of failure for each Squawler present.

Vent Squawlers know how to use small, confined spaces to their maximum advantage. When the

Vent Squawler

AKA: Duct Monster
HACKFACTOR: 8
EP VALUE: 270
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Family
ACTIVITY CYCLE: Night/Darkness
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1-4
SIZE: S (2' tall)
MOVEMENT: 9", 12" Climb
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 4
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-4/1-4/1-4
SPECIAL ATTACKS: Squeal
SPECIAL DEFENSES: Dodging missiles
MAGIC RESISTANCE: Standard
HIT DICE: 3+2

Squawlers are on their home turf, missile weapons strike as if the Squawlers were AC 2. Spells that are fired like missile weapons, such as Magic Missile or Fireball, give the creature a special saving throw versus spell. If the creature makes the roll, it takes no damage, having ducked around a corner at the last second.

HABITAT/SOCIETY: These creatures get their name from their penchant for making their nests in the ventilation systems of dungeons. Some Vent Squawlers have access to virtually every room in a dungeon via these ducts and will use it to their best tactical advantage.

Because of their great access, Squawlers often have magic items and treasure of considerable value.

ECOLOGY: Vent Squawlers are part of the natural ecosystem of any dungeon. They are responsible for making the air in most well ventilated dungeons stale and dank. Their nests cut off the flow of air and their stench permeates a dungeon, making it virtually impossible to track them using a bloodhound or tracking dawg.

It is rumored that these creatures are distantly related to Kobolds and Imps, but no Imp has ever admitted to such a mating. If Vent Squawlers are eliminated from a dungeon crawl, the air quality will increase by 25%.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: A, H, J
OTHER: Nil



A foul little Vent Squawler assaults this fighter with impunity!

Ver'men

DESCRIPTION: Ver'men are one-foot tall creatures with claws, bald heads, pointed ears, pointed teeth, bad breath and rat-like faces. They live in tunnels just below the surface of the earth and will always be encountered with rats of one kind or another.

COMBAT/TACTICS: Ver'men are extremely quick, but they will only attack opponents they feel they can overwhelm. Their weapons include darts that do 1d4-2 points of damage up to a range of 12 feet and small melee weapons. Ver'men can only do 1-4 points of damage with a melee weapon, regardless of the type.

Much like Goblins, Ver'men have become known as expert trap builders. They often employ weighted nets, dead falls and flaming oil traps. The more time a tribe of Ver'men has spent in an area, the more elaborate and deadly the traps will be.

During an attack, 1 in 12 Ver'men will attempt to rob a victim rather than attack. The creature will cut a purse string or pouch, then scurry away with the booty. If given more time, they can completely sabotage a victim's equipment, damaging backpacks, befouling holy water and

Ver'men
AKA: Ratblins
HACKFACTOR: 0
EP VALUE: 7
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Uncommon
ORGANIZATION: Tribal
ACTIVITY CYCLE: Night/Darkness
DIET: Scavenger
INTELLIGENCE: Avg. to Genius (8-18)
ALIGNMENT: Neutral Evil (with Lawful tendencies)
NO. APPEARING: 12-48
SIZE: T (1' tall)
MOVEMENT: 15"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Unreliable (5)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1d4-2 or 1-4
SPECIAL ATTACKS: Surprise 7 in 10, see text
SPECIAL DEFENSES: Camouflage, immune to disease, see text
MAGIC RESISTANCE: Standard
HIT DICE: 3-18 hit points

wedging weapons in their scabbards, making them difficult to draw (+5 segments). Each of these actions takes the Ver'men one round.

One in 35 Ver'men has the ability to drain the magic from a magic item in 1-4 rounds. This creature will have 1 Hit Die and will lead the group, but usually not the tribe. Additionally, all Ver'men save vs. spells as 4 Hit Dice creatures and in their native environment they are 75% undetectable. They surprise creatures 7 in 10 times.

HABITAT/SOCIETY: Ver'men will be encountered with Common Rats (25% chance) or Giant Rats (75%). These are used as guards and pets. One in ten of the creatures speaks the common tongue.

Ver'men often dig large tunnels to accommodate man-sized victims, but dig much smaller tunnels for themselves. Only creatures of gnome size or smaller can fit down them.

Females are equal to the males in Ver'men society. Worth is measured in the amount of debris an individual can collect. Ver'men collect almost anything shiny and/or edible. If a Ver'men is captured and questioned it is likely to reveal the tribe's secrets. Should it continue to survive, it will be considered "tainted" by the other tribe members and taunted by screeched calls of "you rat - you dirty rat".

ECOLOGY: Ver'men have poor infravision (only 30 feet), so it is possible to surprise them on their own turf with missile weapons. These creatures are immune to normal diseases. Any rat-related creature ordered to attack Ver'men must make a morale check to do so.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: O, Q (every ten individuals); C, Q (x5), S, T (in lair)
OTHER: Nil



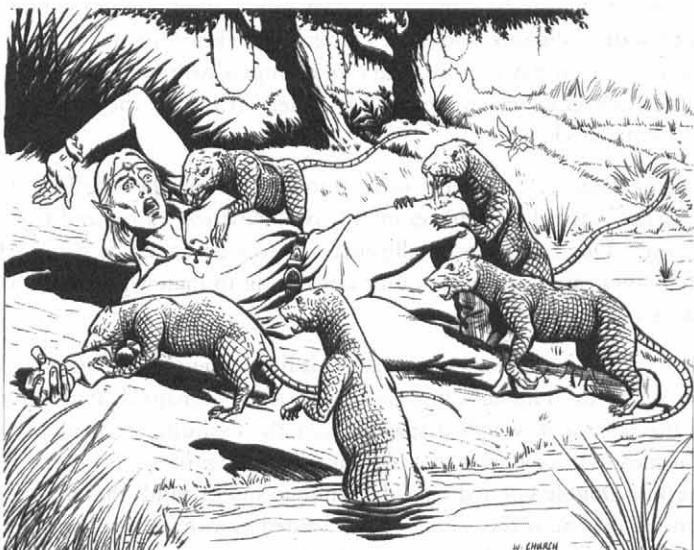
Ver'men will kill if they cannot steal.

Verminator

DESCRIPTION: These creatures resemble dawg-sized muskrats with dark green scales and rat-tails. Verminators will only be encountered in or around shallow water.

COMBAT/TACTICS: Verminators prefer to attack encampments at night. Typical tactics include swarming into a camp, grabbing the biggest piece of edible material and then scurrying back to the water before the victims have a chance to retaliate. If a group of victims have secured their provisions or do not have any food, four of the creatures will attempt to drag a small sized creature into the water. Five are required for a dwarf, six for an elf and eight or more for a

Verminator
AKA: Swamp Dawg
HACKFACTOR: 3
EP VALUE: 65
CLIMATE/TERRAIN: Temperate to Tropical Coastal
FREQUENCY: Uncommon
ORGANIZATION: Pack
ACTIVITY CYCLE: Night/Darkness
DIET: Scavenger
INTELLIGENCE: Semi- (2-4)
ALIGNMENT: Neutral Evil
NO. APPEARING: 2-12
SIZE: S (3' long)
MOVEMENT: 12", 9" Swim
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Courageous (13)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 (+2 for acid)
SPECIAL ATTACKS: Acid
SPECIAL DEFENSES: Immune to acid
MAGIC RESISTANCE: Standard
HIT DICE: 2+1



Verminator

human. Once sated with food, the creatures no longer attack. Verminators classify any organic matter as food, so they will steal backpacks and sacks made from leather. They are able to hold their breath underwater up to a turn.

The scales of a Verminator make it completely immune to acid. Their saliva is extremely acidic, adding +2 acid damage on each successful bite. Any organic object bitten by the creatures must save vs. acid at +2 or be destroyed.

HABITAT/SOCIETY: These creatures are swamp and fresh water coastal scavengers. Verminators enjoy targeting the weak and helpless for food. They are a typical staple of young black dragons. A pile of burning or bleeding Verminators is 10% likely to attract a Black Dragon in the area.

Black Dragons love the taste of Verminator, as it does not disintegrate from their acidic saliva as quickly as does other prey. PCs that wish to parley with a Black Dragon add +2 to their reaction rolls if they bring the wyrm a freshly killed or live Verminator.

ECOLOGY: Verminators evolved naturally in the swamps of Garweeze World. Some magic-users have been known to use their acid immunity to trick adventurers into swimming in pools of acid.

YIELD:

MEDICINAL: Verminator meat is highly acidic and will cause stomach cramps to anyone that eats it (except for Black Dragons) for 2-12 turns.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The hide of a Verminator can be used to make acid-resistant leather goods.

TREASURE: J, K, L, M, N, O, Q (in lair)

OTHER: Nil

Vicious Beach Mite

DESCRIPTION: Vicious Beach Mites appear to be little more than black dots to the naked eye. Upon closer inspection, the armored flea has a nearly indestructible exoskeleton and a pair of vicious mandibles used for cutting flesh.

COMBAT/TACTICS: The mites are only active in the light and they disperse to such a wide range, they will only be encountered in numbers of 1-6. However, if a group of PCs is foolish enough to light a campfire on a beach, their numbers swell to 10-100. Attracted by the light, they rise up and attack. Each Mite does 1 point of damage with a successful attack and continues to bite as long as there is light.

The only way to kill these bugs is to use a spell, such as *Repel Insects*. The easiest way is for a victim to immerse himself in total darkness, magical or otherwise. The Mites then go dormant in one round, dropping off to digest in two. If the PC spends some time stamping around in the darkness (at the whim of the GM), he can usually kill most of the Vicious Mites.

HABITAT/SOCIETY: Vicious Beach Mites are non-intelligent, acting on pure instinct. They are attracted to bright lights and warmth, but stay dormant in the darkness. Evil creatures that live near or on the beach where these fiendish insects dwell often use them as living traps.

ECOLOGY: Beach Mites grow and reproduce like normal fleas. They can stay dormant in areas for months and even years. The colder the area, the longer they can stay dormant. Mites stored in an area below 50 degrees require 1-6 rounds to wake up, plus one round for each ten

Vicious Beach Mite

AKA: Horrid Sand Flea

HACKFACTOR: 0

EP VALUE: 1

CLIMATE/TERRAIN: Any Coastal

FREQUENCY: Uncommon

ORGANIZATION: Swarm

ACTIVITY CYCLE: Day/Light

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-6 or 10-100
(see text)

SIZE: T (less than 1")

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: -4

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1

SPECIAL ATTACKS: Swarm

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1 hit point



Vicious Beach Mite

degrees (or portion thereof) below 50. Introducing heat to them will cause them to awaken and attack sooner.

YIELD:

MEDICINAL: Powdered Vicious Beach Mite can be used to salve wounds and prevent scars.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Vile Double-Crested Crawdad

DESCRIPTION: The Vile Double-Crested Crawdad is only encountered in warm swamps. It has two vicious, delicious claws and an armored, tasty body. The Crawdad's vile, yummy meat is both feared and eaten by swamp denizens.

COMBAT/TACTICS: Vile Double-Crested Crawdads live in murky waters, usually at a river delta or swamp. They are completely mindless and will attack anything that moves or that they blunder into. Like most crustaceans, they lurk at the bottom of their watery lairs waiting for tasty PCs to float by. They attack with their two claws

Vile Double-Crested Crawdad

AKA: Swamp Lobster

HACKFACTOR: 4

EP VALUE: 175

CLIMATE/TERRAIN: Marsh and Swamp

FREQUENCY: Rare

ORGANIZATION: Group

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-8

SIZE: M (5' long)

MOVEMENT: 6", 9" Swim

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 4

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6/1-6

SPECIAL ATTACKS: Drag underwater

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4+2



Vile Double-Crested Crawdad

and if both hit on the same round, they can attempt to pull their prey underwater. Victims who fail a Dexterity check will be pulled under. Victims with the swimming skill can attempt a swimming check first, if that succeeds they are not pulled under. If it fails, they still get a Dexterity check.

HABITAT/SOCIETY: Because of its mindless nature, the Vile Double-Crested Crawdad participates in only two activities: eating and reproducing. Due to its low Intelligence, it often gets the two confused, sometimes eating its mate and/or attempting to mate with those that attack it.

ECOLOGY: This aggressive crustacean is highly dangerous, but incredibly delicious. Humans, humanoids and demi-humans that are native to the regions in which it spawns hunt the creatures for their meat. The meat is so desirable that there are often gangs of bandits that hunt the Vile Double-Crested Crawdad hunters and brigands that hunt the bandits that hunt the Vile Double-Crested Crawdad hunters. Some believe that there are highwaymen that hunt those brigands, but this is merely a rumor.

YIELD:

MEDICINAL: Vile Double-Crested Crawdad is worth 5 gp per pound – the average adult specimen has 10-40 pounds of meat.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Vile Shadow Fiend

DESCRIPTION: Vile Shadow Fiends appear as sinister, disembodied shadows. These creatures are the undead, evil spirits of Shades.

COMBAT/TACTICS: Vile Shadow Fiends can attack with two claws, but they will only do so if cornered. The creatures can only be harmed by magical, blessed or holy objects. A Vile Shadow Fiend's most devastating attack, however, is its ability to possess a victim. Anyone who casts a shadow is vulnerable, so the creature cannot attack in total darkness. Those attacked by possession must save vs. spell or fall under a Magic Jar spell. (The Fiend does not need a container for its essence, however.)

Once the Fiend has control of a victim, it will seek to do his companions harm and accumulate as much treasure as possible. Its ultimate goal is to achieve Shade status again using its new body. Victims can continue to struggle against the creature making a saving throw every

Vile Shadow Fiend

AKA: Hades Shade

HACKFACTOR: 22

EP VALUE: 1,400

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Unknown

INTELLIGENCE: Average to Very (8-12)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: M (6' tall)

MOVEMENT: 3"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 0

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1d6-3/1d6-3

SPECIAL ATTACKS: Possession

SPECIAL DEFENSES: Only harmed by magical, blessed or holy objects

MAGIC RESISTANCE: Standard

HIT DICE: 7

*Vile Shadow Fiend*

(20 minus host's Wisdom) days or every hour for a Wisdom greater than 19. The victim can also get another saving throw if forced to walk across consecrated ground or if a Protection from Evil (or Protection from Good) is cast directly on him. Paladins are immune to possession and a Dispel Evil will immediately force the Fiend out. It can be turned by a cleric as a Wraith.

These undead creatures can shift to and from the Plane of Shadow at will, but cannot take a possessed victim with them. If they shift, the victim is immediately free. They will flee to the Plane of Shadow if faced with overwhelming odds.

HABITAT/SOCIETY: These sinister creatures sometimes (20%) retain their full memories as Shades and will have the spell capabilities when possessing a body. They care nothing for anyone but themselves and will do anything in their power to achieve Shade status once again. See Hacklopedia of Beasts Volume 7, page 47.

ECOLOGY: Vile Shadow Fiends are not part of any regular ecological niche on Garweeze Wurd. If a Fiend's true name is known, it can be summoned and either bound or destroyed. If a victim dies while under the possession of the Fiend, the body will rise the next night as a Zombie unless properly buried. If a victim makes a saving throw to regain control of his body, he can choose to hold the Fiend inside for three rounds and commit suicide. This destroys both the Fiend and the victim. In some crowds, the act is considered noble.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Vile Thunder Beast

DESCRIPTION: Vile Thunder Beasts look like a combination of hippo and hawk. Bloated and gassy, the rumblings of their herds are a common occurrence in the Abyss and the creature's stink is well known there. Their hides range from sickly yellow to puke green, with dark, warty growths. They have small eyes, fan-like ears and a large mouth.

COMBAT/TACTICS: These disgusting creatures are so named because they "thunder" across the Abyss, trampling anything in their path. They can charge from 20 feet, inflicting 1-4 points of damage per Hit Die. Frightened Beasts will bellow breath equal to a Fog Cloud after three rounds of continuous bellowing. Once belched, the Cloud lasts for six rounds. Creatures with a functioning sense of smell fight at -2 against these beasts.

HABITAT/SOCIETY: Vile Thunder Beasts feed on the stunted, evil grasses of Hell. They are herd animals for all nefarians and are sometimes raised on nefarian ranches. For every two adults there will be one immature, non-combatant Beast.

ECOLOGY: These Hellish creatures are created from the evil souls of evil pigs, boars, hippos and their ilk. They suffer in Hell perpetually end-

Vile Thunder Beast

AKA: Hell Pig**HACKFACTOR:** 13 (average)**EP VALUE:** 650**CLIMATE/TERRAIN:** The Abyss**FREQUENCY:** Common**ORGANIZATION:** Herd**ACTIVITY CYCLE:** Any**DIET:** Omnivore**INTELLIGENCE:** Animal (1)**ALIGNMENT:** Neutral**NO. APPEARING:** 5-20 (adults)**SIZE:** H (elephant-sized)**MOVEMENT:** 9", 18" Charge**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Average (11)**ARMOR CLASS:** 4**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** 2-12**SPECIAL ATTACKS:** Charge**SPECIAL DEFENSES:** Fog Cloud, stench**MAGIC RESISTANCE:** Standard**HIT DICE:** 4 to 9 +1 per die*Vile Thunder Beast*

ing up a meal for any demon, devil, daemon or wandering evil Arch-Mage that happens by.

YIELD:

MEDICINAL: The meat is foul and disgusting to all but nefarians (and perhaps truly sick and evil humans).

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The hide of a Vile Thunder Beast is sometimes cured to bind evil scrolls, spell books and evil clerical tomes.

TREASURE: Nil

OTHER: Nil

Viper, Spit

DESCRIPTION: Spit Vipers are nasty poisonous snakes that are sometimes the familiars of neutrally aligned, non-good magic-users (neutral, neutral evil, chaotic neutral and lawful neutral). Spit Vipers look like cobras, but their hoods are not as broad and their fangs are almost non-existent.

COMBAT/TACTICS: When a Spit Viper feels threatened, it will spit in the face of its prey for 1 point of damage. The spit has a range of 12 feet. Victims struck must immediately save vs. poison at +2 or take 15 points of damage. Additionally, victims are blinded for 1-4 rounds. If the victim makes a

Viper, Spit

AKA: Insult Asp

HACKFACTOR: 1

EP VALUE: 35

CLIMATE/TERRAIN: Temperate to Desert

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-4

SIZE: S (4' long)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1

SPECIAL ATTACKS: Poison

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1



Spit Viper

saving throw, the victim takes 1-4 points of damage and is blinded for only the remainder of that round.

HABITAT/SOCIETY: Spit Vipers make excellent pets, whether they become familiars or not. As long as a master feeds the creature live rats on a regular basis, the Viper will not harm the keeper.

As a familiar, the creature conveys immunity to all snake poisons so long as the magic-user is in contact with the Viper. Additionally, the magic-user receives a +4 saving throw vs. all natural poisons and +2 against all magical ones. The magic-user's sense of taste will be so enhanced that, like a snake, he can smell with his tongue (unless he has no sense of smell or taste). Although the magic-user may not be able to distinguish one scent from another, he will know when a new scent is within 60 feet. GM's must use their discretion in determining the use of this power.

ECOLOGY: Spit Vipers act in most respects just like normal snakes. However, they tend to become very attached to their masters. They have been known, in some instances, to fight to the death to protect their master's bodies, even after death and even when companions are merely trying to heal and/or Resurrect the magic-user.

YIELD:

MEDICINAL: Contact poison from a Spit Viper is worth 100 gp per vial, but it will only allow its master to milk it.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The hide from the creature can be used for a nice pair of boots.

TREASURE: Nil

OTHER: Nil

Virusentient, Giant

DESCRIPTION: Giant Virusentients are sentient viruses of immense size. They appear as amorphous blobs and are sometimes (20% of the time) mistaken for some sort of Phlegm Pudding. They are often encountered in dark, damp subterranean places.

COMBAT/TACTICS: Since the creature moves slowly, but steadily, it usually attacks PCs in a dead end tunnel in a dungeon. It can ooze under doors and between cracks of less than one half inch. Anyone struck by the creature must save vs. poison or become ill. Sick creatures lose 1 point each of Constitution and Strength per round as long as they are in contact with the creature. Victims can regain their lost

Virusentient, Giant

AKA: Amoebus-Nyquillum

HACKFACTOR: 31

EP VALUE: 3,000

CLIMATE/TERRAIN: Temperate to Subarctic

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L (10' around)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

DAMAGE/ATTACK: See text

SPECIAL ATTACKS: Strength & Constitution drain

SPECIAL DEFENSES: Immune to poison and disease

MAGIC RESISTANCE: Immune to mind-affecting spells

HIT DICE: 12



Giant Virusentient

points with a Cure Disease spell or by getting plenty of rest and drinking juice (at the rate of 1 point of each Ability Score per day). If either score reaches 0, the victim is dead and the Virusentient begins to absorb its nutrients.

Virusentients are immune to all mind-influencing spells, poisons and disease. A Cure Disease spell causes the creature to lose 1 Hit Die per level of the caster. Boiling a chicken and throwing the hot broth on the Virusentient will instantly kill it.

HABITAT/SOCIETY: Giant Virusentients are mindless and will attack anything that moves, including creatures that it cannot damage. Subarctic conditions cause the creature to become slowed as the spell and arctic conditions will force it into dormancy until the temperature rises above freezing.

ECOLOGY: Giant Virusentients were created during the Battle of Gargoneeze in the Year of the Bobcat. Gargoneeze was a city under siege by an army of undead. A clan of Stone Giants had taken refuge in the city and a clever magic-user decided to use his Potions of Growth on the already powerful giants. This move turned the tide of battle and saved the city, but one of the giants, who also had a cold, died during the fighting. The cold inside him became the first Giant Virusentient and it escaped to reproduce asexually.

YIELD:

MEDICINAL: Exposure to a Giant Virusentient in small amounts over a period of 6-36 months will make the victim immune to further attacks by a Giant Virusentient.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Vision

DESCRIPTION: Visions appear to be shadows of insubstantial material in a vaguely humanoid shape.

COMBAT/TACTICS: On the Prime Material Plane, these creatures are AC 0, but on the Ethereal Plane where they primarily exist they are AC 10. Visions can only be hit by silver, magic or blessed weapons. Blessed weapons do 3-18 points of damage per strike and a Dispel Illusion causes 0-5 points of damage per level of the caster.

This creature attacks with "illusionary aging". On a successful strike, if it rolls better than the victim's Intelligence on 3d6+3, the victim thinks he has aged ten years. The creature can attack once per round. If the PCs destroy the Vision, it vanishes and those affected by illusionary aging must save vs. spell or the aging is permanent and real. A Restoration spell can restore the victim to his proper age.

HABITAT/SOCIETY: Visions are often mistaken for Shadows or Ghosts, but they cannot be turned. A gnomish illusionist by the name of Terrince Shortsleeves accidentally summoned these creatures to Garweeze Wurd. The Visions made short work of the gnome, but found they could not return to their home plane. Their frustration drives them to attack all beings, even undead that would obey them.

ECOLOGY: Sages are unable to come to a conclusion as to whether or not Visions are illusionary beings that have been given partial reality or

Vision

AKA: Lesser Ghosts

HACKFACTOR: 27

EP VALUE: 975

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Unknown

INTELLIGENCE: Very (11-12)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1

SIZE: M (4' to 6' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 0 (10)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: See text

SPECIAL ATTACKS: Aging

SPECIAL DEFENSES: Silver, magical or blessed weapons to hit

MAGIC RESISTANCE: 75%

HIT DICE: 8



Vision

real beings that have been turned into partly illusionary. Visions consider all beings on Garweeze Wurd to be the illusion, and should they stop believing in it, the GM's campaign and the PCs could wink out of existence, leaving only a group of very smug, satisfied Visions.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The essence of a Vision left behind when it dies can be used to cast a Phantasmal Killer that will age a victim 1-10 years whether or not the victim makes a saving throw. This adds a material component and the spell takes 6 segments to cast. Even if the victim dies and is Raised or Resurrected, the aging is permanent. Of course, there is rumored to be a 5% chance of spell mishap by using this technique.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Vordrax

DESCRIPTION: Vordraxes are vaguely insect-like, bipedal and covered with horny protrusions and claws. They literally have so many sharp, horn-like protrusions on their bodies that every time they move, pieces of the horn break off and stab the poor creature.

COMBAT/TACTICS: 75% of all Vordraxes have animal Intelligence. They will lunge at anything they think is edible, slashing and smashing until it stops moving. The other 25% of Vordraxes are more intelligent. They drop on prey from trees or lunge out of the darkness, then slash and smash until it stops moving.

Hacking and puncturing weapons do no damage to Vordraxes, as they have built up immunity to those effects

over the years. Any successful strikes on the creature will dislodge sharp bits of horn that do 1-3 points of damage to anyone within five feet wearing leather armor or less. The creature is AC 4 even from behind, since its protrusions serve to protect it. Any thief foolish enough to backstab a Vordrax takes 2-12 points of damage and will probably find himself impaled on the creature's back.

HABITAT/SOCIETY: Vordraxes live in jungles where they do a great deal of damage to all flora and fauna. These creatures will leave obvious trails wherever they go, scratching trees, animals, rocks, birds, etc.

Intelligent Vordraxes are sometimes worshiped as minor gawds by primitive tribes. These Vordraxes are less aggressive and will usually know a few basic words of the local language. If appeased with food,

Vordrax

AKA: Horn Swoggler

HACKFACTOR: 8

EP VALUE: 420

CLIMATE/TERRAIN: Subtropical and Tropical Forests

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Animal to Low (1-7)

ALIGNMENT: Neutral

NO. APPEARING: 1-3

SIZE: M (6' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 4

NO. OF ATTACKS: 1-6

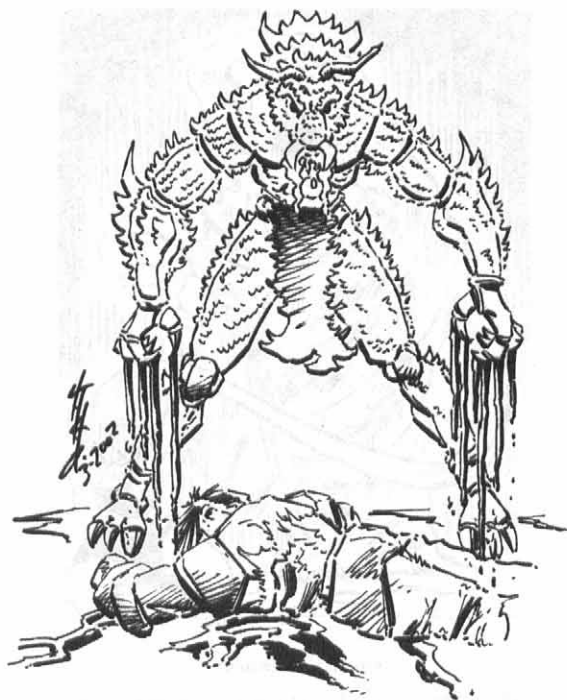
DAMAGE/ATTACK: 1-8 each

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: Immune to hacking & puncturing

MAGIC RESISTANCE: Standard

HIT DICE: 5+1



Vordrax

they sometimes give vital information about the local region.

Vordraxes all look exactly the same and PCs are only 5% likely to be able to tell them apart. Consequently, if PCs make a deal with a friendly, intelligent Vordrax, they may later mistake a vicious one of animal Intelligence for their ally or vice versa.

ECOLOGY: Vordraxes are born from eggs that resemble bundles of thorns. When they hatch they have 1 Hit Die and gain another one each month until maturity. Intelligent Vordraxes sometimes nurse their young and train them to speak, while Vordraxes with animal Intelligence leave the young to fend for themselves.

YIELD:

MEDICINAL: Experiments with chronic damage from Vordrax claws – in an effort to make the subjects immune to hacking or puncturing weapons – have thus far proven unsuccessful.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Armor made from Vordrax hide will do 1-6 points of damage to the wearer per round.

TREASURE: Nil

OTHER: Nil

Vortex

DESCRIPTION: Vortexes are whirlwinds of air. Most are 40 feet high with a ten-foot base diameter and a 30-foot opening at the top. The creatures are made of air and cannot be seen, but the dust that swirls within them can be observed.

COMBAT/TACTICS: Victims struck by a Vortex will be spun around violently for 1-3 points of damage per round. Additionally, there is a 5% cumulative chance per round the victim will be killed by the force of the air, or more precisely any substantial mass also being whipped around in the Vortex. One man-sized or two small-sized creatures can be attacked in this manner by a single Vortex. Killing the creature is

the only way to free a victim, short of Teleporting away. Those creatures with natural or magical flying ability may attempt a Strength check in order to break free.

Creatures who are caught in the grip of the Vortex, may attempt to attack the beast but they must make a Strength check in order to retain hold of any items held in their hands and must make a Dexterity check in order to mount an attempt at an attack roll. Even then, the attack is at -4 to-hit.

HABITAT/SOCIETY: Vortexes are mindless creatures from the Elemental Plane of Air. When they make their way to the Prime Material Plane, they suck up as many victims as possible.

ECOLOGY: The only solid bit of the creature is a grapefruit-sized ball of solid matter at the very center. This ball can be struck for damage – and damage to it can, eventually, kill the Vortex. Sages theorize that the ball of solid matter is the creature's only vital organ.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The essence of a Vortex can be used in any air-related spell in lieu of other material components.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Vortex

AKA: Arcanado
HACKFACTOR: 3
EP VALUE: 65
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Group
ACTIVITY CYCLE: Any
DIET: Unknown
INTELLIGENCE: Non- (0)
ALIGNMENT: Chaotic Neutral
NO. APPEARING: 1-8
SIZE: Variable
MOVEMENT: 15" Fly (A)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 0
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-3
SPECIAL ATTACKS: Spinning to death
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2+2

Vulture

	Common	Giant
AKA: Creepus-Birdum		Largus-Creepus-Birdum
HACKFACTOR:	0	0
EP VALUE:	65	120
CLIMATE/TERRAIN:	Temperate/Desert	Temperate/Desert
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Flock	Flock
ACTIVITY CYCLE:	Day	Day
DIET:	Scavenger	Scavenger
INTELLIGENCE:	Animal (1)	Low (5-7)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	4-24	2-12
SIZE:	S (2'-3' long)	M (3'-5' long)
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Timid (6)	Half-hearted (9)
ARMOR CLASS:	6	7
MOVEMENT:	3", Fl 27" (E)	3", Fl 24" (D)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1d4-2	1-4
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	1+1	2+2

Vulture, Common/Giant

DESCRIPTION: Vultures are scavengers that roam the skies searching for injured or dead creatures to feed upon. Since most injured or dead creatures cannot fly, they eventually end up eating carrion they find on the ground. With long, fleshy necks, big beaks and black feathers, the Common Vulture has a seven-foot wingspan and the Giant types have a 12-foot wingspan. Vultures rarely date outside their species.

COMBAT/TACTICS: Vultures are cowards and will wait until an intended meal stops moving. If six or more Vultures are present, they may attack a weak, slow-moving victim. If the victim defends itself, the Vultures move out of range and resume their deathwatch. Creatures



Vortex



Vulture



Vulture — Giant

that are unconscious, dead, magically sleeping, magically held or dismembered are all considered potential meals.

HABITAT/SOCIETY: Vultures nest in high, dead trees, bluffs or cliffs. They defend their nests to death if they contain eggs or young (20% chance). Vultures will not join the army, nor will they make a fuss if you cut ahead of them in line, though their stares are reportedly quite intimidating.

ECOLOGY: Because of their diet, Vultures have developed a natural resistance to disease and to organic toxins. Giant Vultures are trained by some humans or humanoids to associate certain species with food.

YIELD:
MEDICINAL: Nil.
SPELL COMPONENTS: Nil.
HIDE/TROPHY ITEMS: Vulture feathers are sometimes used for ladies' hats. An entire set of a Common Vulture's feathers is worth 1-4 gp and that of a Giant Vulture is worth 2-8 gp.
TREASURE: Nil
OTHER: Giant Vulture hatchlings or viable eggs are worth 30-60 gp each.

Vulture, Red Crested Snow & Vulchling

DESCRIPTION: Red Crested Snow Vulture: These look just like normal Vultures, except that they have red crests and white feathers. Red Crested Vultures have sharper beaks than normal ones.

Vulchling: These bird creatures look like Vultures with human facial features. They look extremely sinister and are only encountered in subterranean or desolate areas.

COMBAT/TACTICS: Red Crested Snow Vulture: Red Crested Vultures are more aggressive than normal Vultures and will attack anything that appears to be bleeding or injured, regardless of whether it is lightly injured or close to death. These fiends come equipped with razor sharp

Vulture	Red Crested Snow	Vulchling
AKA:	Iceberg Percher	Vulturethal
HACKFACTOR:	0	1
EP VALUE:	35	15
CLIMATE/TERRAIN:	Temperate Mountain to Arctic	Wasteland/Subterranean
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Flock	Flock
ACTIVITY CYCLE:	Day	Night/Darkness
DIET:	Scavenger	Scavenger
INTELLIGENCE:	Animal (1)	Low (5-7)
ALIGNMENT:	Neutral	Chaotic Evil
NO. APPEARING:	3-18	2-16
SIZE:	M (5' to 6' wingspan)	M (5' to 6' wingspan)
MOVEMENT:	3", 27" Fly (E)	6", 3" Fly (C)
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Unsteady (8)
ARMOR CLASS:	6	7
NO. OF ATTACKS:	1	1 or 2
DAMAGE/ATTACK:	2-5	2-5 or 1-4/1-4
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Cold resistant	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	1+3	2

beaks that they use to bite. They take -1 point of damage per die from cold attacks.

Vulchling: A Vulchling can attack with either its beak or talons. When a pair of the evil birds both hit with each of their talons, they can lift a gnome, halfling or gnomeling into the air, usually for later dropping and feasting. They might be able to lift elves or half-elves, but only attempt this with characters who appear small. They have been known to lift dwarves, but have only a 50% chance of success.

HABITAT/SOCIETY: Red Crested Snow Vulture: Red Crested Vultures live outside and prefer to dwell in cold, mountainous regions. Nests



Vulchling

are 20% likely to contain 1-3 eggs or 1-3 young. Parents will fight to the death to protect their nests.

Vulchling: Vulchling nests contain 0 to 9 eggs, but parents will happily abandon their eggs to escape a superior foe. They often consort with Harpies and Type I Demons, who treat them with disdain. Some legends say Vulchlings are the reincarnated spirits of those who wanted to be evil, but could not muster the resolve to commit evil acts.

ECOLOGY: Red Crested Snow Vulture: Red Crested Vultures feed on Mountain Goats, 12-point Llamas and any mammals that bleat.

Vulchling: Vulchlings are prolific, but relatively short lived (eight years) and their nests are often filled with treasure collected over several generations.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE:

RED CRESTED: Nil

VULCHLING: J, K, L, M (individual)

OTHER: Red Crested Vulture feathers are excellent for quills. Vulchling feathers can be used to make cursed Feather Tokens.



Walker

Walker

DESCRIPTION: Walkers are the disembodied spirits of evil murderers who have returned to the Prime Material Plane in order to wreak vengeance and complete an uncompleted task. In their natural state, they appear as insubstantial ghosts of their former selves. Normally, one will encounter the Strolling Dead as they possess the body of a recently departed person.

COMBAT/TACTICS: ✦ In its ghostly state, a Walker cannot harm the living. It cannot possess a body that has been blessed or buried in consecrated ground. It exists primarily on the Ethereal Plane and can only be harmed there with magic weapons.

In the corpse of a biped, the Walker takes on the hit points (minus 1-8) of the deceased. Should the corpse's hit points drop below 0, the body becomes too damaged to inhabit and the Walker is forced to leave it. If a Walker chooses to leave its host, perhaps for a more powerful one, its former host may make a system shock roll in order to remain alive as if he had been subject to a Raise Dead spell by a 20th level caster.

Walkers have the same mental abilities (Intelligence and Wisdom) that they had in life. Additionally, if the Walker was a spell caster and the

corpse is of a similar race, the Walker can cast spells and operate magic items just as he did in life.

If a Walker is splashed with holy water or if a holy object is placed on the Walker's inhabited corpse, the Walker becomes trapped in the body. Should the body drop below 0 hit points during this time, the corpse will cease to move and the Walker cannot escape unless it comes into contact with another corpse or the holy water or item is removed. (Holy water will eventually evaporate.) Additionally, the same thing happens if the Walker host body is incapacitated and buried on consecrated ground. However, should the body be moved off the consecrated ground, the Walker is immediately free.

HABITAT/SOCIETY: Walkers have different goals according to their individual natures, but all are universally evil. Some Walkers prefer their undead state and will keep a supply of preserved corpses to inhabit in order to continue spreading evil.

ECOLOGY: These creatures are created when an intensely evil person dies without fulfilling his goal. Some sages theorize that spell casters attempting to become Liches sometimes end up as Walkers instead. Still, one drunken gnome theorized that a Walker is a dead person that has missed his carriage and returned to find his cloak. Cloaks or no, one thing is for sure: Walkers are evil and they do not like rangers.

YIELD:

MEDICINAL: A person who is possessed by a Walker will be cured of any type of insanity he suffered from in life.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: A

OTHER: Possession by a Walker is sometimes referred to as a "poor man's resurrection" because it can only possess a corpse and if it leaves its host, the host may return to life as described above.

Walker

AKA: Strolling Dead

HACKFACTOR: 3 and up

EP VALUE: 65 (plus EP for a PC of equal level)

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Nil

INTELLIGENCE: Avg. to Genius (8-18)

ALIGNMENT: Any Evil

NO. APPEARING: 1

SIZE: See text

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 0

NO. OF ATTACKS: Nil

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: Possession (corpse)

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 2+2 (see text)

Walking Stick, Giant

DESCRIPTION: Giant Walking Sticks are larger versions of the normal insect with similar camouflage abilities. In its dormant state, the insect is 75% likely to be mistaken for a staff, cudgel or stick. It has four, thin, spindly legs that it uses to flee. Its legs and antennae can fold flush against its body to aid in the disguise (80% success in that case).

COMBAT/TACTICS: The giant insect can bite for 1-6 points of damage or alternatively, it can use its special "Ka-thunk Blow" attack. This involves folding back to its previous club-like camouflage and leaping into an open hand of a potential victim. If the insect successfully touches the victim during this maneuver, the victim must save vs. death magic.

Victims who fail a save will receive a neural pulse that temporarily grants the insects the ability to control the victim's arm. Should this be successful, the victim will beat himself with the club-like insect for 1-6 hit points of damage per round until unconscious.

Walking Stick, Giant

AKA: Club Bug

HACKFACTOR: 1

EP VALUE: 15

CLIMATE/TERRAIN: Any Temperate to Tropical

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: S (3' to 4' long)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 4

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: Ka-thunk blow

SPECIAL DEFENSES: Camouflage

MAGIC RESISTANCE: Standard

HIT DICE: 1+1

HABITAT/SOCIETY: Giant Walking Sticks are omnivores and primarily subsist on grubs and smaller insects. They are non-intelligent yet have an irrational fear of all bipeds. Nothing short of the destruction or fleeing of all bipeds in the immediate vicinity will calm a Giant Walking Stick.

In colder climes (temperate and below) there is a 2% chance per degree below 50 degrees that the Giant Walking Stick will stay dormant until it is brought into a warm setting, such as a tavern or inn. At least one frost barbarian used a Giant Walking Stick as a club for months before realizing his mistake.

ECOLOGY: Giant Walking Sticks lay eggs that greatly resemble twigs. For some unknown reason, these insects will get up and run away in the presence of any lycanthrope, no matter what its current form. Were-beast hunters everywhere cage these insects and use them for just that sort of detection.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The antennae of the Giant Walking Stick can be used in a modified Detect Evil spell that will Detect Evil Lycanthropes within an 80-foot radius.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil



Walking Stick

Walrus

DESCRIPTION: On land, Walruses can use all four of their flippers to move across the shore. These creatures have massive bodies with thick, wrinkled, hairy skin that becomes nearly hairless with age. Walruses are known for their broad, bristled muzzles and enormous tusks. Rabid Walruses foam at the mouth and will always be encountered alone, while Wretched Walruses are merely giant (and wretched) versions of the normal variety.

COMBAT/TACTICS: If a group of PCs avoids any Walrus after an attack, the creatures sometimes follow them under the ice, surfacing at a convenient spot to get them into the water. (Walruses surprise opponents 4 in 10 times this way.)

Common Walrus: Common Walruses are not normally violent. They do not initiate attacks, but if one of the herd is injured, the rest will immediately come to its aid. Due to their thick skin, Walruses take -2 points of damage from crushing weapons and -1 point of damage per die from cold attacks. Walruses attack with their tusks, but both attacks must be made against the same opponent.

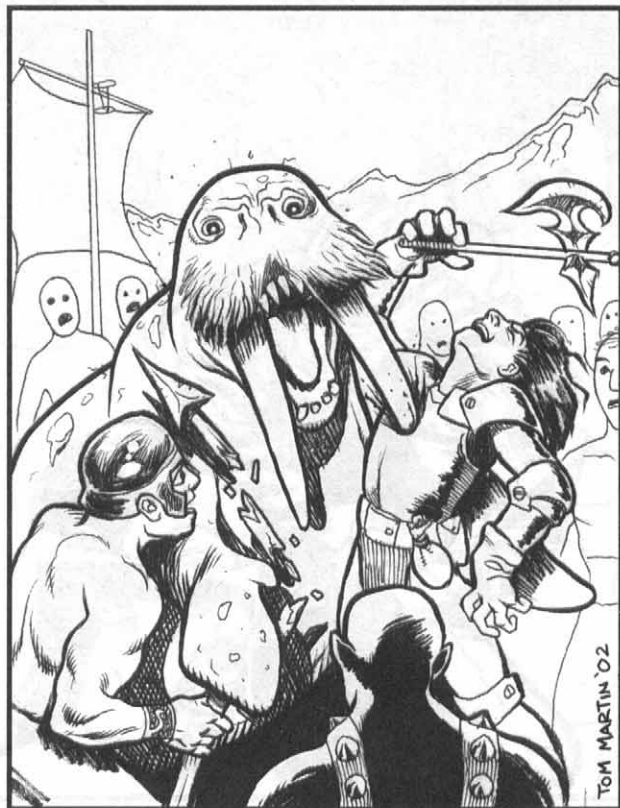
They are extremely agile in the water and their snouts are excellent for sniffing out food.

Rabid Walrus: Rabid Walruses are just like the common variety, except that they have rabies (a general acute disease affecting the creature's nervous system, see the GMG Table 1Q on page 23) and are extremely aggressive. Sometimes their tusks are broken, but the jagged edges actually inflict more damage than those of a Common Walrus. These creatures will attack others on sight. They are always encountered alone and the rest of the herd will not come to their aid should they be attacked.

Walrus	Common	Rabid	Wretched
AKA:	Odobenus-Rosmarus	Foaming Tusk Fiend	Giant Walrus
HACKFACTOR:	9	12	16
EP VALUE:	420	650	3,000
CLIMATE/TERRAIN:	Arctic Ocean	Arctic Ocean	Arctic Ocean
FREQUENCY:	Uncommon	Rare	Very Rare
ORGANIZATION:	Herd	Solitary	Herd
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2)	Animal (1)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	100-1000	1	10-100
SIZE:	L (8' to 12' long)	L (8' to 12' long)	H (14' to 25' long)
MOVEMENT:	3", 18" Swim	3", 18" Swim	6", 15" Swim
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Fearless (19)	Daring (15)
ARMOR CLASS:	4	4	5
NO. OF ATTACKS:	2	2	2
DAMAGE/ATTACK:	1-8/1-8	2-9/2-9	2-16/2-16
SPECIAL ATTACKS:	Surprise 4 in 10	Rabies, surprise 4 in 10	Nil
SPECIAL DEFENSES:	--- Thick skin, cold resistance ---		
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	6	6+4	11

Wretched Walrus: Wretched Walruses are enormous beasts. They can attack ships in the water, punching holes in them with their great teeth. Wretched Walruses will attack if attacked or if their smaller cousins are attacked. If a boat or ship bumps into a Wretched Walrus, the Giant walrus must immediately make a morale check. Should it succeed, it attacks the ship, if it fails, it swims out of the ship's path.

HABITAT/SOCIETY: Walruses are social animals and their herds can number into the thousands. Their bellowing can be heard at great dis-



Wretched Walrus

tances, making them easy for hunters to find. Polar bears and man are their natural predators, so the Walrus herds band together to protect themselves. Rabid Walruses are outcasts and driven from the herd; this makes them angry (as well as rabid). Wretched Walruses spend most of their time in the water or sunning themselves on remote islands. They are only very rarely found on land near inhabited areas.

ECOLOGY: Walruses are hunted for their flesh, blubber and great ivory tusks. The beasts eat a tremendous amount of food, all of it fresh. Walruses do not make good pets unless the master happens to like spending most of his time swimming around in freezing ocean water.

YIELD:

MEDICINAL: The flesh of a Walrus is edible, but fatty. Eating Rabid Walrus will give the eater rabies. Untampered Walrus meat and blubber is worth 20 gp per Hit Die.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Walrus tusks are worth 100 gp per pair of tusks. Wretched Walrus tusks are worth 500 gp per pair. Rabid Walrus tusks are broken 50% of the time and are worthless, otherwise they are like Common ones.

War-Hawg

DESCRIPTION: War-Hawgs are massive boars bred for battle by Orcish tribes. They readily obey Orcs and other pig-related species, but are known to be aggressive to all others. Typically, they will be saddled and sometimes equipped with light barding.

COMBAT/TACTICS: War-Hawgs can do 2-8 points of damage with their tusks. On a charge, the tusks do double damage. War-Hawgs take half damage from puncturing and missile weapons smaller than medium ballistae shot, so they are the preferred mount for Orcs when attacking human settlements. Left on their own, the War-Hawgs will attack small houses and huts, knocking them over and rooting for food.

HABITAT/SOCIETY: War-Hawgs believe that they are tougher than most opponents and will charge into battle fearlessly. Unless an opponent does more than 10 points of damage in a single round, the crea-

War-Hawg

AKA: Orkin Battle Boar
HACKFACTOR: 9
EP VALUE: 270
CLIMATE/TERRAIN: Temperate
FREQUENCY: Uncommon
ORGANIZATION: Herd
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 2-8
SIZE: L (5' high at shoulder)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS: Charge
SPECIAL DEFENSES: Half damage from puncturing weapons
MAGIC RESISTANCE: Standard
HIT DICE: 5



War-Hawg

ture need not make a morale check. In the past, surviving studs have ransacked villages even after their Orc riders were wiped out. War-Hawgs can sometimes be distracted by large amounts of food, depending on how hungry and malnourished their often neglectful masters have left them.

ECOLOGY: War-Hawgs live and die just like boars. They are easily domesticated by Orcs, Orc-related species, Boar Men, Pig Men, Pigotaurs and other pig-related species. A Speak with Animals spell will reveal that War-Hawgs are extremely pro-pig.

YIELD:

MEDICINAL: War-Hawg meat is delicious, but causes a random disease unless cooked thoroughly.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: War-Hawg hide can be crafted into edible leather armor.

TREASURE: Nil

OTHER: Nil

Waryur, Lowland

DESCRIPTION: Lowland Waryurs are a race of humanoids that closely resemble humans. Typical Waryurs wear the skin of a tiger (killed as a rite of passage into manhood) and cover their bodies with bizarre and brightly colored tattoos. All Lowland Waryurs fight with broad swords that are polished and sharpened to perfection. Every adult Waryur wears a tightly wound ponytail on the back of his head.

COMBAT/TACTICS: These creatures radiate an aura within five feet that causes Confusion (as spell) to any person that steps into the radius (save vs. spell to avoid the effects). Those that save can attack normally. If a victim moves out of the radius accidentally or by the Waryur's action, he instantly regains control. However, whenever another radius is entered, another saving throw is required.

Lowland Waryurs use secret methods to sharpen their broad swords so that they inflict +3 damage on 2-5 hits before it has to be sharpened again (to gain this additional damage).

Lowland Waryurs are ruthless fighters and will attack any group no matter how powerful they appear or how hopeless the odds. These creatures particularly enjoy attacking barbarians and berserkers in the hopes of making them scream, or even flee. In a pinch, any type of opponent will do.

HABITAT/SOCIETY: Little is known about the society of Lowland Waryurs, as they tend to chop up anyone that asks them questions. Charming a Waryur and forcing him to do anything outside his normal scope of attacking causes the creature to instantly die. No female or young Waryurs have ever been encountered.

ECOLOGY: Lowland Waryurs are said to be creatures of Limbo and have, at times, been seen in the company of Slaadi armies. They tend to be little more than arrow fodder for the great frogs.

Waryur, Lowland

AKA: Quandry Quallan

HACKFACTOR: 3

EP VALUE: 125

CLIMATE/TERRAIN: Temperate to Tropical

FREQUENCY: Rare

ORGANIZATION: Group

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1-6

SIZE: L (8'+ tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 10

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8 (+3)

SPECIAL ATTACKS: Sharp broad swords

SPECIAL DEFENSES: Confusion aura

MAGIC RESISTANCE: Standard

HIT DICE: 2



Lowland Waryur

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: J, K, L, M, N, O and 10% chance of A

OTHER: The brain of a Lowland Waryur can be distilled into a potion that makes the imbiber immune to Confusion effects for 2-8 turns.

Wasp, Giant

DESCRIPTION: Gargantuan Sting Fiends are larger, deadlier, more aggressive and uglier versions of the smaller common wasp seen across Garweeze Wurld.

COMBAT/TACTICS: Normally, these creatures attack insects and other easy prey. However, when food is scarce, these insects will attack just about anything. Their vicious mandibles inflict 2-8 points of damage. Victims struck with a sting suffer 1-4 points of damage and must immediately save vs. poison or become permanently paralyzed, dying in 2-5 days as giant larvae eat them alive from the inside. Neutralize Poison or various natural antidotes can cure the paralysis.

They are afraid of fire and one touch of flame on their frail wings will destroy them. Wasps make morale checks against fire attacks at -8. Grounded Wasps will attack to the death.

HABITAT/SOCIETY: Giant Wasps are mindless predators that do nothing but propagate their own species. Lairs contain up to 21-40 Wasps and victims that are paralyzed will be brought back to the lair to feed the larvae. When Giant Wasps fly, they make ominous, low-frequency buzzing noises.

ECOLOGY: Giant Wasps hunt the most convenient prey and then multiply amazingly fast. In a matter of weeks a Giant Wasp nest could threaten an entire city in Garweeze Wurld. Fortunately, larger cities have magic-users on hand for just such an emergency. Some believe that the proliferation of fire-based spells in Garweeze Wurld is a direct result of the Giant Wasp threat.

YIELD:

MEDICINAL: Giant Wasp venom goes for 330 gp per vial, but once removed from the creature, victims get +3 to save vs. the poison.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Q (x 20)

OTHER: Nil

Wasp, Giant

AKA: Gargantuan Sting Fiend

HACKFACTOR: 6

EP VALUE: 270

CLIMATE/TERRAIN: Any non-arctic

FREQUENCY: Rare

ORGANIZATION: Swarm

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-20

SIZE: M (6' long)

MOVEMENT: 6", 21" Fly (C)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 4

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-8/1-4

SPECIAL ATTACKS: Poison

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4



Giant Wasp

Water Buffalo, Marauding

DESCRIPTION: The most sinister thing about Marauding Water Buffalo is that they are completely indistinguishable from normal Water Buffalo. The evil herd often uses this fact as camouflage to hide amongst normal herds before they strike.

COMBAT/TACTICS: Marauding Water Buffalo hate villages and most bipeds, with the possible exception of Minotaurs. If the herd sees a village, it will immediately stampede toward it. All normal animals that come within 100 feet of the herd must make a saving throw vs. spell or join the stampede for 1-6 hours. The evil bison can either charge forward for 1-12 points of damage or thrash its head to attack two opponents, one with each horn, inflicting 1-6 points of damage on a successful attack. Once 60-100% of the village's population is destroyed, the herd stampedes away, taking any livestock that joined the fray with them.

Water Buffalo, Marauding

AKA: Viking Cattle

HACKFACTOR: 3

EP VALUE: 125

CLIMATE/TERRAIN: Temperate Plains and Coast

FREQUENCY: Uncommon

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral Evil

NO. APPEARING: 20-120

SIZE: L (4' high at shoulder)

MOVEMENT: 12", 3" Swim

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 7

NO. OF ATTACKS: 2 or 1

DAMAGE/ATTACK: 1-6/1-6 or 1-12

SPECIAL ATTACKS: Charge

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4



Marauding Water Buffalo

COMBAT/TACTICS: These creatures will attack anything that comes within their reach. Victims struck will be pulled underwater unless they make a save vs. paralyzation. Victims will drown in 4-9 rounds. Victims may thrash about and even attack at -4 to-hit before dying, but they cannot cast spells, speak, concentrate on anything, etc. Hacking or puncturing weapons do only 1 point of damage per strike. The creature hits as a 6 Hit Dice creature and even if it is reduced to 0 hit points, it reforms in two rounds with full hit points ready to fight. Cold spells will slow it to half, while fire spells do only half damage. A Purify Water spell will kill any Water Weirds in the radius.

Water Weird
AKA: Damp Demon
HACKFACTOR: 13
EP VALUE: 120
CLIMATE/TERRAIN: Any Water
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Nil
INTELLIGENCE: Very (11-12)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-3
SIZE: L (10' long)
MOVEMENT: 12" Swim
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 4
NO. OF ATTACKS: 1
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Drowning, elemental possession
SPECIAL DEFENSES: Reformation, sharp weapon resistance, half damage from fire
MAGIC RESISTANCE: Standard
HIT DICE: 3+3

Should a Water Elemental be within striking distance, the Water Weird will lash out and attempt to take control of it. It can do this on a roll of 11 or better on a 20-sided die. The Water Weird will then inhabit the elemental's form and thereafter, the elemental will be under the Water Weird's control until it decides to leave that body.

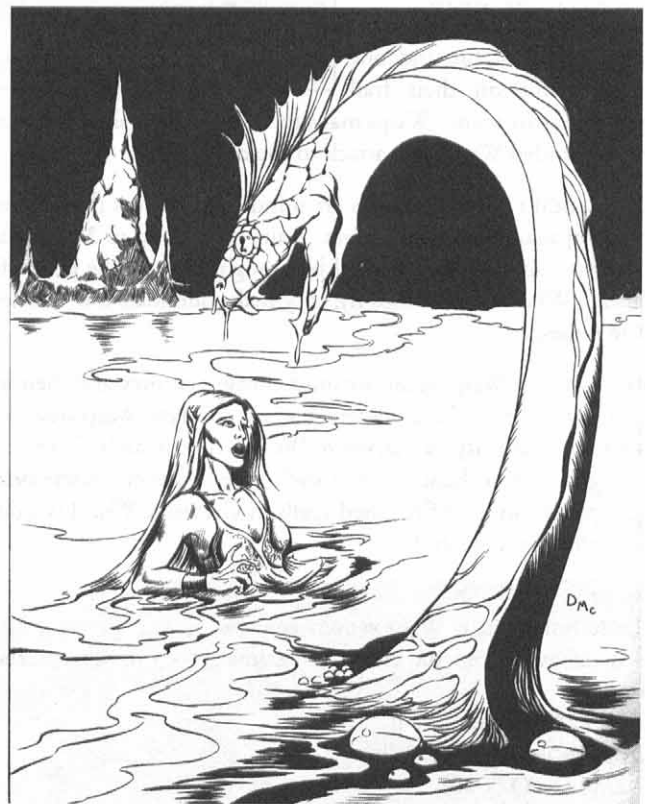
HABITAT/SOCIETY: Because of the Marauding Water Buffalo's hatred for bipeds and especially humankind, they can never be domesticated. Luckily the creatures are easily fooled by anyone that pretends to be unconscious.

If confronted by Minotaurs (or other creatures with horns) the herd must make a morale check. If the check fails, they will not attack.

Marauding Water Buffalo especially love to attack dairy farms and will kill everyone on the farm, except other bovines.

ECOLOGY: Marauding Water Buffalo were a creation of Allweather the Druid Lich. Originally, the Buffalo were placid and content, but vulnerable to poachers. Allweather's meddling has left the herds with an intense hatred for bipeds.

YIELD:
MEDICINAL: Marauding Water Buffalo taste just like normal buffalo, only more evil.
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Marauding Water Buffalo hide makes excellent leather that is suitable for enchantment up to +4.
TREASURE: Nil
OTHER: The horns of these creatures are worth 15 gp per pair and are excellent for creating drinking horns, war horns and other objects carved from horn.



Water Weird

Water Weird

DESCRIPTION: Water Weirds are natives of the Elemental Plane of Water. They resemble snakes made from water.

HABITAT/SOCIETY: Water Weirds are malevolent water spirits that are summoned to serve evil clerics, especially ones that worship evil water gawds. They enjoy meeting living things, attacking them and seeing them drown. When summoned, Water Weirds are bound to the body of water they are summoned in, unless they find a Water Elemental to take over and control.

ECOLOGY: Water Weirds are natives of the Elemental Plane of Water, but they are disliked even there. They prefer to stay on the Prime Material Plane to cause havoc and get everyone wet. Water Weirds like to attack females who have just gotten their hair done.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: I, O, P, Y
OTHER: Nil

Weasel, Acid

DESCRIPTION: Acid Weasels are foul rodents that lurk in dark forests. They are known for having black coats and spitting acid onto hapless victims.

COMBAT/TACTICS: Acid Weasels can bite for 1-4 points of damage and every other round they can spit acid for 2-12. The creatures themselves are completely immune to all forms of acid. They have foul tempers and will attack anything that enters their forests.

HABITAT/SOCIETY: These creatures are extremely social amongst themselves and other weasels. They detest non-weasel beings. Acid Weasels make poor guard animals because they cannot be trained and will not take orders. Acid Weasels can "weasel out" of Charm spells as soon as the caster leaves their immediate presence or goes to sleep. The lair of an Acid Weasel is 10% likely to contain 1-4 young that are half grown.

ECOLOGY: Acid Weasels were created by Cristofer of Welsa, a magic-user obsessed with creating the ultimate animal-related weapon. It is said that his former lab is crawling with many types of weasels, catapults designed to hurl weasels and several hundred scrolls containing a variation of Hurl Animal specifically designed to fling weasels.

YIELD:
MEDICINAL: Smoking Acid Weasel fur produces a euphoric effect in the inhaler for 5-30 minutes.
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Acid Weasel hides are highly valuable as

Weasel, Acid

AKA: Hydrochloric Rodent
HACKFACTOR: 2
EP VALUE: 120
CLIMATE/TERRAIN: Temperate Forest
FREQUENCY: Rare
ORGANIZATION: Small Groups
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Semi- (2-4)
ALIGNMENT: Neutral Evil
NO. APPEARING: 2-12
SIZE: S (3' long)
MOVEMENT: 12", 6" Climb
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Pliant (10)
ARMOR CLASS: 7
NO. OF ATTACKS: 1 or 1
DAMAGE/ATTACK: 1-4 or 2-12
SPECIAL ATTACKS: Acid spit
SPECIAL DEFENSES: Immune to acid
MAGIC RESISTANCE: Standard
HIT DICE: 2



Acid Weasels

they are resistant to acid. The average pelt goes for 200 gp.
TREASURE: Nil
OTHER: Nil

Weasel, Common/Giant

DESCRIPTION: Weasels of both sizes include minks, ferrets and stoats. They are common predators in Garweeze Wurd. The regular sized animals feed on small game, while the giant variety will attack anything its size or smaller. These creatures are highly prized for their pelts.

COMBAT/TACTICS: Weasels of all sizes attack with their bites. However, Giant Weasels can "blood drain" a victim by locking their jaws and sucking. This sucking continues to do 2-12 points of damage per round. Regular Weasels can also blood drain, but for only 1 point per round, and can be pulled off. Removing a blood draining Common Weasel requires someone with at least a 12 Strength to pull

Weasel	Common	Giant
AKA:	—	Coatchunks
HACKFACTOR:	0	2
EP VALUE:	7	125
CLIMATE/TERRAIN:	Temperate	Temperate
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Family	Family
ACTIVITY CYCLE:	Day	Day
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-2	1-8
SIZE:	S (2' long)	M (6' long)
MOVEMENT:	15"	18"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/ Nil	Nil/Nil
MORALE:	Confident (12)	Daring (15)
ARMOR CLASS:	6	6
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1	2-12
SPECIAL ATTACKS:	Blood drain	Blood drain
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	1-4 hit points	3+3



Giant Weasels

for one round and inflicts 1-4 points of damage on the Weasel's victim. Giant Weasels will not release their grip until dead.

HABITAT/SOCIETY: Weasels of both sizes are social animals and make great pets. In the wild, encounters with more than one Weasel will be a mated pair and if there are more than four present, the additional Weasels will be young that are 10-80% grown.

ECOLOGY: Weasels are mammalian animals and therefore do not observe religious holidays. Pet Weasels can be trained to retrieve small game, while pet Giant Weasels can be trained to retrieve game as large as a half-elf or human. Giant Weasels are anxious to please their masters and if left to their own devices without training, a master will soon find a pile of corpses on his front door step.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Common Weasel pelts are worth 10-60 gp each; Giant pelts are worth 1,000-6,000 gp. The material is suitable for enchantment. It can only be made into +1 or +2 Hide armor – but can be made into other types of magical garments.
TREASURE: Nil
OTHER: Nil

Weasel, Extradimensional

DESCRIPTION: Extradimensional Weasels resemble bipedal weasel men. They almost always carry a large sack (a Bag of Holding) with them.

COMBAT/TACTICS: Manu Weasels are not much in a fight, but when cornered, they usually use some kind of magic item (65% of the time). They use daggers in melee and are also armed with light crossbows, usually firing quarrels tipped with a non-lethal poison (save vs. poison or sleep 1-4 turns).

HABITAT/SOCIETY: Planeshift Rats are inter-planar thieves and they can travel at will to the elemental planes, the Astral Plane, the Ethereal Plane and the inter-dimensional spaces in and between Bags of Holding and similar magic items. The Manu Weasels raid the contents of these bags for whatever they need: food, water, weapons, magic, etc.

Extradimensional Weasels are small and cannot normally carry much, so they only carry what they need. Manu Weasels are born with the ability to cast Legend Lore three times per day and if they locate a powerful magic item that they can use, they will take it for protection. Each year, there is a 3% chance that someone who holds a Bag of Holding (or similar item) will be visited by a Planeshift Rat collecting supplies. If an item is taken, there is a 50% chance that the Extradimensional Weasel will leave a less powerful object in its place.

When caught while or just after stealing something, the Manu Weasel performs a curious taunting ceremony involving baring its posterior to those who have noticed it.

ECOLOGY: Manu Weasels are inter-dimensional pests to most, but if befriended they can be powerful allies. A Manu Weasel can take up to a man-sized creature with him on his jaunts. The creatures, however, are more interested in exploring than in robbing people.

Magic-users looking for a defense against these moochers will either station a golem inside their Bag of Holding or coat all their belongings with powerful contact poison.

YIELD:
MEDICINAL: Nil



Extradimensional Weasel

Weasel, Extradimensional

AKA: Plane Shiftrat, Manu Weasel
HACKFACTOR: 4
EP VALUE: 650
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Exceptional (15-16)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: S (3' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Plane Shifting
MAGIC RESISTANCE: Standard
HIT DICE: 5+1

SPELL COMPONENTS: Extradimensional Weasel fur can be used for a Plane Shift spell in lieu of other material components. However, such a spell takes 9 segments to cast and only allows travel to the Astral or Ethereal Plane, an elemental plane or the Prime Material Plane. The fur is used up in the casting (a single Weasel provides 2-5 uses of fur).

HIDE/TROPHY ITEMS: Nil

TREASURE: W (x2)

OTHER: Extradimensional Weasel parts are key ingredients for creating magic items that allow travel between the panes.

Web Queen

DESCRIPTION: Web Queens are a creation of the demoness Zyandal. When a drow elf or, very rarely, a very ambitious spider, serves the demoness well, they are turned into a Web Queen after death. Web Queens are immense spiders that can Polymorph themselves into beautiful drow females. They are reflections of the demoness.

COMBAT/TACTICS: In spider form, the creature can bite with a deadly poison. Any PC who does not make a saving throw vs. poison dies the next round. Additionally, she can shoot a Web once per round that is equal to a Web spell cast by an 8th level magic-user.

In drow elf form, Web Queens have the abilities of 10th level clerics. Spells are chosen to support spiders and sometimes drow elves in combat. A Web Queen will also have an arsenal of magic items at her disposal. She prefers to use those that help her to capture prey.

Web Queens can automatically control any normal spider that sees them. They can immediately Charm any spider creature on sight (no save). Additionally, when in the drow elf form they can cast a Charm Person that will affect drow elves. The target does not get his normal charm or magic resistance unless he is of good alignment, but he does get a normal saving throw.

HABITAT/SOCIETY: Serving Zyandal on or near the surface of Garweeze Wurld, Web Queens unite all arachnids. They often position themselves as minor gawds to lesser spider creatures and achieve their evil aims through deceit, intrigue, lies, deception and fraud. Particularly bothersome PCs will be turned into eunuchs and forced to serve the Queen for several years before being eaten.

ECOLOGY: Web Queens are not part of nature and upset the normal balance in the world of spiders, especially when it comes to Aarakian tribes. Very rarely, a Web Queen will travel to a human city and create a network of spies to bring down a government. Even in her drow

Web Queen

AKA: Queen Krawler
HACKFACTOR: 74
EP VALUE: 6,000
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Tribe
ACTIVITY CYCLE: Night/Darkness
DIET: Carnivore
INTELLIGENCE: Genius (17-18)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1
SIZE: L (8' across)
MOVEMENT: 12", 12" Climb
PSIONIC ABILITY: Possible
ATTACK/DEFENSE MODES: Possible/Possible
MORALE: Brave (14)
ARMOR CLASS: 2
NO. OF ATTACKS: 1 or 1
DAMAGE/ATTACK: 1-6 or Web
SPECIAL ATTACKS: Poison, Charm spiders, spells
SPECIAL DEFENSES: Spells
MAGIC RESISTANCE: 20%
HIT DICE: 10



Web Queen

form, the Spider Shaman can do whatever a spider can: spin a web (any size) catch PCs just like flies, etc.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: A, B, G, H (in lair)

OTHER: The blood of a Web Queen can be used to create a powerful Potion or Ring of Arachnid Control. It is also whispered that the blood can be used to summon Zyandal herself.

Webbird

DESCRIPTION: Webbirds are not actually birds, but flying arachnids that greatly resemble evil birds. Instead of talons, they have two strange looking tentacles and instead of beaks they have a slit-like mouths with two sharp ridges. Webbirds never want a cracker.

COMBAT/TACTICS: When attacking, the creature shoots (up to 20 feet) a sticky, inflammable web that covers 12 square feet. The effectiveness of a flock's attack is determined by rolling a d6 and adding one-fourth of the total number of Webbirds in the flock (round down).

1d6 + One-fourth

No. Appearing	Effect
1-4	ineffectual attack
5-8	one creature ensnared for 2-8 rounds
9-11	2-5 creatures ensnared for 2-5 rounds
12-14	The entire area is covered with webs and all those in the area are held fast for 2-5 rounds.
15+	1-4 creatures ensnared and choking on the webs. They will suffocate in four to nine rounds unless the webbing is removed.

PCs with 17 Strengths can pull free more quickly; subtract one round from the time indicated. Those with an 18 or better Strength can break free in two fewer rounds. Alcohol can dissolve the webs and one bottle or wineskin is enough to free a man-sized victim in one round.

While a victim is held, 1-4 Webbirds will land on it and attempt to inject the victim with eggs. 2-8 eggs will be injected and all hatch in 3-6 turns. The grubs do 1 point of damage per round per grub until they kill the victim. A Cure Disease spell will destroy all grubs and a Repel Insects spell will force them from a body, doing 1-4 points of damage per grub (but only for one round). Seven turns after a victim dies, the new Webbirds emerge.

Webbirds can be crushed in the hand easily, but always do 1 point of damage to the crusher unless he wears metal gauntlets.

HABITAT/SOCIETY: Webbirds are nearly mindless carnivores who live only to eat and reproduce. Areas infested with the foul creatures are often covered with their webbing and the exploded husks of previous victims. Webbirds do not attack arachnids and sometimes become pets of arachnid creatures.

ECOLOGY: Spells that affect insects or arachnids will affect Webbirds. They greatly fear fire and will not attack anyone with a lit torch or other fire source. Fireballs or any fire spell cause the flock to immediately flee.

YIELD:
MEDICINAL: Webbirds are not edible and there is a 30% chance that a victim will infest himself with larva if one is eaten. 10% if the meat is cooked.
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Nil
OTHER: Nil

Webbird
AKA: Spider Parrot
HACKFACTOR: 0
EP VALUE: 7
CLIMATE/TERRAIN: Subtropical to Tropical
FREQUENCY: Very Rare
ORGANIZATION: Flock
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Semi- (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 12-48
SIZE: S (1' long)
MOVEMENT: 3", 18" Fly (B)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 8
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1
SPECIAL ATTACKS: Web, egg laying
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1-8 hit points

Just as the Treants can talk through other oak trees, Weeants can speak through other types of shrubs and low-growing plants. They can also animate such vegetation to attack others on their behalf.

HABITAT/SOCIETY: Most Weeants are kind plant spirits that help those who help nature. Most druid groves have at least one Weeant under the care of one of the tending druids. Like Treants, Weeants live a long time and have accumulated a great deal of wisdom by speaking to those who care for them. Very rarely, a Weeant is raised by a complete idiot and can share only the moron's foolish jabbering.

ECOLOGY: Weeants grow from seeds that have been especially blessed by the gawds of nature. When a druid has done a great service for the forest or his gawd, he may be rewarded with a Weeant companion. Lonely druids care for the plants.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: J, K, L, M, N
OTHER: Weeant sap and/or wood can be used in the creation of wooden magic items.

Weeant
AKA: Happy Hedge
HACKFACTOR: 2
EP VALUE: 120
CLIMATE/TERRAIN: Temperate
FREQUENCY: Rare
ORGANIZATION: Grove
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: High (13-14)
ALIGNMENT: Neutral Good
NO. APPEARING: 1-6
SIZE: S (3' tall or less)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Average (11)
ARMOR CLASS: 4
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-3/1-3
SPECIAL ATTACKS: Entangle
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2+2

Weeant

DESCRIPTION: Weeants are tiny Treants, shrub-like versions of their Treant cousins. They are normally found in cultivated gardens and well-landscaped areas.

COMBAT/TACTICS: Weeants are not normally aggressive, but they can defend themselves with branches, attacking twice per round and inflicting 1-3 points of damage with each strike. Additionally, three times per day they can cast an Entangle spell in 2 segments.



Weeant

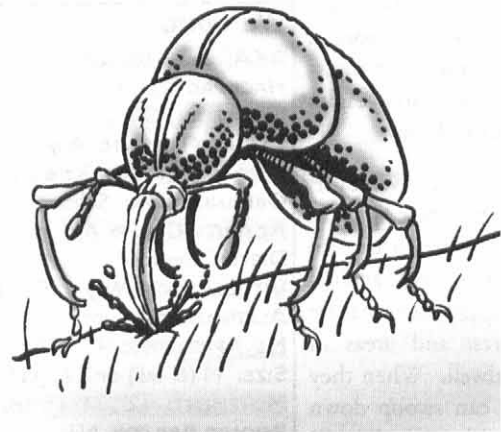
Weevil, Blood

DESCRIPTION: Blood Weevils are bloodthirsty insects that crave the taste of warm-blooded animals. These creatures can turn a seemingly innocent cotton field into a blood-soaked wasteland of death. Larvae are white grubs with tiny pinchers in the front. Adults are beetle-like, with long, sharp, needle-like noses for puncturing the veins and arteries of victims.

COMBAT/TACTICS: Blood Weevil Larva: Larvae are virtually helpless outside a host. Inside a host, Weevil Larva consumes the host carrier's blood and, eventually, internal organs and skin as they eat the host from the inside out. Each Blood Weevil Larva does 1/4 point of damage at the end of the first week it inhabits a host, 1/2 point of damage each the second week, 1 point the third week and double damage each week thereafter. Once the host dies, the Larvae burrow their way down and out of the body to cocoon themselves in the earth where they quickly transform into adults.

Larvae manifest damage in their host within one week unless he makes a successful save vs. poison. (Make a save for each Larva that enters a victim. If he succeeds the Larva dies.) They enter a victim through the bite of an Adult female; 50% of Adults are female and can inject an egg into a creature on a successful bite. Additionally, Blood Weevil Larvae can be ingested at the sort of taverns paladins do not frequent, infect hosts in sewers or brackish dungeon waters, or use just about any means the GM can think up to enter a warm-blooded creature. However, the eggs only last one or two days outside an Adult or a host.

Blood Weevil Adult: Adult Blood Weevil swarms will lay still in short vegetation or cotton fields, until a warm-blooded animal approaches. Once the animal is in the midst of the swarm, the adults attack from all sides. The warning sign that PCs are walking into a swarm will be the sound of Weevils crunching under their feet: give the players one second to react, then attack! (Generous and/or weak-willed GMs might allow two seconds.) Weevils will swarm over creatures, climbing into armor and underneath clothes in an amount of time determined by one's Armor Class.



A close encounter with the foul Blood Weevil.

A Blood Weevil that makes a successful initial attack against AC 10 has landed on its victim. Once it has landed, it will penetrate the victim's physical defenses within X rounds, where X is eight minus the victim's AC (without Dexterity bonuses, one round minimum). Once it has penetrated a victim's physical defenses, it may make a melee attack against the victim without being hindered by armor or the victim's Dexterity, although magical protection still applies.

Thus, a Weevil attacking a character in undamaged hide armor would have to hit AC 10 the first round, then spend two more rounds crawling inside to get at the character's skin. It would take four rounds to get at the skin of a character in unmarred +3 Studded Leather armor. After that, each attack would inflict 1 point of damage.

HABITAT/SOCIETY: Blood Weevils have very little society or culture and are no fun at parties. Their primary instinctual goals are survival and breeding.

ECOLOGY: Blood Weevils go dormant in any temperature below 50 degrees. Cold attacks immediately kill Larvae and cause Adults to go dormant for one hour per point of damage. Larvae inside a host can be killed by inflicting ten or more points of cold damage to the host within three rounds (add 1 point of damage to the total needed for each day the Larvae have had to spread). Blood Weevils make excellent traps in dungeon settings, since the cold will keep the Weevils in one place until disturbed. If the temperature is below freezing, the Blood Weevils will be forced to delay attacks for 1-6 rounds as they become active.

If no blood is available to feed upon, Adult Blood Weevils can manage to survive on organic material in soil for up to two years. No limit to the length of time they can lay dormant has been determined.

Weevil, Blood	Larva	Adult
AKA:	Flesh Weevil	Evil Weevil
HACKFACTOR:	0	0
EP VALUE:	1/20	1
CLIMATE/TERRAIN: *	Temperate to Warm	Temperate to Warm
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Swarms	Swarms
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	10-100	50-500
SIZE:	T (less than 1")	T (1" to 3")
MOVEMENT:	1"	1", 3" Fly (D)
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Fearless (19)	Brave (14)
ARMOR CLASS:	9	4
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	See text	1
SPECIAL ATTACKS:	Infect host	Inject eggs (females)
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	1/10 hp	1-2 hp

YIELD:

MEDICINAL: Blood Weevil wings can be ground and used in a concoction that helps whiten teeth.

SPELL COMPONENTS: An Adult Blood Weevil body can be used as a material component for a Feign Death spell that lasts one hour plus two turns/caster level. The spell takes 3 segments to cast.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Werebird

DESCRIPTION: Werebirds are elves infected with a special kind of lycanthropy that transforms them into large eagles and other birds of prey.

COMBAT/TACTICS: Werebirds prefer to spend their time in bird form and soar in the air. They are aggressive against those who would harm nature and the forest and areas in which they dwell. When they attack, they can swoop down silently, surprising prey 7 in 10 times and doing double damage with their claws on the first hit (2-8/2-8).

In elven form, the Werebird is armed similarly to an elven ranger. It will have armor no heavier than chain mail, a melee weapon and some sort of bow. Werebirds will take full advantage of the fact that only silver or magic weapons can harm them. Their armor is designed in such a way that they can transform into a bird and fall out of it in less than one melee round (9 segments). In elven form, Werebirds may have fighter, ranger, cleric or druid abilities, but spell casting Werebirds cannot use spells while in bird form.

HABITAT/SOCIETY: Elves infected with this peculiar form of lycanthropy will slowly become neutral. They eventually abandon civilized

Werebird
AKA: Were-Raptor
HACKFACTOR: 12
EP VALUE: 270
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Very to Exc. (11-16)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: M (6' tall) or S (3' tall)
MOVEMENT: 12", 24" Fly (B)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 2 (5)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-4/1-4/1-6
SPECIAL ATTACKS: Swoop, surprise 7 in 10 from sky
SPECIAL DEFENSES: Silver or magical weapons to harm
MAGIC RESISTANCE: Standard
HIT DICE: 4+2

society to live in the forest and hunt game. They are immortal and will eventually spend all their time in bird form protecting nature.

In their elven form, these bipeds have sharp features that betray their true origins. They can speak with all carnivorous birds, but non-carnivorous birds will become frightened when a Werebird enters the area.

ECOLOGY: These creatures are not normally found in nature and the lycanthropy that infects them can only infect other elves. In some cases, specific druids and rangers choose to be infected so that they can better continue to protect nature. Certain nature gawds consider Werebirds their personal representatives and will sometimes call upon them to perform services.

YIELD:

MEDICINAL: Anyone who eats the meat or tastes the blood of a Werebird will become infected if he has any elven blood (no save). Those without elven blood simply contract a general blood disease (see the GMG Table 1Q on page 23).

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Werecreatures, Other (WereBear, WereWolf, etc.) – see Lycanthrope, Volume 4, page 102.

WereMimic

DESCRIPTION: WereMimics are the rarest sort of lycanthrope in Garweeze Wurld. The condition affects only humans and only one in a million humans infected or born with another type of lycanthropy become WereMimics. A WereMimic can appear as any normal animal or as any normal human.

COMBAT/TACTICS: A WereMimic retains its initial Hit Dice, natural AC, hit points, etc. that it has in its human form. If it had any class or psionic abilities it may still use them, but only while in human form. Like other types of lycanthrope, WereMimics can only be harmed by silver or magic weapons. Even just bringing silver into the same room as a WereMimic will make it uncomfortable. The alignment of the WereMimic will be the same as it was when originally infected, but after several years they tend to drift towards true neutral.

WereMimic
AKA: Copythrope
HACKFACTOR: Variable
EP VALUE: Variable
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: See text
INTELLIGENCE: Variable
ALIGNMENT: Variable, usually neutral
NO. APPEARING: 1
SIZE: M (Variable)
MOVEMENT: 12" or Variable
PSIONIC ABILITY: Possible
ATTACK/DEFENSE MODES: Possible/Possible
MORALE: Average (11)
ARMOR CLASS: 10 or variable
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon or variable
SPECIAL ATTACKS: Possible
SPECIAL DEFENSES: Silver or magical weapons to harm
MAGIC RESISTANCE: Standard
HIT DICE: As per victim



An elf reveals himself to be a Werebird – demoralizing this woodcutter.

Unlike most lycanthropes, WereMimics can never control when they transform or what form they take. They always transform into a random animal form during a full moon. If a lycanthrope of another kind is within one mile of a WereMimic, the Copythrope transforms into that lycanthrope's animal form and acts accordingly. Evil lycanthropes sometimes take advantage of this fact and use the WereMimic as an ally (or walking shield) while they take evil forms.

More often than not, the WereMimic is not aware of its condition and spends most nights of the full moon as harmless livestock (cows, chickens, budgies, hedgehaws) or various rodents.

HABITAT/SOCIETY: A WereMimic's behavior will be determined by its original alignment. Evil WereMimics take advantage of their powers by sneaking into places and committing evil acts in animal form. Sometimes, even after drifting to a neutral alignment, the WereMimic continues to commit such deeds, but its heart is no longer in it. Good-aligned WereMimics often seek a cure or the guidance of a druid to keep their actions while transformed under control. Under a druid's guidance, a good-aligned WereMimic can control his actions during a full moon.

ECOLOGY: WereMimics are immortal. Like most immortals (or at least some), they eventually go insane from their many transformations over the centuries. If a WereMimic infects a victim by damaging him, the victim's new lycanthropic form depends on which animal form the WereMimic last transformed into. Unfortunately (especially for zoologists), this has led to the creation of WereChickens, WerePufferfish, WereBeavers, WereFiddlercrabs, WereCanaries, WereBuffalo, WereSheep, WereWombats and other bizarre WereCreatures on Garweeze Wurld.

Some sages suggest that WereMimicry is the ultimate evolution of lycanthropic life forms, but these scholars have been known to fall into fits of uncontrollable clucking. Other sages suggest that lycanthropy is an unnatural curse and the WereMimics are merely the worst afflicted.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Variable

OTHER: The blood of a WereMimic can be used in the creation of magic items that allow the user to change his shape.

Whale

DESCRIPTION: Whales are among Garweeze Wurld's largest sea mammals. They are intelligent, but have volatile personalities. Common Whales include all plankton-feeders (such as blue and humpbacked whales) and carnivores (such as normal sperm whales). Whales range in size from ten-foot long calves to 110-foot long blue whales.

COMBAT/TACTICS: Common Whales attack with their tails. The crushing blow inflicts damage equal to half the Whale's Hit Dice. Quite often, the Whales will attack whole ships, crushing the long boats of hunters or damaging the hulls of larger ships that attack them.

Lacking sharp teeth with which to bite victims, plankton-feeding whales can attack with their fins (1-8 points of damage for 12-17 Hit Dice, 3-24 for 18-24 Hit Dice and 5-40 for 25-36 Hit Dice).

Carnivorous Whales will bite (5-20 points of damage for 12-17 Hit Dice, 10-40 for 18-24 Hit Dice and 15-100 for 25-36 Hit Dice). If a Whale takes too much damage (over two-thirds of its hit points) it will submerge. However, if the Whale makes a morale check, it will shoot back to the surface in an attempt to ram that ship that harmed it. This will happen 100% of the time if the Whale's calf is injured. Ramming does the Whale's Hit Dice in damage to the ship and will crack the hull if it misses a saving throw vs. crushing blow. Reinforced hulls get +4 to the save and reduce the damage inflicted by the Whale by half.

Giant Whale: Giant Whales are always sperm whales and although their name might inspire giggles from immature types, they are quite dangerous. Giant Whales are 100 to 400 feet long. They protect smaller Whales from evil sea monsters and whalers.

Giant Whales can attack by biting or crushing (10-40 points of damage at 18-25 Hit Dice, 20-80 points of damage at 26-35 Hit Dice, 30-120 points of damage at 36-54 Hit Dice). Their tails can deliver crushing blows that inflict damage equal to half the Whale's Hit Dice. Giant Whales can ram ships. Hulls that fail to save vs. crushing blow will sink in 2-12 rounds.

If particularly angry at a ship, the Whale can leap out of the water (50% chance of success) and come down on top of the ship and the crew. If successful, the ship immediately sinks. Individuals under 20 feet long will be swallowed whole if the Whale's attack roll is 5 or more above what it needs to hit. Victims can survive inside the Whale's stomach due to the dilution of the stomach acid by seawater, though it reportedly smells a great deal. Victims take 2 points of acid damage per round (1 if a save vs. poison succeeds), but can avoid the acid altogether if they can find an object large enough to stand on. (Of course, the object will eventually be eaten away by the acid).

Killer Whale: Killer Whales are the largest predatory sea mammals and they can dish it out against all but the largest of foes. These Whales



Killer Whale

Whale	Common	Giant	Killer	Narwhal
AKA:	Blue, Sperm, etc.	Overly Large	Orca	Uniwhale
HACKFACTOR:	37	96	16	4
EP VALUE:	2,000 +1,000 per HD over 12	8,000 + 1,000 per HD over 18	9/975, 10/1,400, 11 or 12/2000	4+4/175, 5+5/270, 6+6/420
CLIMATE/TERRAIN:	Ocean	Ocean	Ocean	Ocean
FREQUENCY:	Common	Very Rare	Common	Rare
ORGANIZATION:	Pod	Pair	Pod	Pod
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore (incl. Plankton)	Omnivore	Carnivore	Carnivore (Fish)
INTELLIGENCE:	Low (5-7)	Average (8-10)	Average (8-10)	Animal (1)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-8	1-2	5-40	1-6
SIZE:	G	G (100-400' long)	H to G	H to G
MOVEMENT:	18" Swim	18" Swim	30" Swim	21" Swim
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Daring (15)	Daring (15)	Brave (14)	Confident (12)
ARMOR CLASS:	4	3	4	6
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	See text	See text	5-20	2-24
SPECIAL ATTACKS:	Tail slap, ramming	Tail slap, leaping	Swallow whole, drowning	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	12 to 36	18 to 54	9 to 12	4+4/5+5/6+6

tectors themselves, often attacking other sea monsters. Orcas sometimes make alliances with aquatic elves.

Narwhal: Narwhals are common to cold seas and use their horns to dig into the sea floor and uproot shellfish. They are basically peaceful creatures and may serve as companions and guards for dolphins and aquatic elves. Some aquatic elves admire Narwhals a little "too" much.

ECOLOGY: Whales are hunted for many of their parts, including ambergris. Whales vomit up this stinking yellow mass when ill and it is used to make perfumes. It is worth 1,000-20,000 gp per Common Whale, 2,000-40,000 gp from a Giant Whale, 500-5000 gp per Killer Whale and 200-2,000 gp for a Narwhal.

like to attack bipeds who fall into the water and can swallow a man-sized victim whole on a roll of a 20 (this effect supersedes the critical hit tables in the GMG). Killer Whales usually only attack if hungry (20% of the time) or provoked.

These creatures have been known to hunt creatures crossing ice and ice floes. They will break through the ice to visually confirm prey and/or shatter ice floes. Victims must save vs. paralyzation or fall into the water. The creature will then attack the victim the following round.

On a successful hit, victims are pulled underwater, losing 1 point of Strength and 1 point of Dexterity per round due to the icy water. If either Strength or Dexterity reaches 0, the victim dies. It is more likely the victim will drown or die from being repeatedly bitten. Breaking free from the jaws is impossible unless the victim has giant Strength or can do enough damage to bring the whale below 20% of its hit points.

Killer Whales with 9 to 10 Hit Dice can bite for 4-24 points of damage and those with 11 to 12 Hit Dice can bite for 6-36 points of damage.

Narwhal: Narwhal use their great horns to attack. Only the male of the species has the horn; the females can ram with their heads for 2-8 points of damage.

HABITAT/SOCIETY: Common Whales live in schools, or "pods" and maintain strong family ties. Whale mothers can guilt their calves into obedience with a mere look. Whale culture is based on complex songs that can be heard for miles underwater, but rarely induce toe-tapping. Most Whales are curious about land-lubbers and rarely initiate combat. Killer Whales are curious what they taste like, however.

Giant Whale: Giant Whales are the nobles of their kind and they believe it is their job to protect their smaller cousins. They are quick to attack any being that harms a Whale.

Killer Whale: Killer Whales sometimes eat other Whales and are not afforded protection by Giant Whales. They do, however, act as pro-

Giant Whale: There are rumors of individuals living inside a Whale for weeks and even years. Treasure sometimes collects in the Giant Whale's gullet and each type of coin has a 1% chance per Hit Die of the whale of being present. There is also a 1% chance per Hit Die of gems and a similar chance for magic items to be present. There may be 1,000-3,000 coins of each type, 1-20 gems and 1-4 magic items.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Nil (except for Giant, see above)
OTHER: Whale carcasses are worth 100 gp per Hit Die. The horn of a Narwhal is worth 100-400 gp and is suitable for making enchanted items, especially lances (which can be enchanted to +10). Whale blubber has a variety of uses including soap and oil. Whale bones can be sold for 10 gp per Hit Die.

Whip Scorpion

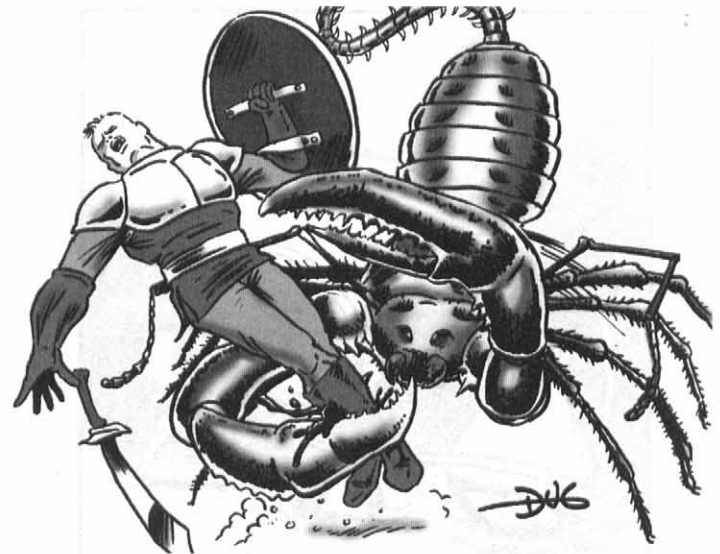
DESCRIPTION: Whip Scorpions look like spiders, but are closely related to scorpions. Although they rarely associate with their scorpion relatives, they are often encountered with gangs of spiders that have gone bad.

COMBAT/TACTICS: Large Whip Scorpions bite with their mandibles, Huge ones grab with their pinchers and Giant ones can let loose a cloud of poison gas in combat.

Large Whip Scorpion: These creatures are too small to have separate attacks. Their forearms, whips and mandibles combined do 1-8 points of damage. They often drop down from ceilings on unsuspecting prey.

Huge Whip Scorpion: Huge Whip Scorpions have two whip-like appendages that do no damage. If their pinchers both hit, they automatically do crushing damage the next round (2-12 points each round

Whip Scorpion	Large	Huge	Giant
AKA:	Schizomida	Amblypygus	Uropygus
HACKFACTOR:	0	2	9
EP VALUE:	35	65	175
CLIMATE/TERRAIN:	Non-arctic	Non-arctic	Non-arctic
FREQUENCY:	Rare	Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1-4	1-4	1-2
SIZE:	S (1.5' long)	S (3' long)	L (8' long)
MOVEMENT:	12"	9"	6"
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fearless (19)	Fearless (19)	Fearless (19)
ARMOR CLASS:	7	4	2
NO. OF ATTACKS:	1	3	3
DAMAGE/ATTACK:	1-8	1-6/1-6/1-8	1-8/1-8/2-8
SPECIAL ATTACKS:	Nil	Grip	Poison gas
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	1+1	2+2	4+4



A Giant Whip Scorpion scores a critical hit with crushing damage to this fighter.

thereafter). To break the grip of the pinchers, the PC must make an open doors roll.

Giant Whip Scorpion: Much like Huge Whip Scorpions, Giant Whip Scorpions grabs with their pinchers and can then do automatic crushing damage the next round. The grip can only be broken by killing the monster. A to-hit roll with a sharp weapon that is 4 above what is normally needed will sever a pincher. When in combat, the creature exudes poison gas in a 20-foot radius. All breathing creatures in the area must save vs. poison or fight at -3 to hit for 1-6 rounds. This gas can be used three times per day and may be used in addition to normal melee attacks.

HABITAT/SOCIETY: Whips Scorpions are non-intelligent arachnids that reproduce and eat continually. No amount of persuasion will convince a Whip Scorpion to not eat. Their lairs are desolate areas and dungeons. Contrary to the popular elven rumor, the whip-like appendages cannot hypnotize opponents.

ECOLOGY: Whip Scorpions reproduce like arachnids. Their parenting skills amount to little more than laying and fertilizing eggs, then refraining from eating the young when they hatch. Whip Scorpion parents are extremely busy and would spend more time with their hatchlings if they could. They hope the hatchlings will one day understand when they lay eggs of their own.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE:

LARGE: M, Q (x2)

HUGE: Q (x4), T

GIANT: I

OTHER: The whips from a Giant Whip Scorpion can be used as normal whips. They can also be enchanted (up to +7). Huge or Giant Whip Scorpion forearms can be used as makeshift clubs.

Whipweed

DESCRIPTION: A Whipweeds has two stalks that appear as whip-like appendages or leaves. The bulbous root of the base has tiny little roots below it. Specimens with stalks up to 15 feet long have been reported.

COMBAT/TACTICS: Whipweeds can sense vibrations and will attack anything that moves, striking as a creature with 3 Hit Dice. Once the victim is dead, the roots feed off the nutrients. If the stalks are killed, the body will run away and regrow its stalks in 1-8 days. If the body is killed before the stalks, each stalk gets one last, frenzied attack at +2 to hit and to damage, then dies.

HABITAT/SOCIETY: These creatures are nearly mindless and have been known to attack stone garden gnomes as well as the living kind. Gardeners and farmers dislike Whipweeds a great deal; they sometimes go to great lengths (including hiring/begging adventurers) for help in dispatching the things.

ECOLOGY: Whipweeds are actually very bad, sentient onions with a taste for flesh. Plant-affecting spells affect them, but unlike most plants, the Whipweed dislikes sunlight and will run away from it. Thus, they often try to await prey in the shade of taller trees.

Whipweed

AKA: Crabby Grass

HACKFACTOR: 3

EP VALUE: 125

CLIMATE/TERRAIN: Subterranean or any dark places

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night/Darkness

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: Variable

MOVEMENT: 3"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 6 (stalks), 4 (base)

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-10/1-10

SPECIAL ATTACKS: Dying blow

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2+4 (stalks), 1+4 (base)

YIELD:

MEDICINAL: Powdered Whipweed bulb can add a spicy tang to any stew.

SPELL COMPONENTS: Nil



Whipweed

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Whipweeds can be planted to deter monstrous pests such as giant wasps.

Wights cannot bear direct sunlight and never venture out during the day. Sunlight does not damage them, but does cause them to flee to the nearest underground area. Victims that become Wights can be recovered, but only through an epic quest and powerful magic. A Raise Dead or Resurrection spell instantly annihilates a Wight.

These creatures are immune to Sleep, Charm, Hold and cold-based spells as well as poison and paralyzation.

HABITAT/SOCIETY: Wights hate all goodness, light, life, holidays, smiling, sunny days, chasing rainbows, walking barefoot in the grass and taking the day off. In any group, the largest Wight directs the others. Contrary to the popular gnomish rumor, Wights are neither right-handed nor are they usually right.

ECOLOGY: These fiends exist simultaneously on the Prime Material and the Negative Energy Planes. They derive sustenance only from their level draining ability. Wights are an unnatural blight upon all of Garweeze World. Within their territories the creatures cause plants to die, animals to flee and hirelings to switch their marching order to put PCs between them and the fiends.

YIELD:

MEDICINAL: PCs who roll poorly for hit points upon level advancement have been known to seek out wights or other level draining undead in order to get drained of the sucky hit point roll so that they can try to advance again with a better hit point roll after gaining a sufficient amount of EP.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: B

OTHER: The essence of a Wight can be used to create a Potion of Wight Control. Contrary to the popular human rumor, this potion will not control mimes.

Wight

DESCRIPTION: Wights are nightmarish reflections of their formerly living selves with extremely bad hair. Their eyes burn with an eerie reddish light and their mummified flesh is set on a hunched over skeleton with sharp claws. Contrary to the popular dwarven rumor, Wights are not colored white.

COMBAT/TACTICS: Wights can only be harmed by silver or +1 or better magical weapons. A thrown vial of holy water inflicts 2-8 points of damage to a Wight, if it breaks. Anyone struck by a Wight suffers 1-4 points of damage from the claws and loses one level to the creature's energy drain. Victims killed by a Wight or drained of all their levels immediately become Wights themselves. Those with less than 4 Hit Dice immediately become 4+3 Hit Dice creatures, while those with more Hit Dice retain their former hit points and Hit Dice.

Wight

AKA: Mound Monster

HACKFACTOR: 13

EP VALUE: 975

CLIMATE/TERRAIN: Any Land

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Life Force

INTELLIGENCE: Average (8-10)

ALIGNMENT: Lawful Evil

NO. APPEARING: 2-16

SIZE: M (4' to 7')

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: Energy drain

SPECIAL DEFENSES: Silver or +1 or better weapons to hit

MAGIC RESISTANCE: Immune to Sleep, Charm, Hold, cold-based spells

HIT DICE: 4+3



Wight

Wild Cat O' Nine Tails

DESCRIPTION: Related to the Displacer Beast, the Wild Cat O' Nine Tails resembles a mean, black puma with a very long tail. When it attacks it can split off nine other versions of itself, each appearing to the victim to be exactly alike.

COMBAT/TACTICS: These felines will attack any individuals or group of individuals numbering fewer than ten. It is 90% likely that the creature will transform before fighting, creating nine other exact copies of itself. These offspring fight as 2 Hit Dice creatures; each has one-ninth of the parent's total hit points (rounded up). But, while the parent can do 2-20 points of damage with its tail, each of the offspring can only do 1-8.

Cat O' Nine Tails can regenerate damage at the rate of 10 hit points per round, distributed evenly over the entire group of offspring and the parent (no individual can regenerate above its maximum hit point total, of course). Additionally, any damage done to the creature is spread out over the parent and offspring equally. For hits that do less than 10 points of damage, determine randomly which forms take the spread damage.

While there is no way to determine which form is the parent once it multiplies, it is theoretically possible to determine which is the parent

Wild Cat O' Nine Tails

AKA: Flail Cat
HACKFACTOR: 37
EP VALUE: 3,000
CLIMATE/TERRAIN: Plains/Savannah
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: M (4' tall at shoulder)
MOVEMENT: 9" (parent), 12" (offspring)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 5 (parent), 6 (offspring)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-20 (or 1-8)
SPECIAL ATTACKS: Multiplying
SPECIAL DEFENSES: Regeneration
MAGIC RESISTANCE: Standard
HIT DICE: 9



A Wild Cat o' Nine Tails and its offspring surround their victims.

after the fact. Should the PCs manage to kill the parent, the rest of the offspring disappear one round later. If the PCs kill offspring and the parent escapes, it will recover the ability to generate them at the rate of one offspring per night.

HABITAT/SOCIETY: Flail Cats are an exceedingly rare and powerful form of feline. Like all felines, they enjoy the pain of others. They are impossible pets, creating nine to ten times the smell and ravaging furniture at nine to ten times the normal rate of felines.

ECOLOGY: The Cat O' Nine Tails may be one creature or it may be many, sages are unsure. What is sure is that the Cat O' Nine Tails has tremendous power and that it creates offspring by traveling through time. Within 20 feet of a Time Elemental, Cat O' Nine Tails can neither multiply nor regenerate, although the parent can still attack normally.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The blood of a Cat O' Nine Tails can be used in a Simulacrum or Clone spell to give the duplicates the ability to regenerate at the rate of 1 hit point per turn with only a 1% chance of spell mishap.

HIDE/TROPHY ITEMS: The hide of a Cat O' Nine Tails is worth at least 1,500 gp and is suitable for the most powerful of enchantments. Using it to make a Cloak of Displacement cuts the construction time in half.

TREASURE: Nil

OTHER: Nil

Will-O-(the)-Wisp

DESCRIPTION: The legendary Will-O-(the)-Wisp is actually an entire class of evil entities encountered in swamps, bogs and moors. It appears as a faint ball of light that resembles a lantern or torch in the distance. This creature can turn off its light and become completely invisible.

COMBAT/TACTICS: Wisps avoid physical combat, preferring to lead prey into traps and quicksand. They attack by discharging electrical energy at foes, causing 2-16 points of damage per strike. These creatures are immune to most magical attacks and spells. The only spells that affect Wisps are Protection from Evil, Ward Off Evil, Magic Missile and Maze.

Will-O-(the)-Wisp

AKA: Spunkie
HACKFACTOR: 59
EP VALUE: 3,000
CLIMATE/TERRAIN: Any Swamp
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Panic energy
INTELLIGENCE: Exceptional (15-16)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1 or 1-3
SIZE: S (2' to 4' around)
MOVEMENT: 18" Fly (A)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Defiant (17)
ARMOR CLASS: -8
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-16
SPECIAL ATTACKS: Electrical discharge
SPECIAL DEFENSES: Invisibility
MAGIC RESISTANCE: Immune to most spells
HIT DICE: 9

When a Will-O-(the)-Wisp is reduced to 5 or fewer hit points, it flees. If unable to flee, it will offer its treasure to spare its life. Wisps will say anything to save their own "skins".



Will-O-(the)-Wisps often toy with their victims – a sort of cruel game.

HABITAT/SOCIETY: Most of the time, Wisps hunt alone, but 10% of the time they hunt in groups. Sometimes the group has a contest to see which Wisp can kill the most opponents. These creatures communicate through vibrations and variations in the color of their light.

ECOLOGY: Sages believe that Wisps feed off the “panic energy” creatures give off just before death. The slower and more frightening the death, the better it tastes. Will-O-(the)-Wisp especially enjoy the taste of fear when a PC wets his armor.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The essence of a Will-O-(the)-Wisp can be used in electrical spells that do +1 damage per die with only a 5% chance of spell mishap.

HIDE/TROPHY ITEMS: Nil

TREASURE: Z

OTHER: The essence of a Will-O-(the)-Wisp can be used to make a Potion-O-Electricity-Protection (functions as a Potion of Fire Resistance – with regards to electricity instead of flame or heat).

Willow, Black

DESCRIPTION: Black Willow trees resemble normal, non-threatening trees such as the willow, birch or larch. But, when hungry, a Black Willow becomes as mean as a maple, grabbing hapless victims and forest animals and hurling them into its gullet with glee.

COMBAT/TACTICS: Black Willows will attack anything that comes within the range of its branches (ten feet). Each branch inflicts 1-4 points of damage per strike. Those rendered unconscious are thrown into the tree’s central cavity. This cavity then fills with acid and dissolves the victim at the rate of 1-4 hit points per round. Victims dropped below -12 are completely digested and beyond recovery (short of a Wish spell, followed by Raise Dead or Resurrection).

Anyone foolish enough to attempt to sleep in the shade of a Black Willow will immediately fall afoul of the creature’s “Aura of Drowsiness”. The branches then gently grab the victim, almost comatose, and slide it into the cavity to be digested (no saving throw against the aura). Once a meal starts taking damage, it awakens and can attempt to fight its way out using a dagger-sized weapon or smaller. In bright light, the aura extends as far as the shadow of the tree. At other times, the aura extends 10 feet from the trunk. To be affected, one must close his eyes for 10 seconds or longer.

HABITAT/SOCIETY: Black Willows can be easily spotted by Treants. Druids, however, cannot see them without the use of spells or by using the significant clue that the tree is attacking. Treants believe Black Willows give trees a bad name.

ECOLOGY: An evil magic-user created the seeds to these foul trees and walked all over Garweeze Wurd planting them. Some sages believe that Jahnee Black Willowseed is still alive and occasionally checks up on his trees to see if they are still spreading his evil.

YIELD:

MEDICINAL: The acid from a black willow can be used to remove acne.

SPELL COMPONENTS: Nil



Black Willow

Willow, Black

AKA: Wicked Willow

HACKFACTOR: 34 to 55

EP VALUE: 3,000 to 9,000

CLIMATE/TERRAIN: Forest

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low to Very (5-12)

ALIGNMENT: Neutral (evil)

NO. APPEARING: 1

SIZE: L (6' to 9' diameter trunk)

MOVEMENT: 1/4"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 2

NO. OF ATTACKS: 7 to 12

DAMAGE/ATTACK: 1-4 each

SPECIAL ATTACKS: Acid digestion

SPECIAL DEFENSES: Aura of drowsiness

MAGIC RESISTANCE: Standard

HIT DICE: 12 to 19

HIDE/TROPHY ITEMS: Nil

TREASURE: Incidental (objects must be immune to acid)

OTHER: The wood of this tree is resistant to acids and perfect for creating wooden magic items.

Wind Walker

DESCRIPTION: Wind Walkers resemble humanoids made from air. They cannot be seen with the naked eye, but the dust they kick up outlines their forms.

COMBAT/TACTICS: A Wind Walker's approach is detectable from 100 to 300 feet away as the wind kicks up and dust begins to swirl. The creatures are telepathic and can detect thoughts within 300 feet. Psionicists can easily defend against this intrusion with any defense.

Wind Walkers can attack with a wind force centered up to 30 feet away. The blast inflicts 3-18 points of damage to all within ten feet of the attack (no save). These creatures can only be hit by weapons of +3 enchantment or better, or weapons capable of striking creatures in the Ethereal Plane. Spells such as Control Weather will kill them if they miss a saving throw. A Slow spell inflicts damage on a

Wind Walker

AKA: Zephyr Strider

HACKFACTOR: 23

EP VALUE: 1,400

CLIMATE/TERRAIN: High Mountains

FREQUENCY: Rare

ORGANIZATION: Tribe

ACTIVITY CYCLE: Any

DIET: Unknown

INTELLIGENCE: Very (11-12)

ALIGNMENT: Neutral

NO. APPEARING: 1-3

SIZE: L (7+' tall)

MOVEMENT: 15", 30" Fly (A)

PSIONIC ABILITY: Nil (see text)

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-18

SPECIAL ATTACKS: Wind blast

SPECIAL DEFENSES: +3 or better
weapons to hit

MAGIC RESISTANCE: Standard (see text)

HIT DICE: 6+3



Wind Walker

Wind Walker equal to a Fireball cast by the same level magic-user. Haste inflicts half that damage, but doubles the amount of damage the Wind Walker can do for the duration of the spell.

Magical barriers can impede the creatures, but they can squeeze through the smallest of spaces in a matter of seconds (six seconds at most). They are not immune to psionic attacks and can be attacked as if they were psionic creatures.

HABITAT/SOCIETY: Wind Walkers are sometimes pressed into the service of Storm Giants, who use them to guard their cloud castles. They are native to the Elemental Plane of Air and can be summoned in the same manner as Air Elementals. It is rumored that they do have treasure, but that it is only valuable to a native of the Elemental Plane of Air.

ECOLOGY: Wind Walkers are made of air. It is unknown if they have a digestive tract, internal organs, a nervous system or a reproductive system. Sages and summoners have been unable to get them to magically form tornadoes or to understand even the most basic principles of aerodynamics.

YIELD:

MEDICINAL: Voluntarily inhaling the attack of a Wind Walker (+1 damage) will clear up even the most stubborn sinuses.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Witherstench

DESCRIPTION: Witherstanches are the bane of every mountain climber. These Skunk Beasts resemble hairless skunks with purple warts and bad dispositions. The lair of a Witherstench pack can be smelled in a one-mile radius.

COMBAT/TACTICS: Witherstanches can attack with their two claws for 1-6 points of damage each. Anyone coming within 30 feet of the creature will be overcome by the nauseating stench coming from the warts. Those nearby must save vs. poison or become helpless in a fit of vomiting until the creature moves more than 30 feet away. Those with no sense of smell or taste save at +8, but a creature must lack both senses (taste and smell) to be immune to the Witherstench.

HABITAT/SOCIETY: Skunk Beasts prefer carrion – the stinkier the better. Their olfactory senses are so limited that any odor they can actually smell must be very, very strong. Witherstanches are not malicious unless they feel that their territory is being invaded. Experienced mountaineers give these creatures a wide berth when climbing.

Witherstench

AKA: Skunk Beast

HACKFACTOR: 3

EP VALUE: 65

CLIMATE/TERRAIN: Mountain

FREQUENCY: Rare

ORGANIZATION: Pack

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 3-12

SIZE: S (4' long)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 7

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6/1-6

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Stench aura

MAGIC RESISTANCE: Standard

HIT DICE: 2+2



Witherstench

ECOLOGY: WitherstENCHes are distantly related to Skunks and Troglodytes. Their stink has been known to make Ghosts gag and to revive the sense of smell in those that have lost it.

YIELD:

MEDICINAL: WitherstENCH gland can be used to make smelling salts that are 100% effective.

SPELL COMPONENTS: Using a WitherstENCH gland (one per body) while casting a Stinking Cloud adds 2 segments to the casting time, but targets save at -4.

HIDE/TROPHY ITEMS: Nil

TREASURE: B

OTHER: Nil

Witherweed

DESCRIPTION: Witherweed grows just like other vines and will be found attached to stone masonry. It grows equally well in sun or shade.

COMBAT/TACTICS: The weed attacks with 13-24 fronds. The average specimen will have at least ten fronds able to reach victims in any given area near it as per the size of the creature. Those struck by one or more fronds in a round lose 1-4 points of Dexterity per strike. On a damage roll of a 4, the victim also has a seizure for 2 rounds (shaking uncontrollably and unable to voluntarily take any action such as using a weapon, casting a spell, talking, etc.). On the third round, the victim recovers, but fights at -2 to hit and

Witherweed

AKA: Killer Kudzu

HACKFACTOR: 5 to 10

EP VALUE: 270 +300 per Hit Die over 3

CLIMATE/TERRAIN: Any Ruins and Subterranean

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: M to H (9 to 100 sq. ft.)

MOVEMENT: Nil

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 8

NO. OF ATTACKS: 1-10 (per victim)

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: Dexterity drain

SPECIAL DEFENSES: Poisonous smoke

MAGIC RESISTANCE: Standard

HIT DICE: 3 to 6



Witherweed

to damage for the next 24 hours. If his Dexterity score falls to 0 or below, the victim dies.

Half the Dexterity lost can be recovered at the rate of 1 point per day, but only a Cure Disease spell can fully restore the lost Dexterity.

The weed is dry and easily burned (suffering full damage), but the smoke from it is so toxic that anyone in the area must save vs. poison or die. The smoke will cover nine times the area of the plant and will take at least four hours to dissipate.

HABITAT/SOCIETY: Witherweeds attack anything that comes into their territory, even undead and golems. Most gardeners will abandon their tomato plants rather than fight a Witherweed.

ECOLOGY: These vines are related the normal Kudzu and the Carnivorous Kudzu. They grow in almost any soil and usually choke out the rest of the local vegetation.

YIELD:

MEDICINAL: Ground Witherweed is often used in a powerful poison for coating weapons. Those struck must save at +2 or die in 1-6 rounds. Each application is only good for one blow, but the plant provides one application for every ten full square feet.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Incidental

OTHER: Nil

Wolf

DESCRIPTION: Common Wolf: Common Wolves are found in almost every climate. They have an undeserved sinister reputation. Northern Wolves are pure white to gray to black, while Southern Wolves are reddish to brown in color. These canines all have powerful jaws, strong teeth, bushy tails, strong ears, round pupils and distinctive howls. Their eyes have an empathic quality that is almost human.

Dire Wolf: Dire Wolves are large Wolves with a sinister bent. They are often used as steeds by smaller goblinoids.

Worg: Worgs are Dire Wolves of monstrous size.

Winter Wolf: Winter Wolves have coats of pure white and are as large as a Worg. They are highly intelligent and are only encountered in arctic regions. These canines are known for their fearsome fangs and icy breath weapon.

COMBAT/TACTICS: Wolves hunt in packs during the winter and late fall because only larger herbivores are available for the hunt. When they hunt alone, they prefer smaller game because it is easier to run down. Wolves pick out the weak and the sick, hunting large quarry about once a week. During the summer, Wolves can eat up to 30 mice a day. These creatures do not normally attack humans and will flee if attacked by them. If backed into a corner, Wolves fight until they can make their escape.

Dire Wolf and Worg: In the wild, Dire Wolves and Worgs are aggressive and think nothing of attacking anyone whom they do not know.

Winter Wolf: Winter Wolves can breathe frost every ten rounds for 6-24 points of damage (victims can save vs. breath weapon for half damage). The cone is ten feet wide at the end and extends for a distance of ten feet. Victims reduced to 0 or fewer hit points by this attack are frozen solid, perfectly preserved. These canines are immune to cold damage, but fire attacks cause +1 point of damage per damage die.

HABITAT/SOCIETY: Wolves are social animals and can be domesticated by those skilled at animal handling. Each wolf pack has a very strict social structure to a pack. Each pack is led by an alpha male and his mate, the alpha female.



Dire Wolf

Wolf	Common	Dire	Worg	Winter
AKA:	Caninus-Howlus	Caninus-Monstrous	Giant Wolf	Caninus-Frostus
HACKFACTOR:	0	1	1	8
EP VALUE:	65	120	175	975
CLIMATE/TERRAIN:	Non-Tropical	Any Forest	Any Forest	Arctic
FREQUENCY:	Uncommon	Rare	Rare	Very Rare
ORGANIZATION:	Family	Pack	Pack	Pack
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi- (2-4)	Low (5-7)	Low- (5-7)	Average (8-10)
ALIGNMENT:	Neutral	Neutral	Neutral Evil	Neutral Evil
NO. APPEARING:	1-12	3-12	3-12	2-8
SIZE:	S (3' to 4' long)	M (4' to 7' long)	L (7' to 12')	L (7' to 12')
MOVEMENT:	18"	18"	18"	18"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Pliant (10)	Average (11)	Pliant (10)	Courageous (13)
ARMOR CLASS:	7	6	6	5
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	2-5	2-8	2-8	2-8
SPECIAL ATTACKS:	Nil	Nil	Nil	Frost breath
SPECIAL DEFENSES:	Nil	Nil	Nil	Immune to cold
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	3	3+3	4+4	6

This is the only couple in the pack allowed to breed, although a second female may help nurse the young. Wolves prefer regions devoid of other predators. Their domains will be full of places to run, hide and play. Once humans move into an area inhabited by wolves, the wolves will leave. For one thing, they do not seem to like humans much. For another, humans hunt them mercilessly.

Dire Wolf and Worg: Dire Wolves respect only strength and thus can only be domesticated by masters that use techniques of abuse and intimidation. They will take advantage of any kindness, even kindness offered by a druid or ranger. Worgs are a larger species of Dire Wolves.

Winter Wolf: Winter Wolves have their own language and can communicate with Worgs. They often use Worgs as lackeys to protect their lairs. Winter Wolves collect treasure, especially valuables that glisten like ice and snow.

ECOLOGY: Wolves are vital top-level predators in the natural food chain of Garweeze Wurd's forests. Druids warn that without their presence, populations of deer, mice and gnomes could skyrocket out of control.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Common Wolf pelts are worth 11-20 gp each, Dire Wolf pelts are worth 2-12 gp each, Worg pelts are worth 20-80 gp each and a Winter Wolf pelts can go for 5,000 gp. Winter Wolf pelts are suitable for enchantment and can be made into up to +8 Hide Armor.

TREASURE:

COMMON: Nil

WORG: Nil

DIRE: Nil

WINTER: 1

OTHER: Nil

Wolf, Sturm/Timber

DESCRIPTION: **Sturm Wolf:** Sturm Wolves have forepaws that are much like a bear's and in the dark, the creature is easily mistaken for a cave bear. The coat of the beast is usually coal black, but patterns of two or more colors have been reported via Speak to the Dead spells. Sturm Wolves have a reputation for killing anyone and anything they meet.

Timber Wolf: These Wolves are so named because they are always encountered in forests. They resemble normal wolves, but have beige coats and are slightly larger. Lumberjacks dislike Timber Wolves, for they usually attack woodcutters at any opportunity. These canines are sometimes companions to druids or rangers.

COMBAT/TACTICS: Wolves hunt in packs. They prefer game that is easier to run down. Wolves pick out the weak and the sick, hunting large quarry about once a week. During the summer, Wolves can eat up to 30 mice a day. These creatures do not normally attack humans and will flee if attacked by them. If backed into a corner, Wolves fight until they can make their escape.

Sturm Wolf: Sturm Wolves will attack anything, even gawds. A pack targets an individual, then hunts down his friends. When wounded beyond 75% of its maximum hit points, Sturm Wolves become enraged and will attack until dead. Each front paw can inflict 1-4 points of damage, while the feared jaws of the Sturm Wolf inflict 1-12 points of damage per hit. On a to-hit roll of 18 or better (with the bite attack), the beast thrashes its victim for an additional 2-8 points of damage. Anyone of medium size or less must make a system shock check or have his neck broken. Sturm Wolves can pick up the scent of prey up to three miles away.

Timber Wolf: Timber Wolves have claws especially adapted for climbing trees. Contrary to an oft-heard halfling rumor, climbing a tree will not allow a victim to escape a pack of Timber Wolves. The creatures will follow a victim right up a tree, especially if the victim is bleeding. Timber Wolves are more persistent and clever than common wolves.



Sturm Wolves

HABITAT/SOCIETY: Wolves are social animals and can be domesticated by those skilled at animal handling. There is a very strict social structure to a pack. Each pack is led by an alpha male and his mate, the alpha female. This is the only couple in the pack allowed to breed, although a second female may help nurse the young.

Wolves prefer regions devoid of other predators. Their domains will be full of places to run, hide and play. Once humans move into an area, the wolves tend to leave. For one thing, they do not seem to like humans much. For another, humans hunt them mercilessly.

Sturm Wolf: Due to the size of the average Sturm Wolf, their territories extend from 25 to 50 square miles. The largest male leads the pack. The pack travels all over the territory and only stays in the same spot for any length of time during mating season. During this time, males vie for leadership and mates. Older and weaker males may be driven out of the pack and merge with other, less powerful wolf packs.

If there is a good time to attack a Sturm Wolf pack, mating season is the time, as the males will have lost 10 to 30% of their hit points due to infighting.

Sturm Wolves can be domesticated. However, no amount of training or bonding will allow a master to stop a Sturm Wolf from attacking once it has been provoked. It will attack friend and foe alike until dead or until it is healed. Masters with appropriate spells or an extremely big club can calm the beast.

Timber Wolf: Timber Wolves make excellent companions for rangers and druids. They dislike anyone that cuts down or damages a forest. Treants and Dryads sometimes befriend a pack of Timber Wolves for mutual protection. These canines only attack bipeds if forced to by lack of food or outside influence.

ECOLOGY: Wolves are important predators in the natural food chain. Without their presence, the populations of rabbits, mice and dwarves can skyrocket out of control.

Sturm Wolf: Sturm Wolves feed on deer, bison, elephant, Titanothera, Gorgon, Giant Fox, Giant Rabbit, Enormously Huge Shrew Mice,

Wolf	Sturm	Timber
AKA:	Wolf Bear	Caninus-Coniferus
HACKFACTOR:	12	1
EP VALUE:	1400	65
CLIMATE/TERRAIN:	Temperate to Arctic	Temperate to Subarctic Forest
FREQUENCY:	Rare	Common
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Low (5-7)
ALIGNMENT:	Chaotic Evil	Neutral
NO. APPEARING:	3-12	3-12
SIZE:	L (5' to 6' at shoulder)	M (5' long)
MOVEMENT:	15"	18", 3" Climb
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Fanatic (20)	Average (11)
ARMOR CLASS:	5	6
NO. OF ATTACKS:	3	1
DAMAGE/ATTACK:	1-4/1-4/1-12	2-8
SPECIAL ATTACKS:	Thrashing	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	6+6	2+1

Gargantuan Turkeys and other juicy forest creatures. Squirrels have been known to die of fright upon seeing a Sturm Wolf. A dead squirrel falling from a tree usually precedes a Sturm Wolf attack. These monstrous beasts deplete the game in their territory fairly rapidly. They must constantly change their territory to find new game.

Timber Wolf: Timber Wolves are born much like other wolves. Females give birth to litters of two to six.

YIELD:

MEDICINAL: Some barbarian tribes believe that consuming the heart of a Sturm Wolf will cure the eater of cowardice and remove any fear of battle. Although whether or not this is true is unknown, eating the heart will cause the eater to suffer from frequent, uncontrollable urination for one to four days.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Both hides are suitable for enchantment, although Sturm Wolf hide, being rarer, can hold more powerful enchantment, up to +7 Hide Armor. Timber Wolf hide can be enchanted up to +3 Hide Armor.

STURM: Teeth and claws can be sold for 200 gp, the hide is worth 500 gp.

TIMBER: The hide is worth 50 gp.

TREASURE: Nil

OTHER: Nil

Wolfwere/Wolverwere

DESCRIPTION: **Wolfwere:** These evil creatures are half-wolf and half-man. They are not Werewolves, in fact they are not lycanthropes at all, but a hybrid species. These creatures can assume the form of a human, demi-human or humanoid, but prefer the form of a Dire Wolf.

Wolverwere: Wolverweres are more evil than Wolfweres and are also a hybrid species, not lycanthropes. They rarely assume the form of a human, demi-human or humanoid. They prefer their half-man/half-wolverine forms, but sometimes take the form of a large wolverine.

COMBAT/TACTICS: **Wolfwere:** Wolfweres use their shape changing ability to lure prey into a vulnerable position. They pose as lost orphans, injured nuns, beautiful women in torn clothing or elderly halflings who have fallen down and cannot get up.

Wolfweres like to take the form of minstrels and always carry stringed instruments. Unfortunately, anyone who hears the song of the Wolfwere must save vs. spell or be affected as if by a Slow spell for 5-8 rounds. The beast then attacks in its half-wolf/half-man form, biting for 2-12 points of damage and stabbing with any available weapon.

Pure iron and enchanted weapons can harm the beast. Wolfweres are disgusted by wolfsbane and will not approach those who carry it.

Wolverwere: Wolverweres are less subtle than their Wolfwere cousins. Wolverweres pose as thieves preparing to backstab, soldiers about to attack or a group of murderous thugs. A Wolverwere typically attacks with a claw and a bite (each inflicting 2-8 points of damage) and a sharp weapon. They are immune to wolfsbane. As a matter of fact, wolfsbane enrages the creature, causing it to fight at +2 to all damage rolls. Only iron, silver or magical weapons can harm the things.

HABITAT/SOCIETY: These Were beasts usually hunt alone, but when more than one is encountered it will be a mated pair. The creatures

Were Beasts	Wolfwere	Wolverwere
AKA:	Caninus-Lunarus	Caninus-Loganus
HACKFACTOR:	24	23
EP VALUE:	2,000	2,000
CLIMATE/TERRAIN:	Any Forest	Any Forest
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	High to Exc. (13-16)	Average (8-10)
ALIGNMENT:	Chaotic Evil	Chaotic Evil
NO. APPEARING:	1-3	1-3
SIZE:	M (4' to 7')	M (4' to 5')
MOVEMENT:	15"	12"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Fanatic (20)
ARMOR CLASS:	3	2
NO. OF ATTACKS:	2	3
DAMAGE/ATTACK:	2-12/by weapon	2-8/2-8/by weapon
SPECIAL ATTACKS:	Slow song	Wolfsbane rage
SPECIAL DEFENSES:	Only hit by pure iron or magical weapons	Only hit by pure iron, silver or magical weapons
MAGIC RESISTANCE:	10%	20%
HIT DICE:	5+1	6+4

work together to increase the likelihood of a successful hunt. Wolfweres consider Wolverweres idiots, but Wolverweres like Wolfweres a great deal. Because of this, Wolfweres sometimes use their dimmer cousins as pawns in larger schemes to acquire more food.

ECOLOGY: Were beasts dislike lycanthropes and attack them on sight. Wolfweres often hunt with wolf packs (75% of the time) while Wolverweres are rarely found with Wolverines (35% chance). Wolverweres can also be found near places that have mounted and stuffed Wolverines on the wall (15% chance). In the latter case, the Wolverweres are usually discovered and routed.

YIELD:

MEDICINAL: Wolfwere and Wolverwere adrenaline glands are sometimes used in herbal concoctions for curing lycanthropy. Those experienced with such infusions maintain that adding the gland will add +1 to the afflicted's saving throw. (GMG pg. 27)

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Adrenaline glands sell for 1-12 gp.

TREASURE:

WOLFWERE: B, S (50%), T

WOLVERWERE: S, T

OTHER: Nil

Wolverine

DESCRIPTION: Wolverines are vicious meat eaters that are so ferocious that they are actually tainted with evil, even though they are natural animals. Wolverines love attacking creatures that bleed and scream. Their coats range from brown to beige to white.

COMBAT/TACTICS: Wolverines of both sizes fight to the death. They launch themselves at targets like the frenzied balls of furry ferocity that they are. Common Wolverines inflict 1-4 points of damage with each claw attack and 2-5 points of damage with the bite. Giant Wolverine claws inflict 2-5 points of damage each, while their bite does 2-8.

Wolverine	Common	Giant
AKA:	Meat Mauler	Clawed Killer
HACKFACTOR:	6	8
EP VALUE:	270	420
CLIMATE/TERRAIN:	Subarctic to Arctic	Subarctic to Arctic
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)
ALIGNMENT:	Neutral (evil)	Neutral (evil)
NO. APPEARING:	1	1
SIZE:	S (3' long)	M (6' long)
MOVEMENT:	12"	15"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Fearless (19)	Fearless (19)
ARMOR CLASS:	5	4
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-4/1-4/2-5	2-5/2-5/2-8
SPECIAL ATTACKS:	Musk	Musk
SPECIAL DEFENSES:	Immune to fear	Immune to fear
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	3	4+4

All Wolverines are completely immune to fear and get +4 on all to-hit rolls due to the speed of their attacks. Wolverines can also squirt a disgusting musk to opponents at the rear that is much like skunk musk. It covers a 10-foot by 10-foot by 10-foot volume behind them and all those affected must save vs. poison or be nauseated for 1-4 rounds. Those who fail must immediately save vs. poison again or be blinded for 1-4 rounds. The stench is extremely difficult to get out of clothes, armor, skin and hair.

Wolverines are so vicious and mean that they are the only natural animal that druids will hunt. These creatures can fight to -7 hit points before collapsing.

HABITAT/SOCIETY: Wolverines spend most of their waking hours hunting. Even after killing a creature, a Wolverine will not be happy



Giant Wolverine

until all opponents in its field of vision are killed. Military magic-users sometimes Teleport these creatures behind enemy lines to cause havoc.

ECOLOGY: Sages believe that Wolverines and Giant Wolverines were created on the lowest layer of Hell by a demon of immense power and anger. Contrary to rumor popular among magic-users, Wolverines cannot be held in a protection circle in the same manner as summoned creatures.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The hide of a Wolverine is worth 50 gp and the hide of a Giant Wolverine is worth 200 gp. Wolverine hide is suitable for enchantment (up to +4 Hide Armor).

TREASURE: Incidental

OTHER: Wolverine claws are a popular trophy amongst hunters and are sometimes used by berserkers as weapons. They can be enchanted up to +6.

Wombat, Fiendish Orange

DESCRIPTION: Fiendish Orange Wombats are not actually very fiendish, but they are indeed bright orange in color. These enormous bear-like creatures are gentle herbivores, but when they encounter human settlements, especially ones made of wood, chaos reigns.

COMBAT/TACTICS: If attacked, the Fiendish Orange Wombat can retaliate with its claws and bite, but it only fights to defend itself and its lair.

HABITAT/SOCIETY: Fiendish Orange Wombats feed on the roots of large trees. The larger the tree and more top heavy the better. Their feeding weakens the tree and it gradually topples over, crushing anything unfortunate enough to be in its path. Vibrations, such as those from combat or a Fireball, may send a tree toppling early. Wombats eat regularly from trees in a 200-yard radius around their lairs, sometimes weakening an entire forest and crushing dozens of hapless woodland creatures. Treants viciously attack the Wombats whenever they can.

The Wombats are oblivious to the damage they cause, as they are almost never around when it happens. If confronted with the facts, the Wombat simply shrugs. It cannot understand verbal communication, but it does sometimes level an unnerving stare at the speaker and cock its head to the side when people attempt to speak to it.

ECOLOGY: Like all marsupials, Fiendish Orange Wombats give birth to live young. The female will make her den in the largest fallen tree she can find and give birth to a litter of two to five cubs. After the labor,

Wombat, Fiendish Orange

AKA: Root Nibbler

HACKFACTOR: 3

EP VALUE: 120

CLIMATE/TERRAIN: Temperate to Tropical Forests

FREQUENCY: Rare

ORGANIZATION: Small Groups

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 2-8

SIZE: H (24' tall)

MOVEMENT: 6", 9" Climb

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Unsteady (5)

ARMOR CLASS: 8

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1d4-1/1d4-1/1-4

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5



The Fiendish Orange Wombat is an absent-minded terror.

the male swims clumsily up the nearest river to die. It is unknown what part the drowning of the male plays in Wombat mating rituals.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: The hide of a Fiendish Orange Wombat can be used to make small clothing items (such as gloves and hats) that can be enchanted, but cannot be fashioned into armor.
TREASURE: Nil
OTHER: Nil

Woodland Fiend

DESCRIPTION: Woodland Fiends are spirits of a forest that have become corrupted by evil magic. Their appearances vary wildly, but their bodies are comprised of the local animals and plants.

COMBAT/TACTICS: Woodland Fiends are adept at manipulating their surroundings. They can Control Plants and Animals at will, but only those plants and animals that are native to the territory. (A Woodland Fiend's territory can be 10 to 40 miles in diameter, but it must all be the same ecosystem.)

During combat, a Woodland Fiend can cause nearby plants to either Entangle opponents (save vs. spell to avoid being caught), strike twice for 1-8

Woodland Fiend

AKA: Tree Demon
HACKFACTOR: 28
EP VALUE: 950
CLIMATE/TERRAIN: Any Forest
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Very (11-12)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1-3
SIZE: M (5' tall)
MOVEMENT: 9", 12" Climb
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: Nil (see text)
SPECIAL ATTACKS: Control animals and plants, Entangle
SPECIAL DEFENSES: Control animals and plants
MAGIC RESISTANCE: See text
HIT DICE: 6

points of damage or trip and blind PCs (victims must succeed at a Dexterity check to avoid this fate). The blindness lasts as long as the plants can reach the victim. Tripped targets need one round and a successful Dexterity check to get back on their feet, but continued assault by the plants may force further Dexterity checks. The plants will continue tripping until the Woodland Fiend commands them to do otherwise. The Fiend may also command its subject animals to attack or Charm Animals in the PC's possession. It orders such Charmed animals to flee. The Fiend's powers extend within 50 feet of its form.

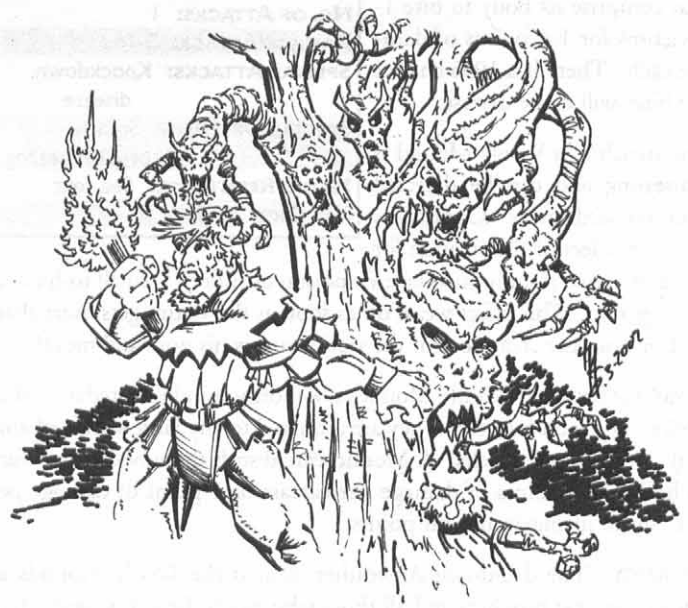
These spirits attack PCs when they are in a vulnerable spot, such as while crossing a river, climbing a hill or while they sleep. If the PCs flee the Fiend's territory, it will not pursue.

When reduced to 6 hit points or less, the Woodland Fiend can opt to abandon its body and reform a new one. This takes 1-6 days, during which it builds a new body from the carcasses of dead plants and animals in the Fiend's territory. If a Woodland Fiend is reduced to 0 or lower hit points through melee, it forms a new body in 2-12 days. If killed by magic, it re-forms in 2-8 weeks. If no bodies can be found within 100 yards during that time, the Fiend is permanently destroyed. Otherwise, permanent destruction of a Woodland Fiend requires a Holy Word, Limited Wish or Wish spell after reducing the Fiend to 0 or fewer hit points.

These creatures are immune to control magic and magic that specifically targets plants or animals. If the territory of a Woodland Fiend is completely decimated, the Fiend becomes dormant until the plants and animals return.

HABITAT/SOCIETY: These creatures were once the protectors of the forest, but now they rule it with an iron fist. Non-native creatures are not tolerated in the Woodland Fiend's territory. They are located and attacked at the creature's leisure. Additionally, these creatures accumulate treasure from fallen foes. They are especially interested in magic items that can help protect their forests.

ECOLOGY: It is said that Woodland Fiends are the spirits of dead Dryads that have returned to life to seek revenge or that have been cor-



Woodland Fiend

rupted by evil magic. Creatures such as Treants, Pixies and other sylvan beings do not like Woodland Fiends and will work to see that they are destroyed.

High-level druids are privy to a secret spell that allows them to bind these creatures so that they can no longer harm anyone. However, the wards have been known to fail over the years, freeing the evil forest spirits. The druid-lich Allweather is said to be able to control the creatures and has several dozen Woodland Fiends at his command.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Using a Woodland Fiend as part of a Warp Wood spell doubles the range and area of effect with only a 5% chance of spell mishap. This also causes a 10% chance of creating a new Woodland Fiend out of the wood affected by the spell.

HIDE/TROPHY ITEMS: Nil

TREASURE: A, B (in lair)

OTHER: Nil

Wooly Mound

DESCRIPTION: A Wooly Mound resembles a rotting pile of animal carcasses and furs that has a life of its own.

COMBAT/TACTICS: This creature lunges at anything that it considers food. Those struck take 2-16 points of damage and must make a Dexterity check or fall prone. On the second round, unless the victim makes a Strength check to stand up, the creature covers the victim's face and suffocates him in four rounds. Also, at close range (within two feet) the creature can animate the carcasses that comprise its body to bite 1-4 victims for 1-4 points of damage each. There is a 10% chance the bites will cause disease.

The stench of a Wooly Mound is nauseating and can be detected from 60 yards away. Opponents within ten feet of the creature for

more than two rounds must save vs. poison or suffer -1 on all to-hit and damage rolls. This effect wears off as soon as the victim gets more than 50 feet from the creature or if the victim covers his nose and mouth.

HABITAT/SOCIETY: Wooly Mounds are mostly mindless predators that prefer to prey on hunters. They are attracted to any large source of animal carcasses or fur pelts. A Mound can absorb these bodies and furs to heal 1d4-1 points of damage per carcass or 1 point of damage per pelt, up to its maximum hit points.

ECOLOGY: The druid-lich Allweather created the Wooly Mounds as revenge against poachers and all those who would hunt for sport. It is rumored that the fiend also created a spell (only usable by druids) that

Wooly Mound

AKA: Poacher's Bane

HACKFACTOR: 7

EP VALUE: 650

CLIMATE/TERRAIN: Temperate

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-3

SIZE: L (6' around)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-16

SPECIAL ATTACKS: Knockdown, disease

SPECIAL DEFENSES: Stench, absorption healing

MAGIC RESISTANCE: See text

HIT DICE: 6+3



Wooly Mound

forces a Wooly Mound to hunt a specific target until the target or the Mound is dead.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Hides from wooly mounds can sometimes be passed off on the open market but their quality is poor at best.

TREASURE: Z (Incidental inside creature)

OTHER: Nil

Worm

DESCRIPTION: Banana Worm: Banana Worms resemble large, floppy bananas covered in transparent goo. They are found in tropical jungles and can only survive in a moist, humid environment. Each Worm has two tiny black eyes and a slit-mouth for chewing rotting vegetation.

Belch Worm: Belch Worms resemble small Purple Worms, except that they tend to be colored in various shades of red. Instead of teeth they have a large, slobbering mouth that exudes a horrible stench.

Dredger Worm: Dredgers will always be found in the NetherDeep, usually in the company of dark elves. The giant, segmented Worms are gray to brown in color. Each is segmented and has a pair of eyes and antennae that are tiny as compared to the rest of its bulk.

Spiny Gutter Worm: Spiny Gutter Worms are covered with two-foot long sharp spines. Some of the spines are so thin that they appear to be fuzz from a great distance. The Spiny Gutter Worm comes in a variety of bright colors and combinations. It is difficult to tell which end is the head and which is the tail.

COMBAT/TACTICS: Worms get +2 on their saving throws vs. poison.

Banana Worm: Banana Worms are not a threat to anything other than rotting jungle vegetation. However, in tropical regions, if left

Worm	Banana	Belch	Dredger	Spiny Gutter
AKA:	Wormicus-Chaquitum	Burple Worm	Deep Worm	Kabob Fiend
HACKFACTOR:	1	15	23	18
EP VALUE:	1	975	3,000	2,000
CLIMATE/TERRAIN:	Tropical	Subterranean	Subterranean	Subterranean
FREQUENCY:	Uncommon	Rare	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Night/Darkness	Night/Darkness	Night/Darkness	Night/Darkness
DIET:	Omnivore	Carnivore	Omnivore	Omnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Animal (1)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	5-40	1-3	1-6	1-8
SIZE:	S (1.5' long)	L (10' long)	G (50' long)	L (15' long)
MOVEMENT:	3"	3", 6" Burrow	6", 15" Burrow	12"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fearless (19)	Fearless (19)	Average (11)	Fearless (19)
ARMOR CLASS:	10	5	4	7
NO. OF ATTACKS:	Nil	1	1	1-4
DAMAGE/ATTACK:	Nil	1-4	Nil (see text)	6-9 each
SPECIAL ATTACKS:	Slippery slime	Stench	Swallow whole	See text
SPECIAL DEFENSES:	+2 to save vs. poison	+2 to save vs. poison	+2 to save vs. poison	+2 to save vs. poison
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	2-12 hit points	8	12	10

unchecked, they can become an incredible nuisance. A group of Banana Worms will cover large area with their slime, causing anyone traversing the area to make a Dexterity check to avoid falling down (each round thereafter victims must succeed at a Strength check to stand up, and are subject to further Dexterity checks to avoid falling again). Anyone unfortunate enough to actually step on a Banana Worm must make the Dexterity checks at -8. It is nearly impossible to pick up a Banana Worm. Salt causes the large slugs to dry up and die. They can be picked up normally after they are dead.

Belch Worm: Burple Worms have a weak bite, but two rounds after they enter into combat they belch forth a foul smelling gas. All those in a 30-foot radius must save vs. poison or fall unconscious from the



Spiny Gutter Worm

smell. Victims that cannot smell are immune. Those who make their saving throw wretch so severely that they suffer -2 on all to-hit rolls for the next hour. A Purify Water or Purify Food and Drink spell cast directly in the cloud will nullify its wretching effects, but will not awaken victims who missed a saving throw. Victims that fall unconscious will be swallowed by the Worm and suffer 2-8 points of damage per round from the beast's digestive juices.

Dredger Worm: A Dredger Worm has no teeth and does not chew. Instead it rams its bulk up against the side of the cavern, dislodging pieces of rock and then swallowing them. If attacked, the creature surges for-

ward. Anyone struck is swallowed and passes to the inside of the Worm, which is much like a Type II Bag of Holding. As more and more debris and PCs are shoved into the Worm, the matter eventually gets dislodged into the Ethereal Plane.

Victims inside the Worm can cut their way out, but there is a 50% chance that the cut will tear a hole into the Ethereal Plane and suck the victim into that plane. The chance increases by 10% for every magical bonus of the weapon used to cut the hole. If a victim does not escape in four rounds, he passes out. On the sixth round, he suffocates, but there is a 20% chance that he will be dislodged into the Ethereal Plane on the fifth and sixth rounds.

Spiny Gutter Worm: Spiny Gutter Worms are not aggressive, but will thrash about wildly when attacked. Their spines are sharp and painful and anyone using a short sword or shorter weapon to strike the beast will suffer 6-9 points of damage from a spine unless covered in metal armor of plate mail or better.

HABITAT/SOCIETY: Banana, Belch and Spiny Gutter Worms are non-intelligent and seek only to eat and reproduce. They will attack anything that their senses detect as food or potential food. Spiny Gutter Worms are just barely sentient enough to allow some creatures to keep them as pets, provided they are fed regularly. Belch Worms are carnivorous, so they are more aggressive than the other species. Art and literature is nearly non-existent among them.

Dredger Worm: Dredger Worms have an animal intelligence that allows dark elves to train them. Domesticated Worms will not attack drow unless ordered by another of that race. They will obey anyone who vaguely resembles a drow, even a halfling with fake pointed ears and soot all over his face. Dredgers make poor war beasts, but due to their unique abilities, the NetherDeep regions near drow cities have remarkably clean passages.

ECOLOGY: These Worms spawn from eggs and from the moment of hatching, a Worm is on its own. Spiny Gutter Worms like to make their lairs in holes that are barely big enough to encompass their spines.

The Belch and Dredger Worms do not make lairs and can be found anywhere underground. Banana Worms are sensitive to salt, cold, heat, loud noises, explosions, acid, being stepped on, Magic Missiles, vibrations, music, healing spells, starch, insults and condiments.

YIELD:

MEDICINAL: Banana Worms are slimy but edible. They taste like wet apples.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Belch Worm hide can be used to craft hide armor that is suitable for enchantment to protect against poison and gas attacks. If properly made, such armor grants the wearer +4 to saves against gas or poison attacks. The wearer takes -1 point of damage per damage die even if he fails his saving throw.

TREASURE: Nil

OTHER: The inside of a Dredger Worm can be used to make a Type II Bag of Holding.

Worm, Giant Blood

DESCRIPTION: These giant, blood-sucking Worms have dark, slimy brown underbellies and upper surfaces of a mottled green hue. Lying in a pool of filthy water, they are sometimes mistaken for worm-shaped boulders.

COMBAT/TACTICS: These fiends can suck at an amazing rate. Biting for 1-8 points of damage, once attached to a victim, it begins draining blood for 1-8 points of damage per round. Giant Blood Worms sometimes burrow beneath the surface of the ground, then wait for victims to pass above and burst forth, surprising prey 6 in 10 times.

HABITAT/SOCIETY: Created by a crazed druid, these Worms were once leeches, evolved by machinations of a now dead, and some say evil, nature gawd. They spawn in underground pools and caverns, living their fiendish lives in filth and muck.

ECOLOGY: Giant Blood Worms are vulnerable to fire, taking double damage from fire-based attacks and saving throws against fire attacks at -2. A successful fire attack is the only way (short of killing the beast or using a Hold Monster or similar spell), to get it to stop sucking. Unless restrained, removed Blood Worms will immediately attempt to reattach to a victim to suck his blood.

YIELD:

MEDICINAL: Giant Blood Worm saliva is an excellent antiseptic.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Giant Blood Worm hide can be made into +1 Hide Armor.

Worm, Giant Blood

AKA: Garganticus-Leechicus

HACKFACTOR: 7

EP VALUE: 360

CLIMATE/TERRAIN: Underground or Swamp

FREQUENCY: Rare

ORGANIZATION: Family

ACTIVITY CYCLE: Night

DIET: Blood

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-4

SIZE: H (20' Long)

MOVEMENT: 6", 2" Burrow

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 4

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8

SPECIAL ATTACKS: Blood drain, surprise 6 in 10

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 6



Giant Blood Worm

TREASURE: Nil

OTHER: Giant Blood Worm underbelly makes excellent material for wineskins, drum heads and other water-proofed items. Blood Worm underbelly is worth 10 gp per square yard and is a common source of material in the NetherDeep.

Worm, Giant Canker

DESCRIPTION: Oozing, slithering, slimy worms come very large on Garweeze Wurld. The Canker Worm is no exception, reaching five feet at maturity, with large heads, large mouths and long, sharp teeth. Their segmented bodies are grotesque, opaque fleshy pink things covered in green slime. Primitive arm-like appendages line their bodies and aid them in their movement.

COMBAT/TACTICS: Canker Worms are the bane of fruit farmers, decimating orchards and vineyards at harvest time. Their appetites run to more than just fruit, however. Whenever possible, Canker Worms will feed on one of their favorite delicacies — flesh.

Aggressive and deadly, their bodies ooze a powerful poison and their fangs inflict 1-4 points of damage. They generally bite their prey on the first attack, then rub their poisonous bodies on the wound so the

Worm, Giant Canker

AKA: Moth Larva

HACKFACTOR: 1

EP VALUE: 250

CLIMATE/TERRAIN: Temperate

FREQUENCY: Uncommon

ORGANIZATION: Colonies

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 5-50

SIZE: M (5' long)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 9

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-4/1-8

SPECIAL ATTACKS: Poison

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1

poison can take effect. The poison does 1-8 points of damage per round, causing the victim's skin to break out in painful sores. Anyone who fails to save vs. poison will suffer this damage every round until they can be cured.

After four rounds of suffering such painful damage, the victim will be unable to move because of the pain, whether he has hit points remaining or not. Immobile victims are subsequently eaten if not rescued.

HABITAT/SOCIETY: Canker Worms generally live in temperate or tropical zones where fruit is grown. They live in burrows under the ground. Their numbers are not great on Garweeze Wurd because they have drawn the ire of farmers, who have gone to great lengths to eradicate these threats to their livelihood.

ECOLOGY: Canker Worms are seasonal creatures, hatching and eating in the middle of spring, then forming cocoons in late spring and transforming into giant moths for the summer. When no flesh is available or they are feeling too lazy to make a kill, Canker Worms will feed on fruit trees. During this time of year, fruit farmers offer bounties to those who would protect their trees from this menace. Worm hunters are paid 5-10 gp per Worm, depending upon what the farmer can afford. Often, farmers cannot afford to pay cash up front and will make deals involving free food, wine or lodging.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Canker Worms can be used as material components in Polymorph Other spells as long as the poison is boiled off of the bodies before use.

HIDE/TROPHY ITEMS: Assassins often use the poison from Canker skin (1 vial per corpse). They dip the blades of their weapons into the substance or bottle it to slip into the food or drink of unsuspecting victims. In certain shady markets, one can sell the poison for 600 gp per vial (1-3 doses per vial).

TREASURE: Nil

OTHER: Nil



Giant Canker Worm

Worm, Purple

DESCRIPTION: **Common Purple Worm:** Purple Worms are gigantic, segmented, purple monstrosities with bug-like eyes and many teeth. They have circular mouths and can easily swallow one or more PCs.

Mottled Purple Worm: These are the aquatic versions of the Purple Worm and their color has more of a blue tinge. They inhabit shallow bottoms full of muck and often surface to look for prey.

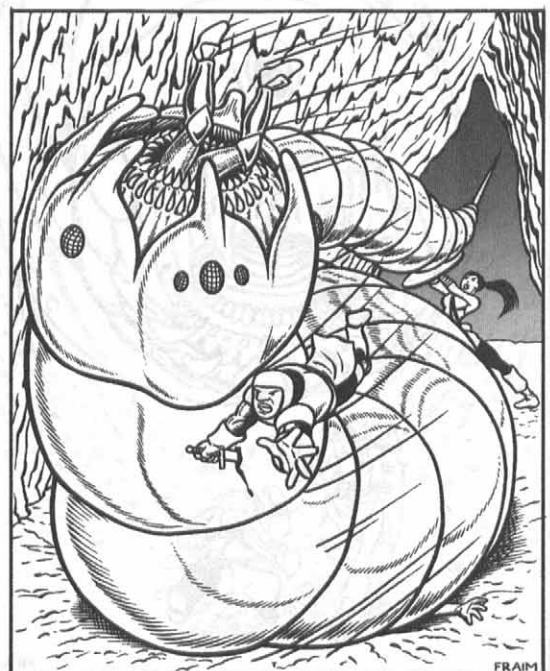
Purple Sand Worm: These are monstrously huge Purple Worms that are beige. They roam the desert wastes in a constant search for food.

COMBAT/TACTICS: All Purple Worms are non-intelligent, but sensitive to vibrations in their area. They can easily burrow or swim beneath prey and erupt underneath in an attempt to swallow it.

Common Purple Worm: Common Purple Worms can bite twice in a round (the second usually does less than the first). They swallow a PC on any to-hit roll that exceeds the number required to hit by 6 and can swallow two man-sized creatures in a single round. A swallowed creature dies in six rounds unless the Worm is killed before that. The inside of the Worm is AC 9. The digestive juices progressively weaken the victim so that any hit he scores does -1 point of damage for each round that he has been inside the Worm. Victims struck by the creature's tail take 2-8 points of damage and must save vs. poison or die instantly.

Mottled Purple Worm: These Worms have the same attacks as Purple Worms and can also breathe water. They can burrow through loose, wet muck at the rate of 9". Victims swallowed may have to contend with the water inside the creature, depending on where it is fighting.

Purple Sand Worm: Sand Worms are so large that they do not notice an attack that inflicts less than 10 points of damage. When it swallows a victim, it dives on it, burrowing into the sand in one round. Victims are forced down the gullet of the Worm and must save vs. poison or spend the next 1-4 rounds choking on sand. Additionally, there is a 30% chance that the victim will be impaled on the barbs inside the creature's mouth for 1-10 points of damage. In this case, the victim is not

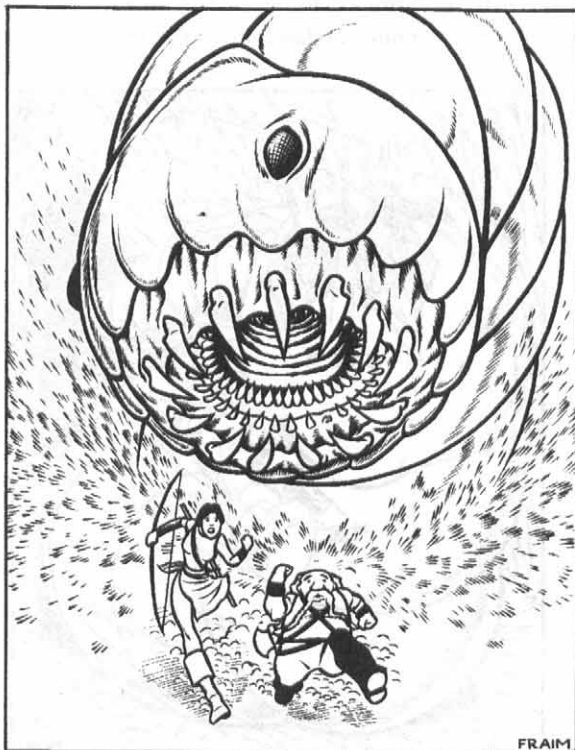


Common Purple Worm

Worm, Purple	Common	Mottled	Sand
AKA:	Wormus-Dunelum	Violet Tunneler	Blue-Red Digger
HACKFACTOR:	22	22	27
EP VALUE:	13,000	13,000	13,000
CLIMATE/TERRAIN:	Subterranean	Any Water	Desert
FREQUENCY:	Rare	Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non (0)	Non (0)	Non (0)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1
SIZE:	G (25'+ long)	G (25'+ long)	G (45'+ long)
MOVEMENT:	9", 9" Burrow	9", 9" Swim	12", 12" Burrow
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Confident (12)	Fearless (19)
ARMOR CLASS:	6	6	6
NO. OF ATTACKS:	2	2	1
DAMAGE/ATTACK:	2-24/2-20	2-24/2-20	3-36
SPECIAL ATTACKS:	Swallow whole, poisonous tail	Swallow whole, poisonous tail	Sand dive
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	15	15	30

actually swallowed (but still suffers!). The interior of the Worm is AC 7, but victims can last inside the Worm for up to two days. However, there is a 5% chance per turn the victim will be expelled from the creature's body.

HABITAT/SOCIETY: Purple Worms of all varieties are mindless and congregate only to mate. Common and Mottled Worms have lairs and excrete undigestible, and sometimes valuable, items. Sand Worms do not have lairs, but are extremely old and accumulate vast wealth inside their gullets from swallowing adventurers.



The Purple Sand Worm is actually beige in color, allowing it to hide in the sand.

There is a bar in Garweeze Wurd where any PC can get VIP status if they can prove they were swallowed by a Purple Worm and fought their way out. The exclusive club is known as "The Swallowed" and they have an annual party that is very posh. The climax of the evening is the serving of cooked Purple Worm eyes. These eyes have an indescribably disgusting taste and eaters must succeed at a Constitution check to avoid vomiting for 1-4 rounds. Everyone in the club is expected to take at least one bite.

ECOLOGY: Thankfully, Purple Worms are not very prolific. Offspring are on their own from the second they hatch. So mindless, so voracious and so hated are these creatures, that even druids are anxious to hack them into tiny pieces. Contrary to the popular dwarven rumor, obscene gestures will not cause a Purple Worm to change targets.

YIELD:

MEDICINAL: Purple Worm poison can be extracted in an amount of 1-4 vials per Worm, less one for each successful hit by the tail. The poison is worth 600-1200 gp per vial.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Because of "The Swallowed" Purple Worm eyes can fetch 200-800 gp per pair, depending on the time of year.

TREASURE:

Purple Worm: B, X (in lair), Q (x5)

Mottled Q: B, X (in lair) Q (x5)

Desert Worm: B (x3 in lair), Q (x5), X (in stomach)

OTHER: Nil

Worm, Tenebrous/Yack

DESCRIPTION: Tenebrous Worm: These Shadowpillars, as they are called, look like giant, armored caterpillars with large mandibles, that drip acid. The Worm's body is covered with poisonous spines. They are native to the Demi-Plane of Shadow and are colored dull black.

Yack Worm: Yack Worms look like six-foot long caterpillars. They come in puke green and vomit yellow.

COMBAT/TACTICS: Tenebrous Worm: These creatures attack with their mandibles. Anyone bitten must save vs. poison at -3 or suffer double damage from the toxic bite. There is also a 10% chance per point of AC (minimum 0%) that an opponent engaged in melee with the thing will be struck with 1-4 poisonous bristles. If this happens, the victim must save vs. poison or become paralyzed for 1-4 rounds. The victim dies at the end of that time unless he receives a Neutralize Poison or a Slow Poison spell. A Shadow Walk spell cast directly at a Tenebrous Worm will send it back to its home plane.

Yack Worm: Yack Worms attack sleeping creatures, burrowing up through the ground and spitting acid on them for 2-16 points of damage. The Worms burrow extremely quietly and surprise even fully awake victims 5 in 10 times. Any organic matter that comes into contact with the acid must make a saving throw vs. acid or begin to dissolve. Should the Worm's attack kill a victim, it will slurp up the remains and burrow away.

HABITAT/SOCIETY: These Worms seek only to eat and reproduce. Yack Worms are attracted by heat and sometimes burrow underneath camp-

Worm	Tenebrous	Yack
AKA:	Shadopillar	Regurgitation Worm
HACKFACTOR:	35	5
EP VALUE:	5,000	270
CLIMATE/TERRAIN:	Forest	Forest
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Non- (0)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	4-12
SIZE:	M (6' long)	M (6' long)
MOVEMENT:	10"	3", 6" Burrow
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Courageous (13)	Fearless (19)
ARMOR CLASS:	1	9
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-16	2-16
SPECIAL ATTACKS:	Poisonous mandibles	Acid spit, surprise 5 in 10
SPECIAL DEFENSES:	Poisonous bristles	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	10	3

fires by mistake (20% chance). They prefer to spread attacks evenly amongst the PCs rather than concentrate on a single victim.

ECOLOGY: Tenebrous Worms are born on the Demi-Plane of Shadow. Rumors persist that there is a spell of ancient origin that can summon and control one. Yack Worms are a natural part of the food chain on Garweeze World.

YIELD:

- MEDICINAL: Eating any part of a Yack Worm will induce vomiting.
- SPELL COMPONENTS: Nil
- HIDE/TROPHY ITEMS: Nil
- TREASURE: Nil



Tenebrous Worm

OTHER: The mandibles of a Tenebrous Worm are decorative and valued at 1,000 to 3,000 gp.

Wraith

DESCRIPTION: Wraiths and Wraith Lords appear as black, man-shaped clouds with glowing red eyes. These creatures are semi-material and can pass through solid matter at one-fourth their normal movement rates. Wraith Lords sometimes carry accoutrements, such as magic items and objects that denote a powerful station or office.

COMBAT/TACTICS: A Raise Dead or Resurrection spell will instantly kill a Wraith or Wraith Lord if it misses a saving throw vs. spell. Victims transformed into Wraiths can only be saved through powerful magics and/or an epic quest.

Wraith: A Wraith does 1-6 points of chill damage with its touch and drains one level from a victim. They are immune to Sleep, Charm, hold, death and cold-based spells. Poisons, paralyzation and stench as nauseating as a Troglodyte's underwear have no effect upon Wraiths.

Any creature killed by a Wraith rises as a Wraith (with half its former Hit Dice) with the next sunset. The new Wraith is under the control of its killer. Animals and plants can sense a Wraith up to 30 feet away and animals flee in its presence. Plants will quiver nervously. Wraiths are powerless in sunlight and, although they can still move, they cannot pass through walls while any part of them is touched by sunlight. They shun bright lights in general.

Wraith Lord: A Wraith Lord has the same powers as a Wraith, plus the spell abilities it had in life, usually those of a 4th to 16th level spell caster. Clerics must already be of evil alignment to maintain their spell abilities in undeath. Very rarely, Wraith Lords are created from power-

Wraith	Standard	Wraith Lord
AKA:	Bane Ghost	Rath Bastard
HACKFACTOR:	17	41
EP VALUE:	3,000	5,000
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Life-ivore	Life-ivore
INTELLIGENCE:	Very (11-12)	Exceptional (15-16)
ALIGNMENT:	Lawful Evil	Lawful Evil
NO. APPEARING:	2-12	1
SIZE:	M (6' tall)	M (6' tall)
MOVEMENT:	12", 24" Fly (B)	12", 24" Fly (B)
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Daring (15)	Fearless (19)
ARMOR CLASS:	4	2
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-6	2-12
SPECIAL ATTACKS:	Energy drain	Energy Drain, Spells
SPECIAL DEFENSES:	Hit only by silver or magical weapons of +1 or better, see text	Hit only by silver or magical weapons of +1 or better, see text
MAGIC RESISTANCE:	Immune to Sleep, Charm, Hold, death and cold-based spells	Immune to Sleep, Charm, Hold, death and cold-based spells
HIT DICE:	5+3	7+3

*Wraith Lord*

ful fighters and thieves. In any case, the Wraith Lord retains some of its abilities and many of the powerful magic items it had in life.

A Wraith Lord has powerful ties to the place where it held power or died. It only leaves that place under the most dire of circumstances. Wraith Lords prefer to create minions to do their bidding. Anyone killed by a Wraith Lord immediately becomes a Wraith under its control.

Wraith Lords can control any undead creature with fewer Hit Dice than itself. Although it can pass through solid objects, it cannot pass over consecrated ground nor can it pass through holy objects or objects that have been blessed. This does not necessarily hurt the creature, but does stop its movement.

HABITAT/SOCIETY: Wraiths and Wraith Lords are incredibly evil. Many are descended from noble blood or held powerful stations in life. These creatures are universally malicious and hateful. They will fight to the destruction to protect their treasure.

Wraith Lords use minions to continue to carry out their evil schemes after death. They prefer to create more Wraiths, but spell casting Wraith Lords sometimes charm victims and use them as emissaries to the outside world. Typically, the creatures are hopelessly out of step with the times and will marvel at the technology of crossbows, steel swords, glass containers, chamber pots and breeches.

ECOLOGY: Wraiths and Wraith Lords exist primarily in the Negative Material Plane. They are not part of the natural world. Wraiths can only communicate with living creatures via Speak to the Dead spells. And, although Wraith Lords can speak, they usually spend most of their time barking orders to their servants and screaming obscenities to those who would dare invade their inner sanctums.

YIELD:

MEDICINAL: Wraith lord essence can be used to remove warts.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE:

WRAITH: E

WRAITH LORD: E, H

OTHER: Nil

Wraith Ryder

DESCRIPTION: A Wraith Ryder is a powerful form of undead necromancer that has returned to the Prime Material Plane to collect bodies and souls. It appears as a skeletal magic-user riding atop a Wraith.

COMBAT/TACTICS: Wraith Ryders will always be accompanied by 1-6 Wraiths and 2-8 lesser undead servants. The Wraith Ryder sends forth its minions to fight while it casts spells. Each Ryder has the powers of a 9th to 15th level magic-user. It will have all the necromancy spells available to it, plus various offensive and defensive spells. It will always attempt to incapacitate its victims rather than slay them outright. If it is successful at incapacitating one or more victims, it will attempt to flee

Wraith Ryder

AKA: Necrowrangler

HACKFACTOR: 78

EP VALUE: 6,000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Soulvore

INTELLIGENCE: Very to Genius (11-18)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1

SIZE: M (6' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 0

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: Spells

SPECIAL DEFENSES: Spells, hit only by silver or magical weapons of +1 or better

MAGIC RESISTANCE: Immune to Sleep, Charm, Hold, death and cold-based spells

HIT DICE: 15

*Wraith Ryder*

with that victim. It can open a Gate to the Ethereal Plane and from there it travels to Hades with its prize.

Wraith Ryders are immune to level draining and have the same defenses as Wraiths.

HABITAT/SOCIETY: Wraith Ryders are undead necromancers that continue their horrid experiments even after death. They come to the Prime Material Plane to seek victims to take back to Hades, beyond the Veil of Tears, on whom to experiment. If a group of PCs encounters the same Wraith Ryder a second time, any victims it stole previously will now be undead under the control of the Wraith Ryder. Wraith Ryders work on behalf of various gawds connected to death.

ECOLOGY: These creatures are not part of nature and are created in Hades by gawds of death. Rumor has it that somewhere in Hades is a vast plane of Wraiths and beings called Wraith Ranglers that gather the Wraiths and prepare them for branding and riding. Rumor also has it that once a year the Wraiths are driven to the other end of Hades by these powerful beings. Wraith Ryders themselves are turned as Mummies, but their Wraiths (and other attendant undead) can be turned as Wraiths (or according to their individual types).

YIELD:

MEDICINAL: Wraith Rider bone powder is rumored to be very effective in treating bone diseases.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: A, H, Z

OTHER: Nil

Wyrms, Gargantuan (I)

DESCRIPTION: Wyrms are a race of dragon that is more snake-like. Although the Dragon Committee acknowledges close kinship with the Wyrms, they have never been allowed to sit on the D.C.. Wyrms, in many instances, are lackeys for true dragons.

Amber Wyrm: Amber Wyrms are amber in color. They greatly resemble Red Dragons in temperament, as they are prone to fits of rage and devastating the countryside. Amber Wyrms have yellow and gold highlights and will always be encountered within 20 miles of their mountain lairs.

Bantering Snod Wyrm: Bantering Snod Wyrms are commonly encountered in cold mountainous regions, but fortunately they are the most "civilized" of the Wyrms. These Wyrms are blue with white highlights.

Blood Wyrm: Blood Wyrms are blood red with orange highlights. They are extremely greedy and known for backstabbing allies. Blood Wyrms are often encountered in subterranean caverns.

Skraag (Blood Wyrm): Skraag is a Blood Wyrm of considerable power. He is over

400 years old and bears a facial scar from a nearly-fatal fight with a would-be dragon slayer.

COMBAT/TACTICS: All wyrms can breathe fire and are immune to magical fire attacks, their own breath and normal fires smaller than a bonfire. Large sources of heat such as lava and forest fires can damage them. Their breath weapon is a cone of flames five feet wide at the mouth, 30 feet wide at the base and 50 feet long. It inflicts 1d6 points of damage per Hit Die. For every century over 100 years in age, the creature gains one additional Hit Die, +1 point of damage to each 1d6 for its breath weapon and +1 to damage for each melee attack. Fortunately, wyrms are a relatively new species on Garweeze Wurld and there are very few over 500 years old. Opponents get a saving throw vs. breath weapon for half the damage. Wyrms can breathe up to three times in a 24-hour period.

In melee, a wyrm bites and stabs an opponent with its wing talons. In the air, it can only bite. Unlike dragons, wyrms can only use spells as magic-users and must study tomes to maintain their abilities. Wyrm spells do not use material components unless the casting time is a turn or more. Instead, the wyrm uses extra somatic components and thus adds 2 segments to the casting time of spells with material components.

Amber Wyrm: Amber Wyrms prefer melee above all else and very rarely practice magic (although they have the ability to do so, as 1st to 8th level magic-users). The creature's favorite tactic is to swoop down on a victim, grab him in its mouth and then fly as high as possible, chewing all the way. When defending their mountain lairs, they like to dislodge boulders and send them hurtling down on their attackers.

Bantering Snod Wyrm: These Wyrms prefer parleying and magic to brawling. Bantering Snod Wyrms have magic-user abilities up to 14th level magic-users. They enjoy outwitting their opponents through trickery and guile and have been known to honor bets to those who have outwitted them. There is a 60% chance a Bantering Snod Wyrm will have at least 2-8 charmed minions in or around its lair.

Blood Wyrm: Blood Wyrms are greedy in the extreme and they never venture more than a mile away from their treasure hoards except in the

Wyrm	Amber	Bantering Snod	Blood	Skraag
AKA:	Bruiser Dragon	Wizard Lizard	Betrayer Beast	Skraag the Scarred
HACKFACTOR:	40	47	50	65
EP VALUE:	6,000	5,000	5,000	7,000
CLIMATE/TERRAIN:	Mountain	Cold Mountain	Subterranean	Subterranean
FREQUENCY:	Very Rare	Very Rare	Very Rare	Unique
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Exceptional (15-16)	Genius (17-18)	Very (11-12)	High (13-14)
ALIGNMENT:	Chaotic Evil	Lawful Evil	Neutral Evil	Neutral Evil
NO. APPEARING:	1-3	1-3	1-3	1
SIZE:	G (60' to 100' long)	G (50' to 90' long)	G (70' to 110')	G (100' long)
MOVEMENT:	9", 24" Fly (C)	9", 24" Fly (C)	9", 24" Fly (C)	9", 24" Fly (C)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Courageous (13)	Pliant (10)	Brave (14)
ARMOR CLASS:	2	2	2	1
NO. OF ATTACKS:	3	3	3	3
DAMAGE/ATTACK:	2-5/2-5/1-10	1-4/1-4/3-12	1-6/1-6/1-8	4-9/4-9/4-11
SPECIAL ATTACKS:		--- Fiery breath, spells ---		
SPECIAL DEFENSES:		--- Immune to fire, spells ---		
MAGIC RESISTANCE:	55%	20%	30%	45%
HIT DICE:	14	12	13	13+3

most unusual of circumstances. These Wyrms use magic, but only to enhance their melee abilities. Typically, a Blood Wurm will cast a variety of defensive spells on itself before entering the fray. They are cowards who will say anything or give up anything to those who would spare their miserable lives. However, should the creature regain the upper hand, it will attack, regardless of promises and even blood oaths. Blood Wyrms cast spells as up to 16th level magic-users.

Skraag (Blood Wurm): Skraag is an unusually powerful Blood Wurm with the abilities of a 16th level magic-user. Skraag had been trapped in a cave for 135 years, so he is anxious to locate those who have pieces of his old treasure hoard. Smarter than most Blood Wyrms, he is not above using charmed intermediaries or lackeys (although he wisely does not trust them). Skraag favors illusion spells to trick his enemies into killing themselves. He managed to increase his magic resistance through use of an ancient tome.

HABITAT/SOCIETY: Wyrms are social amongst their own kind and they love to gather and compare treasure hoards and war stories. It is rumored that since the creatures have no representation on the Dragon Committee, they have secretly created their own ruling class. Should word of such a governing body reach the D.C. it could mean open warfare. Although Wyrms are considerably weaker than true dragons, they are becoming numerous and function better as a group.

Amber Wurm: Amber Wyrms are a menace. Were it not for the fact that they hate leaving their treasure hoards, they would cause chaos and havoc non-stop, 24-hours a day. Wyrms of this type that acquire magical means to hide or carry their hoards usually go on such a tear of destruction that the D.C. is forced to intervene to protect its interests. Red Dragons secretly admire this trait in their wurm cousins.

Bantering Snod Wurm: These Wyrms are patient schemers. Most have at least one ally on the D.C. Because of their strong ability with magic, several dragons on the Committee fear that their power may be growing too great. It is rumored that at least one Bantering Snod Wurm has become a member of the Circle of Sequestered Magicks.



Bantering Snod Wurm

Blood Wurm: These Wyrms are impossibly greedy. They will stab a friend in the back just as quick as an enemy. Blood Wyrms avoid entering into contracts with their own kind because they feel they cannot successfully betray them. These creatures have been known to count their treasures to the last copper piece and hunt down those who take so much as a button from them.

Skraag (Blood Wurm): Skraag is currently scouting for a new base of operations so he can launch a campaign to retrieve his lost treasure hoard. He recently acquired the scroll detailing his hoard. Skraag, through intermediaries or via a Polymorph Self spell, may hire adventurers to acquire the items on his behalf. His plan to reacquire his lost items may take several years. After the plan has been accomplished, Skraag plans on killing everyone who helped him.

ECOLOGY: Thought they are blood relatives to dragons, wyrms do not speak Dragon Speak. They have their own language, which is similar, but cannot charm a listener. Wyrms must learn spells from captured magic-users and other wyrms. Like true dragons, they spend a great deal of time sleeping on their hoards of treasure.

YIELD:

MEDICINAL: Bathing in Wurm blood can neutralize poison.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Wurm hide is extremely supple and perfect for making leather armor (up to +10) and other goods. These items can be enchanted with powerful magics.

TREASURE:

AMBER: A, B

BANTERING SNOD: E, F, G

BLOOD: E, H

SKRAAG: E (currently)

OTHER: Wurm blood and body parts can be used in a variety of spells and magic, just like those of a true dragon. However, wyrms are weaker and the magic will only be 25% effective. This effect can be countered by using four times the amount of wurm parts for a given spell.

Wurm, Gargantuan (II)

DESCRIPTION: Wyrms are a race of dragon that is more snake-like. Although the Dragon Committee acknowledges close kinship with the Wyrms, they have never been allowed to sit on the D.C.. Wyrms, in many instances, are lackeys for true dragons.

Sludge Wurm: Sludge Wyrms are embarrassments to all dragon and wurm-kind. They live in the muck of the sewers and will eat almost anything. Their hides are brown and black, their wings are too tattered to fly and they are often covered in filth.

Snow Wurm: Snow Wyrms are kindly white wyrms covered in white fur. They are the antithesis of most arctic monsters and are often the only thing standing between a PC party and certain doom.

Sun Wurm: Sun Wyrms have beige hides and are only encountered in the desert. These creatures are known for their playfulness and often cavort with Brass Dragons.

Guardian Sun Wurm: These Sun Wyrms are much more serious and have been chosen for the important task of guarding sacred temples in the desert. They are also colored beige.

Wyrm	Sludge	Snow	Sun	Sun, Guardian
AKA:	Sewer Dragon	Ice Dragon	Joker Dragon	Knight Dragon
HACKFACTOR:	33	43	84	90
EP VALUE:	1,400	2,000	7,000	8,000
CLIMATE/TERRAIN:	Subterranean	Arctic	Desert	Desert
FREQUENCY:	Rare	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	High (13-14)	Exceptional (15-16)	Genius (17-18)
ALIGNMENT:	Neutral	Neutral Good	Chaotic Good	Lawful Good
NO. APPEARING:	1-6	1-3	1-3	1
SIZE:	G (60' to 100' long)	G (50' to 90' long)	G (80' to 120' long)	G (90' to 130')
MOVEMENT:	9", 24" Fly (C)	9", 36" Fly (B)	9", 24" Fly (C)	9", 24" Fly (C)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Courageous (13)	Pliant (10)	Foolhardy (16)
ARMOR CLASS:	2	2	1	1
NO. OF ATTACKS:	3	3	3	3
DAMAGE/ATTACK:	2-5/2-5/1-10	1-4/1-4/3-12	1-6/1-6/2-12	1-8/1-8/2-16
SPECIAL ATTACKS:		--- Fiery breath, spells ---		
SPECIAL DEFENSES:		--- Immune to fire, spells ---		
MAGIC RESISTANCE:	75%	65%	10%	5%
HIT DICE:	10	11	15	16

COMBAT/TACTICS: All wyrms can breathe fire and are immune to magical fire attacks, their own breath and normal fires smaller than a bonfire. Large sources of heat such as lava and forest fires can damage them. Their breath weapon is a cone of flames five feet wide at the mouth, 30 feet wide at the base and 50 feet long. It inflicts 1d6 points of damage per Hit Die. For every century over 100 years in age, the creature adds one additional Hit Die, +1 point of damage to each 1d6 for its breath weapon and +1 to damage for each melee attack.

Fortunately, wyrms are a relatively new species on Garweeze Wurld and there are very few over 500 years old. Opponents get a saving throw vs. breath weapon for half the damage. Wyrms can breathe up to three times in a 24-hour period.

In melee, a wyrm bites and stabs an opponent with its wing talons. In the air, a wyrm can only bite. Unlike true dragons, wyrms can only use spells as magic-users and must study the same sort of tomes to maintain their abilities. Wyrm spells never use material components unless the casting time is a turn or more. Instead, the creature must use extra somatic components and thus adds 2 segments to the casting time of all spells with material components.

Sludge Wyrm: Sludge Wyrms are big, mean and smelly. They attack anything that looks like food and even things that really do not. Any successful attack by these creatures is 5% likely to cause a random disease (See GMG page 23). Sludge Wyrms cannot fly, but they can still breathe fire. While in the sewers of a populated city, these creatures sometime ignite a great deal of methane. This doubles the damage of their breath weapon and sometimes, the explosion is so great, they kill themselves and all those unfortunate enough to be in the area of effect. Sludge Wyrms cannot cast spells, even if given remedial lessons.

Snow Wyrm: Snow Wyrms are non-aggressive and they make a habit of helping those stranded in the arctic. They have the abilities of 1st to 6th level magic-users. Using their white hides, they can blend into the snow 75% of the time. Snow Wyrms take half damage from all cold attacks and are the sworn enemies of Bantering Snod Wyrms.

Sun Wyrm: Sun Wyrms are powerful magic-users of up to 18th level. Unfortunately, they use most of their spells to play practical jokes on those they encounter in the desert. They have been known to make an oasis disappear and to short sheet the bedrolls of victims during the night. If pressed into combat, they are extremely powerful opponents. Kyra the Sun Wyrm is 19th level, but she is a rare exception.

Guardian Sun Wyrm: These creatures are very serious Sun Wyrms with the abilities of a 11th to 20th level magic-users. They are charged by higher powers and good clerics to guard sacred temples in the desert. Some of these powerful beasts continue to guard their temples long after the civilization that summoned them has crumbled to dust. It does not matter to them. Guardian Sun Wyrms will die before allowing anyone to defile temples they have been assigned to guard. They

have been known to create self-destructive magic spells that cause massive explosions, for if they cannot defend their temple, the Wyrm would rather destroy it and the infidels. Guardian Sun Wyrms have been known to attack paladins in the defense of their cause.

HABITAT/SOCIETY: Wyrms are social amongst their own kind and they love to gather and compare treasure hoards and old war stories. It is rumored that since the creatures have no representation on the D.C., they have secretly created their own committee. Should word of such a committee reach the D.C. it could mean open warfare. And, although the Wyrms are considerably weaker than true dragons, they are becoming more numerous and function better as a group.



Guardian Sun Wyrm

Sludge Wurm: Sludge Wyrms are disgusting and moronic. They are the only members of the wurm race that do not participate in their politics. Wyrms that have been trying to get representation on the D.C. try to distance themselves as much as possible from Sludge Wyrms. Their treasure hoards will always be at the bottom of a pit of muck and they often contain items that look valuable, but are actually worthless.

Snow Wurm: Snow Wyrms are helpful monsters that protect those lost in arctic climes. Their lairs are well hidden in the snow and the actual treasure hoard is usually in a thick block of ice. Snow Wyrms have been considered for entry on the D.C., as the true dragons are anxious to push out the idiotic White Dragons. White Dragons and Bantering Snod Wyrms attack these creatures on site. Fortunately for them, they are the most resistant to magic and the most agile in combat.

Sun Wurm: Sun Wyrms are like powerful clowns. Many of them have gone too far for a joke. Secretly, several members of the D.C. have been embarrassed by Sun Wyrms, but will not acknowledge it publicly. Sun Wyrms make great mentors for chaotic good magic-users and they enjoy the company of chaotic good humans immensely.

Guardian Sun Wurm: These creatures are solitary and only get together to mate. Although the most powerful of their kind, they have the lowest population because they are so dedicated to their tasks. Should a Wurm Council exist or should the wyrms finally achieve status with the D.C., it is likely that most of the Guardian Sun Wyrms will not participate. Most of the creatures are stuck guarding temples that have not been active in centuries. Guardian Sun Wyrms without a temple to guard will be charged with a specific mission to fight evil. They sometimes secretly work for lawful good kings.

ECOLOGY: Thought they are blood relatives to dragons, wyrms do not speak Dragon Speak. They have their own language, which is similar, but cannot charm a listener. Wyrms must learn spells from captured magic-users and other wyrms. Like true dragons, they spend a great deal of time sleeping on their hoards of treasure.

YIELD:

MEDICINAL: Bathing in Wurm blood can neutralize poison.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Wurm hide is extremely supple and perfect for making leather armor and goods. These items can be enchanted with powerful magics.

TREASURE:

SLUDGE: I, Z

SNOW: D, E

SUN: E, F, G

SUN, GUARDIAN: E, F, G, H

OTHER: Wurm blood and body parts can be used in a variety of spells and magic, just like those of a true dragon. However, wyrms are weaker and the magic will only be 25% effective. This effect can be countered by using four times the amount of wurm parts for a given spell.

Wyvern

DESCRIPTION: Wyverns are distant cousins to dragons and great resemble those fiends except for their large, poisonous tail stingers. These creatures hiss and growl but cannot speak. The Dragon Committee considers them nothing but stupid animals.

COMBAT/TACTICS: Stupid and aggressive, Wyverns attack anything that looks even vaguely like food. It can bite for 2-16 points of damage and sting with its tail for 1-6 points of damage in the same round. Obviously, these attacks must be directed against separate opponents. Anyone struck by the tail must immediately save vs. poison or die.

In the air, Wyverns can use their claws (each inflicting 1-6 points of damage) to snatch opponents, then bite or sting them – away from their bothersome friends. They emit little to no scent and surprise victims 6 in 10 times.

HABITAT/SOCIETY: Wyverns are solitary and only gather to mate. Their territories stretch 25 miles in every direction from their lairs. Very rarely, Wyverns work with evil dragons, usually as pawns in a greater scheme. Crafty dragons have been known to set up entirely fake lairs and let PCs fight a Wyvern or two first, then close in for the kill once the group is weakened.

ECOLOGY: Wyverns like fresh meat and only eat carrion if desperate. They have no natural enemies, although most people do not like them. Even those in the W.W.S. (Wyvern Watcher's Society) admit that Wyverns are awful creatures and that they mainly joined the society to meet women. Like dragons, Wyvern body parts are useful to magic-users, but the hide is too brittle to be cured into armor.

Wyvern

AKA: Poisonous Wurm

HACKFACTOR: 15

EP VALUE: 2,000

CLIMATE/TERRAIN: Temperate
Mountain Forest and Jungles

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Dusk and Dawn

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral (evil)

NO. APPEARING: 1-6

SIZE: G (35' long)

MOVEMENT: 6", 24" Fly (E)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 3

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-16/1-6

SPECIAL ATTACKS: Poison, surprise
6 in 10

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 7+7



Wyvern

YIELD:

MEDICINAL: The meat of a Wyvern is foul and inedible.

SPELL COMPONENTS: Many parts of a Wyvern can be substituted for material components in magic-user spells, far more than we have space to list herein. Major ones include: Scales (Fly spell), Teeth (Animate Dead) and Blood (Control Weather). Spell mishap data on these uses remains subject to scholarly debate. Clearly further grants are needed and research is required.

HIDE/TROPHY ITEMS: Nil

TREASURE: E

OTHER: Nil

Xeblor

DESCRIPTION: A Xeblor resembles a cross between a Goblin and a dwarf. These creatures are heavily armed and well organized. Xeblor attacks are usually preceded by well-timed animal calls. These are signals to the rest of their ambush party to attack and/or reposition themselves.

COMBAT/TACTICS: Xeblores are extremely crafty and will take advantage of any opportunity to observe opponents in combat before initiating their attack. They are so disciplined that they get +1 to hit any non-lawful creature. Xeblores are extremely resistant to poisons, disease and magic. They receive a +6 bonus to all such saving throws.

Xeblor raiding parties always consist of ten individuals led by a 4th level Xeblor fighter. A 6th to 12th level Xeblor fighter leads the tribe, and for every 25 Xeblores there will be a fighter/cleric of 4th to 8th level each class. Females are equivalent to males in combat and the non-combatant young are equal in population to the total number of adults.

HABITAT/SOCIETY: Xeblores are not accepted by Goblins or dwarfs, and have become amazingly tough – fending off enemies on two fronts. They have a grudging respect for humans but dislike elves intensely. Xeblores have a warrior caste system with a strict code of ethics and honor similar to bushido, the code of the samurai. They never attack helpless opponents and they very rarely retreat. All Xeblores fight to the death to protect their lair.

ECOLOGY: Dwarven sages (themselves a rare breed) become violent and verbally abusive to anyone that would imply that Xeblores are part Goblin and part dwarf. Nevertheless, strong evidence exists that the two races crossbred ages ago. Dwarven clans would be willing to kill anyone who stumbled upon such proof. No Goblin sages, if such actually exist, could be reached for comment.

Xeblor

AKA: Gwarf, Doblin, Deep Samurai

HACKFACTOR: 2

EP VALUE: 15 or more

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Clan

ACTIVITY CYCLE: Night/Darkness

DIET: Omnivore

INTELLIGENCE: Low to Exc. (5-16)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 10-100

SIZE: S (3' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 5 (chain mail)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: +1 to hit non-lawful creatures

SPECIAL DEFENSES: +6 to all saving throws

MAGIC RESISTANCE: Standard

HIT DICE: 1+2



Xeblor are fierce fighters and well-organized in combat.

YIELD:

MEDICINAL: Eating Xeblor beard hair can cure hang-overs but the victim will be unable to consume alcohol again for a month.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: J, K, Q (individuals), A (in lair)

OTHER: Nil

Xill

DESCRIPTION: Xills are red-colored humanoids with fish faces, four arms, four claws and two antennae. They are as aggressive as they are fast and their only aim in life seems to be to produce more young.

COMBAT/TACTICS: Xill can shift to and from the Ethereal Plane at will. However, while it only takes them 6 segments to shift to the Prime Material Plane, it takes them two rounds to shift back to the Ethereal Plane. Using this ability, they can surprise prey 9 in 10 times. The creature gets +3 to hit due to its amazing Dexterity.

Using its multiple attacks, a Xill will attempt to grapple an opponent. Should it succeed, it shifts to the Ethereal Plane with the victim as soon as possible. Grappled victims can make a Strength check to escape, but if this fails or if the victim is stunned, he will be injected with a paralyzing venom. This powerful venom automatically paralyzes the victim with-

Xill

AKA: Ethereal Prober

HACKFACTOR: 24

EP VALUE: 1,100

CLIMATE/TERRAIN: Ethereal Plane

FREQUENCY: Very Rare

ORGANIZATION: Small Groups

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1-6

SIZE: M (5' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 0

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 1-4/1-4/1-4/1-4

SPECIAL ATTACKS: +3 to hit

SPECIAL DEFENSES: Ethereal shifting, surprise 9 in 10, paralyzing venom (see text)

MAGIC RESISTANCE: 70% (see text)

HIT DICE: 5



Xill

out a saving throw. During the two rounds it takes the Xill to get back to the Ethereal Plane it is vulnerable to magic and does not get its magic resistance roll (although it does get normally applicable saving throws).

Once the Xill has its target on the Ethereal Plane, it will drag the victim back to its lair and inject it with Xill eggs. The eggs grow in the victim's stomach for 1-4 days. If the victim is somehow unparalyzed during this time, he will be incredibly hungry. During the next 2-8 days, the eggs hatch and the larvae collectively inflict 11-20 points of damage on the host each day. On the final day, 2-16 Xill emerge from the victim, killing him instantly.

A Protection from Evil spell will protect a target from a Xill.

HABITAT/SOCIETY: Xills are intelligent, but obsessive about breeding. They have an overwhelming compulsion to create as many young as possible. Xills collect treasure and store it in their lairs on the Ethereal Plane. This treasure is incidental and they do not care if it is stolen.

ECOLOGY: The origin of the Xill remains a mystery. Most sages who have attempted to study Xill have had 2-16 of the creatures burst from their chest. Xill prefer humans, demi-humans, humanoids and similar bipeds in which to spawn. It is unknown how long Xills live, but most sages hope that it is not very long.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: C

OTHER: A peculiar bluish gland found in a Xill's brain can be used to make Oil of Etherealness and is used in the construction of Plate Mail of Etherealness.

Xorn/Xaren

DESCRIPTION: Xorn: A Xorn (pronounced "zorn") has a body shaped like a very large and evil potato. It is tri-symmetrical and covered with

rocky scales. The Xorn has three arms, three legs and three eyes spaced evenly around its body. It has one mouth on the top of its head, three fingers on each hand and three toes on each foot. Xorns can only count to twelve.

Xaren: Xaren look just like a Xorn only smaller and shinier. They can also count above twelve, but only in multiples of three.

COMBAT/TACTICS: Xorn: Xorns eat valuable minerals and are not aggressive unless a PC happens to be made from diamond or quartz. It dislikes bipeds, however, as it often digs its way into their treasure rooms and eats the booty.

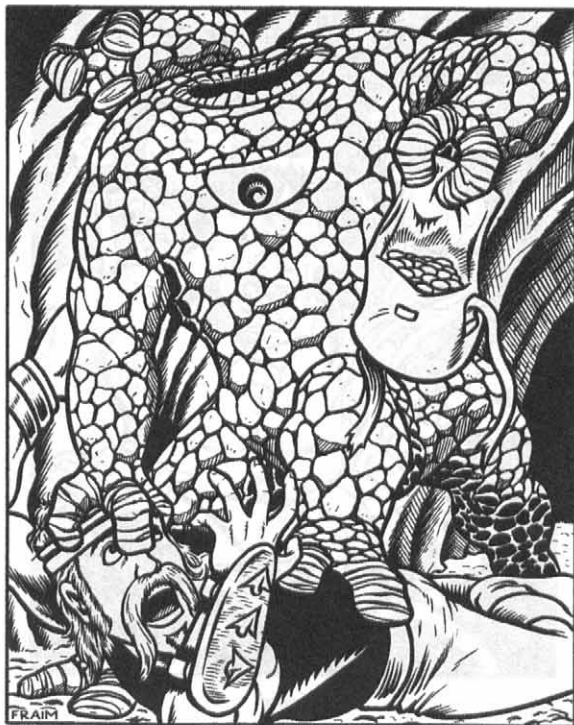
Xorns can smell precious minerals up to 20 feet away through solid rock. PCs loaded down with too much swag may sometimes be targeted by hungry Xorn. It is open to bribes and will allow PC safe passage for a reasonable amount of valuable minerals.

Xorns can blend into their surroundings and surprise victims 5 in 10 times. They can walk through solid rock as if it is not there. During combat they may pass through the floors or walls then attack again one to three rounds later for another surprise attack. If a Phase Door spell is cast at a Xorn while it is passing through rock, it dies instantly. Xorns will not fight to the death, preferring to pass through the nearest wall or floor to escape a losing battle.

Xorns are immune to cold and fire attacks of all kinds. Electrical attacks do half or no damage. A Move Earth spell will fling the creature 30 feet away from the caster and stun it for one round. A Stone to Flesh or Transmute Rock to Mud spell worsens its AC to 8 for 1 round. During that round, the Xorn will adjust its molecules and not attack. A Passwall spell inflicts 11-20 points of damage to it.

Xaren: Xaren fight just like Xorns, but they crave magical metal as food. For each plus of a weapon or item they consume, they gain 1 permanent hit point, up to the maximum of 45. They can smell valuable or magical metal up to 40 feet away. During combat, if the crea-

Xorn	Xorn	Xaren
AKA:	Gold Eater, Dungeon Pest	Treasure Grazer
HACKFACTOR:	37	23
EP VALUE:	4,000	3,000
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Mineralivore	Mineralivore/Magicivore
INTELLIGENCE:	Average (8-10)	Average (8-10)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-4	1
SIZE:	M (5' tall)	M (4' tall)
MOVEMENT:	9", 9" Burrow	9", 3" Burrow
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Foolhardy (16)	Daring (15)
ARMOR CLASS:	-2	1
NO. OF ATTACKS:	4	4
DAMAGE/ATTACK:	1d4-1/1d4-1/1d4-1/6-24	1d4-1/1d4-1/1d4-1/4-16
SPECIAL ATTACKS:	Surprise 5 in 10	Surprise 5 in 10, weapon breaking
SPECIAL DEFENSES:	--- Immune to cold and fire, half damage from electricity ---	
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	7+7	5+5



Xorn

ture successfully hits against AC -2, an opponent's weapon must make a save vs. crushing blow or be bitten in half.

HABITAT/SOCIETY: **Xorn:** Xorns live on the Elemental Plane of Earth and only come to the Prime Material Plane by summoning or by accident. A Xorn that can be returned to its home will be very grateful and happily part with 10-60% of its treasure for the service. On the Elemental Plane of Earth, Xorns are equivalent to the normal deer, cattle or grass-eating monkeys on the Prime Material Plane. They store their treasure in an air pocket in the middle of a stone block.

Xaren: Xaren are more demanding than Xorns and expect handouts from PCs. They prefer iron, copper, silver, gold and electrum in that order, and it must be enchanted to interest them.

ECOLOGY: Xorns must eat 600 gp worth of treasure per day to survive. On the Elemental Plane of Earth, these minerals can be found in abundance, but on the Prime Material Plane, Xorns can eat the treasure from an average dungeon crawl in just a few days. Worshipers of Loki and other gawds related to greed encourage their followers to kill Xaren and Xorns on sight. Dao sometimes hunt Xaren for sport. Xorn and Xaren are indifferent to each other and rarely cooperate. However, when they do, it spells doom for a PC party's treasure.

YIELD:

MEDICINAL: Swallowing portions of a Xorn has been known to cure diarrhea.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: O, P, Q (x5), X, Y

OTHER: Nil

Xorn Hunter

DESCRIPTION: A Xorn Hunter is the son or daughter of a Dao and a human or demi-human. They closely resemble their human or demi-

human ancestors, but usually have the dark features of a Dao. Xorn Hunters are armed with the finest weapons and dress in expensive clothes. They take their life's work very seriously.

COMBAT/TACTICS: Xorn Hunters know their quarry extremely well and can detect Xorns, even through solid rock, up to 30 feet away. Because of their mixed bloodline, Xorn Hunters take -2 per die of damage from all earth-related spells and attacks, including those of Xorns. They can cast a Dig spell three times per day and summon their Dao masters during emergencies. Xorn Hunters will not summon their masters unless they have no other choice, because it is likely that the Dao will punish the Hunter. Xorn Hunters prefer large, two-handed scimitars (sometimes called "tulwars") that do 1-10 points of damage per hit and require a 17 or higher Strength to wield. These creatures have Strengths of an 18 or higher.

Xorn Hunters get +4 to hit creatures from the Elemental Plane of Earth and often have a variety of specialized magic items that target Xorns.

HABITAT/SOCIETY: Xorn Hunters are forced into servitude from the moment they are born. Dao use them to capture Xorns for their herds on the Elemental Plane of Earth. These creatures are then used to find precious gems and for the Dao's food.

Xorn Hunter

AKA: Daoling

HACKFACTOR: 9

EP VALUE: 650

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: M (6' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Possible

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon (1-10 sword, +3/+6 for Strength)

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 5



Xorn Hunter

Most Xorn Hunters have accepted their fates. They and their families are treated well by the Dao, as long as they produce enough Xorns to fill the Dao's needs. Daos that become too demanding can find themselves on the wrong end of a powerful Xorn Hunter's scimitar. Very rarely, a Dao may demand that the Xorn Hunter perform some other service than hunting Xorns.

ECOLOGY: Xorn Hunters are half human (or demi-human) and half Dao. They can exist on the Elemental Plane of Earth for up to 24 hours without any ill effects. Additionally, they can speak with any creature from that plane. Xorn Hunters are not malicious, but they often feel they have no choice but to obey their Dao masters. (It is the only way they know how to feed their families.) About 20% of all Xorn Hunters become neutral evil and 5% become neutral good. Xorn Hunters live for hundreds of years.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Q (x 10), B
OTHER: Nil



Xyloid

Xyloid

DESCRIPTION: Xyloids are green humanoids made from plants. Their heads resemble cabbages and their bodies look like shrubs. Their weapons will always be made of animal parts, usually from the bare, sharpened bones. These creatures never use wood and become angry at creatures that do.

COMBAT/TACTICS: In their native forest environment, Plant Men are 90% invisible, even upon close inspection. The average tribesman fights with a bone club. During times of war, they fashion armor out of insect hide that increases their AC to 3.

During the spring months, Xyloids sport flowers and can blow the pollen into an opponent's face. If an opponent misses a save vs. poison, he is blinded for 1-4 rounds. Plant Men have a 50% resistance to poison (if the resistance roll succeeds, they are totally unaffected by the poison) and all mental attacks, unless they specifically target plant life. Every Xyloid has the herbalism skill at mastery level. During times of war, they have a variety of debilitating and lethal poisons at their disposal.

Xyloids worship Treants and their kind as gawds. And, although each tribe has a leader with 4 Hit Dice, they will always listen to whatever a Treant tells them to do.

Xyloid

AKA: Plant Man
HACKFACTOR: 3
EP VALUE: 65
CLIMATE/TERRAIN: Temperate
FREQUENCY: Rare
ORGANIZATION: Tribal
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Avg. to Very (8-12)
ALIGNMENT: Neutral
NO. APPEARING: 5-50
SIZE: S (3.5' tall)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Pliant (10)
ARMOR CLASS: 6 or 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Blinding pollen
SPECIAL DEFENSES: Camouflage, poison resistance
MAGIC RESISTANCE: 50% to non-plant specific mental effects
HIT DICE: 2

HABITAT/SOCIETY: Xyloids dislike bipeds and herbivores intensely as they see them as "eaters of our young". They are disgusted by anyone that would use an object made of wood. ("How would you like it if I carved a staff out of your grandmother?!") Fortunately, Xyloid society is small, primitive and very remote. Druids work to keep the Plant Man population away from the human population. The creatures like dwarves (as they prefer to use stone or metal, not wood), but they greatly fear Elves.

ECOLOGY: Xyloids live and die with the seasons. During the summer, they rapidly grow to adulthood, shedding their leaves in the fall. In the winter, the entire tribe goes dormant, burying its own seeds so they can be reborn in the spring. During this time, druids sometimes carefully "relocate" a tribe. Although the Plant Men are completely reborn in the spring, their memories are a little fuzzy and they do not remember important details of their previous "life".

YIELD:
MEDICINAL: Xyloid sap can be used to create antidotes for many kinds of poison.
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Z (in lair only)
OTHER: Nil

Yakitani

DESCRIPTION: Yakitani are ill-tempered yaks that have been tainted with evil. These creatures greatly resemble yaks, except that their hides are darker and their eyes glow with a sinister red light.

COMBAT/TACTICS: Yakitani will charge at anything they see. Any PC entering its territory has, as far as the Yakitani is concerned, issued a challenge for leadership of the herd. On a charge, a Yakitani inflicts double damage. If a PC fights the Yakitani alone, the others will watch. Should the PC win, he becomes the leader of the tribe. Unfortunately, no male, female or young Yakitani will stand for a non-

Yakitani leader, so the PC will have to fight the rest of the herd one by one.

Yakitani have no fear of water and will chase PCs across it. They suffer -1 per die of damage against cold attacks.

HABITAT/SOCIETY: Although very aggressive, Yakitani are herbivores. They have no taste for human flesh, they simply enjoy trampling those who are helpless or weak. Any attempt to surrender to a Yakitani will be seen as a challenge.

ECOLOGY: Yakitani descend from a herd of yaks that wandered into a temple dedicated to an evil but dimwitted gawd. The gawd assumed that the yaks were worshipping him, so he granted the creatures evil powers. When the Yakitani used this power to acquire more vegetation, the evil gawd realized his mistake and took 99% of the evil power back. What's left is the residual evil that has been passed down over the generations.

YIELD:

MEDICINAL: Yakitanis taste like normal yak, only more malicious.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The hide of a Yakitani is of fine quality and worth 30 gp per hide. It is suitable for enchantment and can be made into Hide Armor of up to +4 enchantment.

TREASURE: Nil

OTHER: Nil

Yakitani

AKA: Challenger Beast
HACKFACTOR: 6
EP VALUE: 270
CLIMATE/TERRAIN: Savannah/Plains
FREQUENCY: Rare
ORGANIZATION: Herd
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Animal to Semi- (1-4)
ALIGNMENT: Neutral (evil)
NO. APPEARING: 3-30
SIZE: M (4.5' at shoulder)
MOVEMENT: 15", 3" Swim
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Pliant (10)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS: Charge
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 5+1

Yak, Shadow

DESCRIPTION: Shadow Yaks resemble Minotaurs, except that instead of being half-bull/half-man they are half-yak/half-man. These dark wildebeests dress in long, black cloaks that hide their features.

COMBAT/TACTICS: Shadow Yaks prefer to use their powerful psionics in combat. Each Shadow Yak has 1-3 Psychokinetic Sciences and 1-6 Devotions. Yaks always choose Telekinesis as their first science and they use their abilities as if they were 5th to 10th level psionicians.

If a Shadow Yak is engaged in melee, it uses a quarterstaff. In desperate circumstances, it can lower its head and charge like a Minotaur, doing 2-8 points of damage. Shadow Yaks get +2 to saving throws against mental attacks. They also take -1 point of damage per damage die from cold attacks due to their thick hides.

HABITAT/SOCIETY: Shadow Yaks are called Shadow Yaks because they work "in the shadows" or behind the scenes. They use their powers to further the interests their own kind and those whom they trust. A psionist searching for a mentor can find one in a Shadow Yak. They enjoy having human and demi-human protégés because they believe that those ties strengthen their influence.

Although the ultimate goals of the Grand Cabal of the Shadow Yak (the secret organization that leads the entire race) are unknown, the

Yak, Shadow

AKA: Yakotaur
HACKFACTOR: 15
EP VALUE: 975
CLIMATE/TERRAIN: Savannah/Plains
FREQUENCY: Very Rare
ORGANIZATION: Cabal
ACTIVITY CYCLE: Night
DIET: Herbivore
INTELLIGENCE: Very to Genius (11-18)
ALIGNMENT: Neutral
NO. APPEARING: 4-16
SIZE: L (8' tall)
MOVEMENT: 12", 3" Swim
PSIONIC ABILITY: 101-200
ATTACK/DEFENSE MODES: All/All
MORALE: Confident (12)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Charge
SPECIAL DEFENSES: +2 to save against mental attacks, cold resistance
MAGIC RESISTANCE: Standard
HIT DICE: 4+2



Yakitani



Shadow Yak

smaller cabals help maintain the status quo. When one human kingdom exerts too much influence, they may seek to subvert its government. When an undead army causes chaos, they will seek to return the balance by driving it back into the darkness.

ECOLOGY: Shadow Yaks are not from the Demi-Plane of Shadow nor are they shadow puppets. Biologically, they are much like normal yaks that talk, stand erect and have psionic powers.

YIELD:

MEDICINAL: Shadow Yak taste like normal yak, only smarter.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The hide of a Shadow Yak can be used to construct leather or hide armor that can be enchanted or enhanced by a psionist to protect the wearer from telekinetic attacks. An individual wearing such armor gets +4 to all saves against telekinetic attacks, and gains a saving throw vs. spells even if one is not normally allowed.

TREASURE: J through Q, Z

OTHER: Nil

Yeth Hound

DESCRIPTION: Yeth Hounds are powerful canine beasts that prowl remote wastelands. Their ears are pointed and sometimes look like horns, and their soulless, glowing red eyes have no pupils. Their coats are a dull black color.

COMBAT/TACTICS: Each round, these dawgs can bite for 2-8 points of damage or howl. Anyone within 90 feet of a Yeth Hound's howl must successfully save vs. spells or run in panic for 2-12 rounds (or until the howling stops).

The creatures can only be harmed by magic weapons and even then, they only take the damage for the magic bonus. Thus, a +1 sword does only 1 point of damage to a Yeth Hound. Silver weapons can do 1 point of damage per strike.

HABITAT/SOCIETY: Yeth Hounds are often in the service of evil humans, Night Hags, Huntsmen and extremely unscrupulous dawg racers. The Yeth Hound's ability to fly makes it extremely deadly. Yeth Hounds are also favored pets of Vampires and their ilk. Should a PC tease a Yeth Hound with a stick and then throw it, there is a 30% chance that it will forget itself and go fetch in a playful manner. However, as soon as it recovers the stick it will become enraged and seek to destroy the stick thrower.

ECOLOGY: Yeth Hounds were the creation of Erlon Condiben, an evil magic-user who accomplished this task by mating a Rottweiler with a particularly desperate and near-sighted demon.

Yeth Hound

AKA: Night Dawg

HACKFACTOR: 9

EP VALUE: 750

CLIMATE/TERRAIN: Any Remote and Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Pack

ACTIVITY CYCLE: Night/Darkness

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral Evil

NO. APPEARING: 4-16

SIZE: M (4 1/2' to 5' at shoulder)

MOVEMENT: 15", 27" Fly (B)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 0

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: Howl of fear

SPECIAL DEFENSES: Only hit by silver or magical weapons

MAGIC RESISTANCE: 10%

HIT DICE: 3+3



Yeth Hound

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The hide of a Yeth Hound is suitable for enchantment (it can be made into up to +3 Hide Armor) and is especially good for creating dawg-related magic items.

TREASURE: Incidental

OTHER: Nil

Yeti, Arctic

DESCRIPTION: Yeti are the fabled Abominable Snowmen that reside on the most remote mountaintops of Garweeze Wurd. They resemble large, white-furred apes with claws and savage fangs.

COMBAT/TACTICS: Yeti are immune to all cold attacks. Heat attacks do 50% greater than normal damage against them (after all other effects have been accounted for), though they do get normal saves.

Yeti are fond of the taste of human flesh and the savage, slobbering beasts attack humans on sight. On a natural to-hit roll of 20, the Yeti has grabbed its prey and can squeeze it for an additional 2-16 points of damage (this effect supersedes the critical hit charts in the GMG).

Yeti, Arctic

AKA: Abominable Snowman

HACKFACTOR: 7

EP VALUE: 420

CLIMATE/TERRAIN: Arctic Mountain

FREQUENCY: Very Rare

ORGANIZATION: Small Groups

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: L (8' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 6

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6/1-6

SPECIAL ATTACKS: Squeeze

SPECIAL DEFENSES: Immune to cold, camouflage in snow and ice

MAGIC RESISTANCE: Standard

HIT DICE: 4+4



Arctic Yeti

Opponents have a 5% chance per level of experience of seeing a Yeti while it is on its snowy home turf, but only if it is within 30 feet. If the Yeti surprises a target, the PC must make a saving throw vs. paralysis. If the save fails, the victim has looked into the eyes of the Yeti and becomes paralyzed with fright for three melee rounds.

HABITAT/SOCIETY: Yeti are savage and primitive. They do not possess even early Stone Age skills. Cave men outsmart them on a regular basis. In a Yeti lair, there is a 30% chance that there are 1-3 dimwitted females and 2-5 equally dim young. Yeti enjoy the sounds of screaming Sherpas. Sages believe that Yeti do not use 99% of their already severely limited brains.

ECOLOGY: Yeti subsist on a steady diet of caribou, bears, wolves and anything that wanders into their fields of view. They live in small family groups and do not recognize others of their kind from other family groups. They only scavenge when starving, as they prefer to hear the screams of their prey before they eat.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: A pinch of Yeti fur can be used as the material component of a Strength spell.

HIDE/TROPHY ITEMS: Each Yeti tooth and claw sells for about 10 gp. A full-grown Yeti's pelt can bring up to 350 gp.

TREASURE: D

OTHER: Nil

Yeti, Temperate

DESCRIPTION: The mysterious Temperate Yeti, more commonly called by its nicknames Bigfoot or Sasquatch, resides on the most remote temperate mountains of Garweeze World. They resemble large, brown-furred apes with claws and savage fangs.

COMBAT/TACTICS: Though its regular diet consists of nuts, berries and roots, sages speculate that the Sasquatch is fond of the taste of human

flesh. Loggers claim the savage, slobbering beasts attack humans on sight.

If the Yeti surprises a target, the PC must make a saving throw vs. paralysis. If the save fails, the victim has looked into the eyes of the Sasquatch and becomes paralyzed with fright for three melee rounds. On a natural to-hit roll of 19, the Yeti has grabbed its prey and can squeeze it for an additional 2-16 points of damage. A natural to-hit roll of 20 counts as a critical hit with effects as defined in the GMG.

Almost from the time they are born (with one Hit Die), young Sasquatch are trained to hide in shadows so well that they successfully do so 50% of the time. As they mature, they gain an additional 15% chance per Hit Die. Thus, adults can hide in shadows 95% of the time. They frequently use this ability to escape encounters when the odds are significantly out of their favor.

HABITAT/SOCIETY: While Bigfoots (more rarely "Bigfeet") have not developed technology, sages speculate over whether this results from a lack of intellect or lack of motivation. Their hide in shadows ability allows them to hide from most of the foes they face. And the fact that they do not invade human settlements leads some to believe that they live away from man in the wilderness by choice. In a Yeti lair, there is a 30% chance that there are 1-3 females and 2-5 young.

It is unclear what motivates a Bigfoot but many believe that when one sees a Sasquatch, it is because he wants to be seen. They do this in

Yeti, Temperate

AKA: Bigfoot, Sasquatch

HACKFACTOR: 9

EP VALUE: 650

CLIMATE/TERRAIN: Temperate Mountain

FREQUENCY: Very Rare

ORGANIZATION: Small Groups

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: L (8' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 6

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6/1-6

SPECIAL ATTACKS: Squeeze

SPECIAL DEFENSES: Hide in Shadows, Fright

MAGIC RESISTANCE: Standard

HIT DICE: 4+4



Temperate Yeti

order to lead those they have chosen to the lairs of their enemies, hoping to eliminate threats without personal injury. Thus, one must be cautious when tracking a Bigfoot because he is almost certain to lead his pursuer to danger.

ECOLOGY: Yeti subsist on vegetation and sometimes small game animals. They live in small family groups. Those who view a Bigfoot often swear that the beast looks more like a man in a gorilla suit than anything else. Lack of any living or dead specimen for the scientific community of Garweeze Wurld to study prevents verification of these claims. When a Sasquatch is killed, its body completely decomposes within a matter of hours, leaving behind only dust.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: A pinch of Yeti fur can be used as the material component of a Strength spell if it is used within a half hour of acquisition.

HIDE/TROPHY ITEMS: Any preserved remnant that can be clearly identified as belonging to a Sasquatch can fetch anywhere from 1 to 500 (or more!) gp. The physiology of the beast is of significant interest to certain sages due to the challenge in studying it.

TREASURE: D

OTHER: Nil



Tropical Yeti

Almost from the time they are born (with one Hit Die), young Tropical Yeti are trained to hide in shadows so well that they successfully do so 50% of the time. As they mature, they gain an additional 15% chance per Hit Die. Thus, adults can hide in shadows 95% of the time. They frequently use this ability to ambush prey.

HABITAT/SOCIETY: Explorers believe that Tropical Yeti track and ambush intelligent prey as a challenge to show off in front of their peers or mate. If a Tropical Yeti attacks a single person or small group of individuals, one can often feel the faintest evidence of additional beasts looking on from the bush. If the attack goes poorly for their associate, they may intervene, but it is possible that they just leave and have a good laugh about it back at the cave.

ECOLOGY: Yeti live in small family groups. In a Yeti lair, there is a 30% chance that there are 1-3 females and 2-5 young. Tropical Yeti tend to sweat something fierce and while their body odor does not emanate widely enough to give away their ambushes, those they come in contact with will most certainly be tainted by a foul stench for 1-4 weeks (-2 to Charisma). There is no known way to wash off the stench.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: A pinch of Yeti fur can be used as the material component of a Strength spell.

HIDE/TROPHY ITEMS: Due to their odor, Tropical Yeti parts are not very valuable as trophy items.

TREASURE: D

OTHER: Nil

Yeti, Tropical

DESCRIPTION: The deadly Tropical Yeti resides in the jungles and tropical mountains of Garweeze Wurld. They resemble large, black-furred apes with claws and savage fangs. As with their temperate kin, many have mistaken these creatures for something else. Victims have been known to insist that the Tropical Yeti is nothing more than a man in a gorilla suit until they see the Abominable Jungleman tear apart its prey.

COMBAT/TACTICS: Though its regular diet consists of large jungle predators, it is clear that the Tropical Yeti is fond of the taste of human flesh. The savage, slobbering beasts attack humans on sight. Their excellent stalking skills allow them to ambush prey, gaining surprise 8 in 10 times. If the Yeti surprises a target, the PC must make a saving throw vs. paralyzation. If the save fails, the victim has looked into the eyes of the Sasquatch and becomes paralyzed with fright for three melee rounds.

On a natural to-hit roll of 19, the Yeti has grabbed its prey and can squeeze it for an additional 2-16 points of damage. A natural to-hit roll of 20 is a normal critical hit with effects as defined in the GMG.

Yeti, Tropical

AKA: Jungle Sasquatch

HACKFACTOR: 11

EP VALUE: 975

CLIMATE/TERRAIN: Tropical Mountain

FREQUENCY: Very Rare

ORGANIZATION: Small Groups

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: L (8' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 6

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6/1-6

SPECIAL ATTACKS: Squeeze

SPECIAL DEFENSES: Hide in Shadows, surprise 8 in 10, fear, odor

MAGIC RESISTANCE: Standard

HIT DICE: 4+4

Yodeling Thrasher

DESCRIPTION: Yodeling Thrashers are a menace to mountain peoples everywhere. The creatures look like short, squat Yeti with no necks, wide mouths and big eyes.

COMBAT/TACTICS: At close range, the creature fights ferociously, thrashing an opponent with its claws. If both claws strike, they dig into an opponent for an additional 1-4 points of damage (thrashing).

However, the creature's most devastating attack is its strange yodel. The yodel is 75% likely to cause an immediate landslide. Roll against the PCs AC without modifiers for armor (only Dex and magic modifiers apply).

On a successful hit, the yodel is aimed so that the landslide hits the PC and all those within 2-40 feet of him. Typical damage for a landslide is 3-18 points, plus an additional 1-6 for each extra Thrasher. The GM may adjust this higher if the slide involves large quantities of hard, sharp rocks. He may lower the damage it causes for snow or mud - though in those cases, unless the GM is soft hearted, each victim will suffocate in a number of rounds equal to his Constitution.

In the next round he blacks out. After that, he must succeed at a system shock roll every round or begin losing 1 hit point per round. If not rescued and healed before falling to -10 hit points, the victim is doomed.

HABITAT/SOCIETY: Yodeling Thrashers spend their time collecting shiny rocks, eating flowers and stepping on small animals. They are not malicious, but they fear any other living thing that can move. Thrashers believe that it is unnatural for things to move. In the event that someone points out that the Thrashers themselves move, the Thrasher will become befuddled for 1-3 rounds, then resolve its confusion by attacking.

ECOLOGY: These weird mountain losers may be related to the Yeti. Yeti dislike them greatly and are fond of hurling them off the nearest cliff.

Yodeling Thrasher	
AKA: Alpine Avalancher	
HACKFACTOR: 2	
EP VALUE: 65	
CLIMATE/TERRAIN: Mountains	
FREQUENCY: Rare	
ORGANIZATION: Small Groups	
ACTIVITY CYCLE: Day	
DIET: Omnivore	
INTELLIGENCE: Low (5-7)	
ALIGNMENT: Neutral	
NO. APPEARING: 1-10	
SIZE: S (2' tall)	
MOVEMENT: 9", 6" Climb	
PSIONIC ABILITY: Nil	
ATTACK/DEFENSE MODES: Nil/Nil	
MORALE: Half-hearted (9)	
ARMOR CLASS: 3	
NO. OF ATTACKS: 2	
DAMAGE/ATTACK: 1-4/1-4	
SPECIAL ATTACKS: Yodel, thrashing	
SPECIAL DEFENSES: Nil	
MAGIC RESISTANCE: Standard	
HIT DICE: 1+2	

YIELD:

MEDICINAL: A bit of Yodeling Thrasher tooth can help soothe a toothache.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The fur from these creatures is excellent for making warm, fur-lined hats. These hats can be enchanted to resist sonic attacks (granting the wearer +4 to saving throws against sonic attacks).

TREASURE: Q

OTHER: Nil

Yuan-Ti

DESCRIPTION: Yuan-Ti are a race of humans that were befouled by an evil snake gawd. They are extremely intelligent, evil and conceited. Purebloods look 80% human and will have at least one snake feature such as a forked tongue or snake eyes. Half-breeds are half-snake/half-man, usually with human bodies and snake heads or snake bodies with human heads. Abominations are mostly snake with one human feature such as human eyes, a human face or arms.

COMBAT/TACTICS: All Yuan-Ti use their superior intellects in combat and they never miss an opportunity to point out their superior intelligence to a foe. ("Ha! Bet you never saw that coming!") They plan elaborate traps and utilize their surroundings to maximum benefit, no matter how small. In groups of mixed Yuan-Ti, the least valuable members of the tribe are expected to attack first. This means the Purebloods, then the Half-breeds and finally the Abominations attack.

If a Yuan-Ti has hands it prefers to fight with hacking weapons. Any of these creatures with human heads can speak the common tongue and cast the following spells once per day: Cause Fear, Darkness 15' Radius, Snake Charm, Sticks to Snakes, Neutralize Poison, Suggestion and Polymorph Other. This last spell will always involve transforming a victim into a snake or snake-like creature, which the Yuan-Ti will then charm. All Yuan-Ti can communicate with all species of snakes and all snake-like creatures.

Pureblood Yuan-Ti: Pureblood Yuan-Ti are fond of using slow-acting poison traps, but do not use poison on their weapons. They prefer that their victims suffer as long as possible. However, their extended plans are usually interrupted and rendered useless by their superiors.

Yuan-Ti Half-Breeds: For Half-Breeds, roll twice on the chart below, ignoring duplicate rolls:

Roll	Feature	Effect
1	Snake Head	Bites for 1-10 points of damage
2	Flexible Torso	+1 to Dexterity saves and AC
3	No legs, Snake Tail	Constriction attack for 1-6 per round
4	Snakes for arms	Each snake arm bites for 1-6 points of damage.
5	Scales for skin	AC 0
6	Legs and Snake Tail	Constriction attack for 1-4 per round
7	Poison Fangs	Bites for 1-4, victim must save vs. poison or suffer 15 points of damage
8	Internal snake organs	Immune to poison and swallows food whole

Yuan-Ti Abominations: These Yuan-Ti command their underlings to attack before engaging in melee, though they support their troops with spells and powers whenever possible. If defeated, Abominations will



Yodeling Thrasher

Yuan-Ti	Pureblood	Half-Breed	Abomination
AKA:	Snake Eyes	Snake Boy	Snake King
HACKFACTOR:	12	25 (Variable)	33
EP VALUE:	975	Variable	3,000
CLIMATE/TERRAIN:	Tropical Jungle	Tropical Jungle	Tropical Jungle
FREQUENCY:	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Tribe/Nation	Tribe/Nation	Tribe/Nation
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Genius (17-18)	Genius (17-18)	Genius (17-18)
ALIGNMENT:	Chaotic Evil	Chaotic Evil	Chaotic Evil
NO. APPEARING:	1-4	1-4	1-4
SIZE:	M (6' tall)	M (6' to 7' tall)	L (10' long)
MOVEMENT:	12"	12", 9" slither	9"
PSIONIC ABILITY:	Possible	Possible	Possible
ATTACK/DEFENSE MODES:	Possible/Possible	Possible/Possible	Possible/Possible
MORALE:	Brave (14)	Brave (14)	Daring (15)
ARMOR CLASS:	4	4 or 0	0
NO. OF ATTACKS:	2	2	2
DAMAGE/ATTACK:	By weapon	By weapon	By weapon or 1-8
SPECIAL ATTACKS:	Spells	Spells, see text	Spells
SPECIAL DEFENSES:	Spells	Spells, see text	Spells
MAGIC RESISTANCE:	20%	20%	20%
HIT DICE:	6	7 or 8	9



Yuan-Ti Abomination

try to gather new followers to wreak horrible revenge. Fortunately, they tend to blame entire kingdoms, and so can spend years or decades gathering forces, and so often (from the perspective of a human lifetime) simply disappear once driven off. Abominations with human hands can use weapons, those without can slap, punch, claw or bite opponents for 1-8 points of damage.

HABITAT/SOCIETY: Yuan-Ti are devout worshippers of evil and they hold all reptiles in high esteem. Their entire lives center around a temple, either in a remote or very secret location below a city. Abominations rule the temple as high priests who demand bloody sacrifices. Purebloods use their human looks to function as go-betweens

with human civilizations. They often use their abilities to lure young, impressionable women to their parties. Yuan-Ti do not treat these women well – though any who complain end up on the sacrificial altar. Yuan-Ti rarely marry.

ECOLOGY: Yuan-Ti are strictly carnivorous and will eat any warm-blooded creature they can catch. They prefer birds and humans above all else, but they have been known to eat mice, rats, squirrels, deer, elk, bears, Giant Bears, beavers, lemurs, Colossal Hopping Lemurs, goats, Giant Goats, Giant Rabbits, Giant Shrew Mice and Owlbears (that last is very difficult to swallow).

YIELD:

MEDICINAL: The flesh of a Yuan-Ti is tainted and those who eat it eventually become corrupt and tainted themselves, in addition to acquiring the minor flaw flatulence for 2d6 hours.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: C

OTHER: Venom from poisonous Yuan-ti can be extracted for use as poison or specially prepared as an antidote to many poisons.



Yuan-Ti Pureblood and Half-Breed

Zabaku

DESCRIPTION: Zabaku have elephant-like heads with a trunk approximately four feet in length. A pair of upward-thrusting tusks juts from the lower jaw, curving slightly backwards. The forelegs are stout and rhino-like, while the rear legs are leonine. The body is draconian, terminating in a short tail. Its back is scaled with horny plates.

COMBAT/TACTICS: Despite its size and bulk, a Zabaku can move rapidly. They attack with a goring head butt (3-18 points of damage) and two stomping attacks with the forelegs (2-12 points of damage each). The stomps are possible only against opponents man-sized or smaller (or against creatures under six feet in height, if they have more than two legs).

A Zabaku can hold simple devices such as weapons or wands in its short, prehensile trunk, so it often uses some magic weapon or device when attacking.

Zabaku have the power to become Invisible at will and to remain so until some action (such as an attack) breaks the dweomer. Zabaku can become ethereal or astral at will and travel in those modes, returning to the Prime Material Plane at will. They have the following psionic powers (as 12th level psionicists):, Body Control, Body Equilibrium, Cell Adjustment, Metamorphosis, Mindlink and Reduction. They can also Detect Good and Detect Evil as 12th level magic-users.

Zabaku

AKA: Extra-planar Elephant
HACKFACTOR: 60
EP VALUE: 11,000
CLIMATE/TERRAIN: Semitropical forests
FREQUENCY: Very Rare
ORGANIZATION: Solitary or small family group
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Exceptional to genius (15-18)
ALIGNMENT: Neutral Good
NO. APPEARING: 1 (2-5)
SIZE: H (9' or more at the shoulder)
MOVEMENT: 21"
PSIONIC ABILITY: 180 + 2-24
ATTACK/DEFENSE MODES: B,E/FG,I
MORALE: Fearless (19)
ARMOR CLASS: -2
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 3-18/2-12/2-12
SPECIAL ATTACKS: Trumpet roar
SPECIAL DEFENSES: Invisibility
MAGIC RESISTANCE: 20%
HIT DICE: 12 +12

instant and the victim must save vs. death magic or immediately drop dead. This supercedes the critical hit charts in the GMG. Additionally, there is a 50% chance that the corpse of the victim will be shifted into another dimension with all of his belongings. If a Plane Shift spell is cast at the creature within six rounds before it is killed, the body may be recovered.

Once the creature is brought below 0 hit points, it dies and its whole body shifts back into the Prime Material Plane. Anyone fighting the creature within five feet of it must make a Dexterity check to get out of the way. If the check fails the body shifts back into the Prime Material Plane in the same space as the victim. This shift instantly kills the victim.

Illusions may distract a Zarnithan until it figures out that what it is eating has no substance (which typically takes one to two rounds).

HABITAT/SOCIETY: Zarnithans eat everything on an opponent, including weapons and treasure. Undigested, non-organic matter survives very well inside the creature, so its body is a walking, breathing treasure hoard. Zarnithans are nearly mindless and they usually attack until someone or something kills them. Zarnithan diplomatic skills usually involve eating someone's head; consequently battle is inevitable.

ECOLOGY: It is rumored that these terrible creatures were accidentally summoned by the destruction of a powerful artifact. Zarnithan sight-

Zarnithan

AKA: Death Bug
HACKFACTOR: 121
EP VALUE: 15,000
CLIMATE/TERRAIN: Subterranean or Mountain
FREQUENCY: Very Rare
ORGANIZATION: Small Groups
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1-10
SIZE: L (11' long)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: -5
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-12/2-12
SPECIAL ATTACKS: Death touch
SPECIAL DEFENSES: Stupidity
MAGIC RESISTANCE: 100%
HIT DICE: 17

The trumpeting roar of a Zabaku causes all evil creatures within a 40 yard radius to suffer 1-8 points of damage (no save, but Silence spells will avert the effect, as will hiding behind five feet of solid rock). Evil creatures in the area must also successfully save vs. paralyzation or flee in panic as if affected by a Fear spell cast by 12th-level magic-user. Zabaku can only use this roar once every four melee rounds.

HABITAT/SOCIETY: The Zabaku are seldom seen in the wild, for most move invisibly through the communities of man. On the Prime Material Plane, Zabaku prefer dwelling in semitropical forests, where groups of 2-5 will sometimes be encountered. Normally they travel alone, seeking malicious beasts to punish.

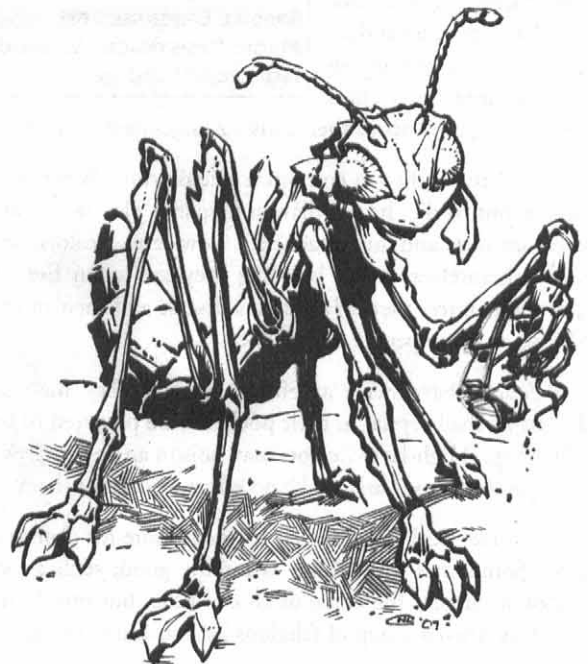
ECOLOGY: Zabaku are not part of the natural order of things and make their true homes in the upper outer planes. They hate evil and abandon their usually peace-loving natures to combat it. Zabaku secretly dwell amongst humankind and serve its interests, opposing all evil.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Nil
OTHER: Nil

Zarnithan

DESCRIPTION: Zarnithans are spindly giant bugs whose bodies exist partially in an unknown semi-legendary plane. The parts of the creature that exist on the Prime Material Plane appear as spindly arms and legs. Their exoskeletons are incredibly hard and durable.

COMBAT/TACTICS: In combat, the creature can stab opponents with its two front forearms for 2-12 points of damage each. On a natural to-hit roll of 20, part of the bug's body comes into the Prime Material for an



Zarnithan

ings have increased over the last century, causing some sages to speculate that they are mating on Garweez Wurld and other sages to wet their pants.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Zarnithan hide can be made into the lightest and most powerful non-magical plate mail. It is -2 AC and weighs only ten pounds. It cannot, however, absorb any enchantments. One man-sized suit can be made from one creature and it is worth 15,000 gp.

TREASURE: D, H (inside each creature)

OTHER: Nil

Zealot

DESCRIPTION: Zealots are humans, demi-humans or humanoids so dedicated to some (often poorly defined) cause that they are willing to lay down their own lives and the lives of anyone else to achieve it. Zealots come in all shapes and sizes, but will always have strong ties to a political or religious organization and a strange look in their eyes.

COMBAT/TACTICS: 75% of all Zealots are equal to 1st level fighters (most die before rising further). The other 25% can be of any class, alignment or level. High-level Zealots organize their followers, inciting them into a suicidal frenzy against their enemies, those enemies' friends and any miscellaneous bystanders. Low-level Zealots charge fearlessly into battle and need never check morale. Against opponents of their cause, Zealots gain +2 to hit.

All Zealots have the ability to commit a suicide run. When a Zealot thinks he is about to die, he will have a prepared plan of suicide that will encompass him and his attackers. Low-level Zealots do such things as set themselves or the building they are in on fire. Some Zealots purposely infect themselves with a disease and then enter a city to spread it to as many people as possible.

High-level Zealots have more ambitious plans. They may carry a Delayed Blast Fireball crystal in their pocket or be prepared to break a Staff of the Magi. High-level Zealots may poison an entire city's water supply or unleash demons and make no effort to control them.

HABITAT/SOCIETY: Zealots are fueled by their desire for change in the status quo. Sometimes this change is for the good; such as when a group of Zealots attacks the castle of an evil ruler, but mostly it is for the bad; such as when a group of religious Zealots burns young women for being witches.

Zealot

AKA: Fanatic

HACKFACTOR: Variable

EP VALUE: Variable

CLIMATE/TERRAIN: Any

FREQUENCY: Uncommon

ORGANIZATION: Groups

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Average to
Exceptional (8-16)

ALIGNMENT: Variable

NO. APPEARING: 1-100

SIZE: M (6' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 10

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: Suicide run

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1 and up



Zealot

High-level Zealots are often highly charismatic and suffer from some type of megalomania. Zealots attempt to justify the murder of anyone on behalf of "the cause". All Zealots are incredibly paranoid and are highly suspicious of even their closest friends.

ECOLOGY: Zealots are born as normal humans, demi-humans and humanoids. However, they usually have an early childhood trauma that drives them down the path of "Zealot-hood" early in life. For the most part, the population regards Zealots as crazy dreamers. Unfortunately, these radical figures can come to power quickly during times of great strife. Religious Zealots are sometimes embraced by the gawds they worship and given extra power to push forward the gawd's agenda.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Variable (according to level and class)

OTHER: Sometimes items held by famous Zealots can be enchanted to become magic items that have powers to advance whatever cause the Zealot embraced.

Zebotaur

DESCRIPTION: Zebotaurs are the quickest of the Centaur races. They resemble Centaurs with human torsos attached to zebra-like bodies instead of normal horse bodies. Zebotaurs tend to be rather roguish in their behavior and are known for being wily individuals.

COMBAT/TACTICS: In battle, the Zebotaur uses its superior movement to its advantage. They prefer weapons that can be used as both missile weapons or in melee. The Zebotaur gallops a distance away while throwing javelins at an opponent. It is almost impossible to defeat a Zebotaur in an open field in melee combat without the aid of magic.

Due to their agility and incredible speed, the creatures receive +4 to hit with missile weapons. They also have the abilities of a 2nd level thief

with an 18 Dexterity, except for Climb Walls.

HABITAT/SOCIETY: Zebotaurs live nomadic lives. They occasionally raid settlements for needed goods, but they are just as likely to buy them if it is more convenient. The Zebotaurs love to pull scams on local inhabitants. They enjoy the scam itself more than the actual profits from it and, in general, they do not injure people seriously (unless they deserve it).

Zebotaur tribes contain at least one 4 Hit Dice leader with the abilities of a 4th level thief. There is a 10% chance the tribe will also have a shaman with the abilities of a 1st to 6th level cleric.

ECOLOGY: These creatures enjoy living the life of ease. They may join a group of PCs to adventure for a time, but they are likely to leave in the middle when the going gets tough or if they just get bored. Zebotaurs have very short attention spans and are notoriously unreliable allies.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Zebotaur hides can be sold for 2-24 gp.

TREASURE: J through Q (individual); A (in lair)

OTHER: Nil

Zebotaur

AKA: Savannah Stealer

HACKFACTOR: 5

EP VALUE: 125

CLIMATE/TERRAIN: Plains, Savannah

FREQUENCY: Rare

ORGANIZATION: Tribe

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Neutral (chaotic)

NO. APPEARING: 10-40

SIZE: M (5' tall)

MOVEMENT: 24"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 4

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: +4 to hit with ranged weapons

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2+2

Zebra

DESCRIPTION: Common Zebra: Zebras are white horses with black stripes that roam the plains and savannahs of Garweeze World. They are highly skittish animals and are rarely domesticated.

Zebicorn: These creatures resemble a cross between a Zebra and Unicorn. Their horns are as striped as their bodies.

Zegasus: A Zegasus is a winged Zebra with striped wings.

Zightmare: Zightmares are native to the savannahs of Hades.

COMBAT/TACTICS: Common Zebra: Zebras will flee from combat, but if cornered they can bite for 1-4 points of damage. Normal Zebras avoid confrontation whenever possible.

Zebicorn: Zebicorns protect the plains and savannahs. They normally attack with a standard hoof/hoof/horn stab routine. They can also charge with their horns for 2-16 points of damage, although no other attack is possible that round. Zebicorns have the ability to Teleport Without Error once per day (up to 180 yards) and use this ability to escape losing battles.

Zegasus: The flying Zegasus can swoop down onto opponents and stomp for double damage with its hooves (2-12 points of damage with each front hoof). They too protect plains and savannahs from harm.

Zightmare: Zightmares have a bizarre power. Victims that look at the creature's stripes will notice them swirling in hypnotic patterns. Victims must save vs. spell or become entranced for 1-6 rounds. Affected victims stand motionless while the creature beats and eats them. Opponents that make their saving throw still suffer -2 to hit, as they perceive the creature as being further away than it actually is. Zightmares can use a Change Self at will to appear as normal Zebras. Zightmares are immune to poison, Hold, Sleep and Charm spells.

HABITAT/SOCIETY: Zebras and their ilk will never willingly become steeds for anyone. Only by forcing the creature via a Charm spell or a magic item can a PC hope to obtain one of these beasts as a steed. Each creature can carry as much as a light warhorse, except for the Zightmare, which can carry as much as a medium warhorse.

Common Zebra: Zebras are simple herbivores that dislike loud noises and rude people. They keep to their own kind and think that others should do the same.

Zebicorn: Much like Unicorns, these creatures stake out territories to protect. They are particularly fond of routing poachers and other evil exploiters of the land.

Zegasus: Zegasuses (also "Zegasi") are willing to help good-aligned beings, although they never willingly become steeds. They may carry items (nothing over 50 pounds) for an ally and they are happy to scout for a group of PCs on a mission for good. Very rarely, a Zegasus will carry beings during a fire or another dire emergency.

Zightmare: Zightmares sometimes pose as Zebras. They will let slow-minded PCs domesticate them and wait until a crucial moment to dismount them and trample the unfortunate dimwit. Zightmares are sometimes the allies of Hags and other evil creatures. They will turn on their former "allies" for even a few copper pieces.

ECOLOGY: Zebras are born just like horses. Zebicorns are the result of a Unicorn and Zebra mating. Oddly enough, Zegasuses are a com-



The Zebotaur is undisputed as the most fearsome savannah warrior.

Zebra	Common	Zebicorn	Zegasus	Zightmare
AKA:	Equinus-Stripus	Equinus-Barberpolus	Savannah Savior	Hellibra
HACKFACTOR:	1	12	13	25
EP VALUE:	65	270	420	975
CLIMATE/TERRAIN:	Plains, Savannah	Plains, Savannah	Plains, Savannah	Hell
FREQUENCY:	Common	Rare	Very Rare	Very Rare
ORGANIZATION:	Herd	Herd	Herd	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Night
DIET:	Herbivore	Herbivore	Herbivore	Carnivore
INTELLIGENCE:	Animal (1)	Average (8-10)	Average (8-10)	Very (11-12)
ALIGNMENT:	Neutral	Neutral Good	Neutral Good	Neutral Evil
NO. APPEARING:	10-80	2-8	1-8	1
SIZE:	M (4' tall at shoulder)	M (4' tall at shoulder)	L (16' wingspan)	M (4' tall at shoulder)
MOVEMENT:	24"	24"	24", 36" Fly (B)	24", 24" Fly (C)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Unsteady (5)	Confident (12)	Pliant (10)	Defiant (17)
ARMOR CLASS:	6	5	4	3
NO. OF ATTACKS:	1	3	3	3
DAMAGE/ATTACK:	1-4	2-5/2-5/1-8	1-6/1-6/1-4	3-6/3-6/2-5
SPECIAL ATTACKS:	Nil	Charge	Swoop	Entrancing stripes
SPECIAL DEFENSES:	Nil	Teleport w/o Error	Nil	Immune to poison
MAGIC RESISTANCE:	Standard	20%	30%	45% (+ immunities)
HIT DICE:	3	4	5	6+6

pletely separate species that developed on its own. They are not related to Pegasi. Zightmares descend from an unfortunate herd that was accidentally Teleported to Hell and corrupted and befouled by the energies there. Contrary to the popular human myth, Zebra stripes are not painted on.

YIELD:

MEDICINAL: Zebra meat is edible but stringy. Fresh Zightmare blood is poisonous to those who would drink it (24 points of

damage or 1/2 if save). But if the person drinking it survives, he will gain immunity to most poisons for 2-24 hours. The effects of the blood (both poison and immunity to poison) fade within an hour of being withdrawn from the beast.

SPELL COMPONENTS: Because a Zebra spends much of its time outrunning cheetahs, a bit of its fur can be used in lieu of other material components for a Cheetah Speed spell. A bit of Zegasus feather can be used to cast a Cheetah Speed spell that will enhance the flying speed of a natural flier or someone under a Fly spell (but does not affect the duration). All this for only a 1% chance of spell mishap.

HIDE/TROPHY ITEMS: The hides of a Zebicorn, Zegasus and Zightmare are incredibly rare and suitable for powerful enchantment, but cannot be made into armor.

TREASURE:

ZEBRA: Nil
ZEBRICORN: X
ZEGASUS: Nil
ZIGHTMARE: Nil

OTHER: Zebicorn horns can be carved into wands, rings and other items that can be enchanted with Teleportation abilities.



A Zegasus swoops over a Zebicorn, Zebra and Zightmare

Zephyr

DESCRIPTION: Zephyr Beasts resemble small pterodactyls with light colored hides and ridges of feathers along the edges of each of their wings. These creatures are extremely friendly, especially to their riders. Zephyr Riders are sprites that live most of their lives in the air. They resemble tiny elves with reptilian features.

COMBAT/TACTICS: In combat, the Zephyr Beast can stab with its beak for 2-5 points of damage. It can swoop for double damage, but it must use its maximum movement that round to do so. Riders can attack with small swords that are equal to knives (1d6-2 points of damage to man-sized creatures) or short bows that shoot tiny arrows that inflict 1d6-2 points of damage. Additionally, the arrows are tipped with one of the following poisons, depending on the disposition of the attackers and the Zephyr Riders:

- | | |
|-----------------|---|
| Standard Poison | Victim must save vs. poison or suffer horrible cramps for 2-12 rounds. No fighting or spell casting is possible. |
| Grav Poison | Victims must save vs. poison or become weightless for 2-12 rounds. Any strike against or by the victim will send them spiraling in a random direction out of control as will hurling missile weapons. |
| Sleep Poison | Victim must save vs. poison or fall asleep and dreams about clouds for 1-6 turns. |

Zephyr	Beast	Rider
AKA:	Breezer	Wind Rider
HACKFACTOR:	2	3
EP VALUE:	35	65
CLIMATE/TERRAIN:	Sylvan Hills	Sylvan Hills
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Herd	Tribe
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Omnivore
INTELLIGENCE:	Animal (1)	Average (8-10)
ALIGNMENT:	Neutral	Neutral Good
NO. APPEARING:	2-20	2-16
SIZE:	S (4' wingspan)	T (1' tall)
MOVEMENT:	3", 18" Fly (A)	6"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Pliant (10)	Brave (14)
ARMOR CLASS:	4	6
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-5	By weapon
SPECIAL ATTACKS:	Swoop	Poison arrows
SPECIAL DEFENSES:	Nil	Feather Fall
MAGIC RESISTANCE:	See text	50%
HIT DICE:	2	1

Zephyr Riders can Feather Fall at will and can also cast that spell on any ally within five feet instantly. Additionally, once per day they can Reduce a willing ally so he can ride the beast with them.

HABITAT/SOCIETY: Zephyr Beasts are friendly, if stupid, herd herbivores. They make excellent pets so long as the master does not try to keep the beast indoors for more than eight hours. Zephyr Beasts need constant freedom in the air. Storm or Cloud Giants sometimes domesticate them for amusement.

Zephyr Riders live in the air most of their lives. Creatures from the Elemental Plane of Air will not harm them. Each tribe has one elder that can summon an 8 Hit Dice Air Elemental in times of emergency.



Zephyr Beast

Zephyr Riders and their beasts are nomadic. They take only what they need. They make excellent scouts and act as messengers for fairy-kin.

ECOLOGY: Zephyr Beasts lay their eggs inside dense clouds. They hatch during the spring. Zephyr Riders have the innate skill of riding airborne creatures. They make excellent teachers of this skill, but are not interested in much else.

YIELD:

MEDICINAL: Eating a Zephyr beast will make one feel light-headed.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: K

OTHER: Nil

Ziz

DESCRIPTION: The Ziz is the largest bird creature ever known to rule the skies over Garweeze World. Its wingspan can block out the sun. All avians, regardless of their alignment, revere the Ziz with a respect that borders on worship of the Ziz. The Ziz resembles a cross between a crow and a hawk only much, much larger.

COMBAT/TACTICS: The creature is so large that it can only attack with either its two huge talons or its massive beak, unless the opponent is of gargantuan size. All avian creatures will automatically obey the Ziz and come to its aid in battle. Any victim struck by the creature's talons is immediately caught in its grip. The Ziz can fly to any height to drop the victim.

The Ziz is immune to Charm, Hold and sleep spells. It is too large to be affected by poison. It can sense magic designed to harm avians and will concentrate attacks on individuals who use such dweomers before their companions.

HABITAT/SOCIETY: It is unknown where or if the Ziz nests. Sages can only theorize concerning its eating and digestive habits. Should the wholesale slaughter of a bird species go unavenged or unacknowledged, it is likely the Ziz will appear to wreak vengeance upon those who committed the atrocity.

ECOLOGY: The Ziz is not a part of nature. Any PC or group of PCs that participates in the Ziz's destruction will never again be able to charm an avian creature in any way. ALL avians will thereafter be hostile towards the PCs.

Ziz

AKA: Avianus-Supremus

HACKFACTOR: 245

EP VALUE: 30,000

CLIMATE/TERRAIN: Mountains

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Supra-Genius (19-20)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: G (150' wingspan)

MOVEMENT: 12", 120" Fly (C)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 0

NO. OF ATTACKS: 2 or 1

DAMAGE/ATTACK: 6-36/6-36 or 9-54

SPECIAL ATTACKS: Drop

SPECIAL DEFENSES: Avian dominance, immune to poison

MAGIC RESISTANCE: Immune to Charm, Sleep and Hold spells

HIT DICE: 40 (208 hit points)



Ziz

YIELD:

MEDICINAL: Combining Ziz feathers with special herbs and smoking them is rumored to cure some forms of insanity.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: The body parts of the Ziz are unique and could be used to make artifacts and relics with immense power over avians.

Zombie (I)

DESCRIPTION: Zombies are the rotting corpses of the dead. Brain-Eating and Flesh-Eating Zombies have a noticeably green tint to their skin tones. Giant Zombies are either the animated corpses of giants or a pile of corpses that have been sewn together to create the giant. Talking Zombies look like regular Zombies.

COMBAT/TACTICS: Unless otherwise noted, Zombies attack by swarming over opponents and clawing them. They move slowly and anyone that is unencumbered can easily outrun them unless they are trapped or have a really slow movement rate anyway. Zombies always attack last in any melee round. Zombies are immune to Sleep, Charm, Hold, death magic, poison and cold-based spells. They always move in a straight line towards their opponents regardless of what's in their path.

Brain-Eating Zombie: Brain-Eating Zombies exist for the sole purpose of eating live brain matter from a screaming victim. These Zombies can take an incredible amount of damage before being immobilized. Unless a PC scores a critical hit against the fiend or makes a called shot to remove an arm, leg or head, the Zombie continues to attack regardless of its remaining hit points or lack thereof. Only complete disembodiment keeps a Brain-Eating Zombie from attacking.

When attacking a victim, Brain-Eating Zombies attempt to swarm in and use their weight to overwhelm an opponent. The first attack will always be to grab a victim (no damage). Should the PC be unable to

pull away, the second attack will be a called shot to the victim's head (-6 to hit). Brain-Eating Zombies will bite helmets of those victims that wear them, otherwise the bite goes into the victim's scalp.

Any bite damage done to a victim by a Brain-Eating Zombie forces the victim to make a saving throw vs. poison. Failure means the victim has died and becomes a Brain-Eating Zombie. However, this may not be readily apparent to the PC or his friends. Anyone killed by this Zombie's bite attacks also immediately becomes infected. Over a period of the next 24 hours, the victim becomes increasingly agitated and desires to eat the brains of live victims. A Cure Disease or Remove Curse spell immediately cures the victim. However, if the victim's hit points dropped below 0, he immediately drops dead.

A Brain-Eating Zombie can only be permanently destroyed by completely burning the body. (If not permanently destroyed, it regains movement and the ability to attack in 2-12 days, regenerating its body to the minimum amount necessary and single-mindedly seeking its destroyer. It regains full hit points.) The fumes are extremely toxic and those in the area (within 50 feet) must save vs. poison or immediately die and become infected. Brain-Eating Zombies cannot be turned.

Flesh-Eating Zombie: Flesh-Eating Zombies are very similar to Brain-Eating Zombies, except that they do not concentrate on a victim's brain matter. These creatures desire any fresh flesh, especially that of humans. These Zombies can only be permanently dispatched by destroying their brains. No matter how much damage the Zombie takes, it continues to move so long as its brains are intact, even if it has no physical means of movement left (even if reduced to just a head, it continues to attack).

Any damage a Flesh-Eating Zombie does to a victim infects the victim, no saving throw. Full transformation into a Zombie takes up to 48 hours and amputation of the infected part can save the victim's life. A Cure Disease or Remove Curse spell will also cure a victim. Flesh-Eating Zombies cannot be turned.



Brain-Eating Zombie

Zombie	Brain-Eating	Flesh-Eating	Giant	Talking
AKA:	Cranium Cracker	Eating Dead	Big Dead	Undead and the Restless
HACKFACTOR:	6	6	6	2
EP VALUE:	270	270	975	175
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very Rare	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Horde	Horde	Solitary	Horde
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Nil	Nil
INTELLIGENCE:	Low (5-7)	Semi- (2-4)	Non- (0)	Avg. to Genius (8-18)
ALIGNMENT:	Neutral (evil)	Neutral (evil)	Neutral	Neutral Evil
NO. APPEARING:	5-30	5-50	1-3	1-2 (5% 2-200)
SIZE:	M (6' tall)	M (6' tall)	H (10' tall+)	M (6' tall)
MOVEMENT:	6"	6"	9"	6"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fanatic (20)	Fanatic (20)	Fanatic (20)	Fearless (19)
ARMOR CLASS:	8	8	7	8
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1-8	1-8	5-20	1-8
SPECIAL ATTACKS:	Brain eating	See text	Nil	Nil
SPECIAL DEFENSES:	Slow regeneration, immune to cold and poison, cannot be turned	Immune to cold and poison, cannot be turned	Immune to cold and poison	Immune to cold and poison
MAGIC RESISTANCE:	--- Undead immunities (otherwise standard) ---			
HIT DICE:	2	2	8	2

Giant Zombie: Giant Zombies are either the animate corpses of giants or grotesquely constructed Zombies of very large proportions. They are usually part of great undead armies. They attack just as mindlessly as other Common Zombies.

Talking Zombie: These Zombies are restless – having returned to the land of the living to get revenge for their deaths. Otherwise, they are just like normal Zombies. They know important information about their killers, including their secrets. Talking Zombies will use this information to gain revenge on their murderers. They cannot be turned by their murderer or his allies. Talking Zombies use magic items against enemies if they have access to them. Zombies that were spell casters in life can cast spells that have no somatic components.

HABITAT/SOCIETY: Brain-Eating Zombie: These Zombies have a cunning intelligence. They can speak, but they have little reason to do so unless it is to lure potential victims to their doom. ("Send more knights.") Once an opponent has developed a defense against them, the Brain-Eating Zombies change their strategy. Their primary concern is eating brains and anything else is unimportant to them.

Flesh-Eating Zombie: These Zombies are not as smart as their Brain-Eating counterparts. They cannot speak, but moan pitifully. Fire will keep them at bay for as long as a potential victim can continue to swing a torch. Sometimes these creatures continue to stumble around in the areas where they died (or a similar area that looks familiar to them).

Giant Zombie: Giant Zombies are completely mindless. Without orders from its creator, it attacks anything that moves. They fight as Common Zombies, only they are bigger.

Talking Zombie: Talking Zombies are fully aware of their capabilities. Against a powerful PC or NPC, these creatures use intermediaries to attack their victims. Revenge is the most important thing to a Talking Zombie and nothing will deter it. They sometimes wait years for revenge, following victims for decades, until finally catching the victim in a vulnerable spot.

Should the Talking Zombie gain revenge it collapses in a heap. Once the creature is destroyed, it stays dead forever.

ECOLOGY: Brain-Eating/Flesh-Eating Zombie: These Zombies were created by strange emanations from a meteor that struck years ago. They are a near-unstoppable menace. Even most evil NPCs will work to help destroy these fiends, as they cannot be controlled by any magical means.

Giant Zombie: Only the most powerful necromancers and evil clerics can create Giant Zombies. They require a great deal of time, money and effort, so they are usually created with a purpose in mind. The spells required to animate such a large corpse are a closely guarded secret (Wary GMs are cautioned against letting PCs have this knowledge).

Talking Zombie: A Talking Zombie is created when murderers curse their victim. The restless spirit then reinhabits the body and seeks revenge.

YIELD:

MEDICINAL: Eating the flesh of a Brain-Eating Zombie or Flesh-Eating Zombie will immediately infect the eater.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Incidental

OTHER: Nil



Giant Zombies are fearsome constructs that mindlessly obey commands.

Zombie (II)

DESCRIPTION: Zombies are the animate corpses of the dead. It is readily apparent to anyone that sees a Zombie that it is dead or at least very ill. Zombies continue to bear the wounds that killed them and are often missing arms, eyes, feet, internal organs and chunks of flesh. Flies swarm around Zombies and anyone without olfactory difficulties can detect their stink at 50 feet.

Common Zombie: Common Zombies are created via an Animate Dead spell. They look like the rotting corpses of the dead. Zombies wear whatever remnants of clothes and armor they had in life, though it tends to take on a rotting appearance almost immediately.

Indentured Zombie: Indentured Zombies look just like common ones, although they tend to have mended clothes and sometimes try to hide their undead status at the behest of their masters. These creatures are never more than a few dozen feet from a master, unless they are ordered away.

Juju Zombie: Juju Zombies are created when a victim is entirely drained of his life force by an Energy Drain spell. The Zombie's skin is as tough as leather and its eyes are two pinpoints of evil, glowing red light. The creatures have larger and sharper claws than normal Zombies. Juju Zombies have no smell.

Monster Zombie: Monster Zombies are the animated corpses of dead monsters. 95% of the monsters are bipedal and under 12 feet tall.

COMBAT/TACTICS: Unless otherwise noted, Zombies attack by swarming over opponents and clawing them. They move slowly and anyone



Juju Zombie

Zombie	Common	Indentured	Juju	Monster
AKA:	Walking Dead	Servant Zombie	Sinister Zombie	Corpus-Abominatus
HACKFACTOR:	1	1	12	8
EP VALUE:	65	65	975	650
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Rare	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Horde	Solitary	Horde	Horde
ACTIVITY CYCLE:	Night	Night	Night	Night
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)	Low (5-7)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral (evil)	Neutral
NO. APPEARING:	3-24	1	1-4	1-6
SIZE:	M (6' tall)	M (6' tall)	M (6' tall)	L (8' to 12')
MOVEMENT:	6"	6"	9"	9"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil	Nil	Nil
MORALE:	Fanatic (20)	Fanatic (20)	Fanatic (20)	Fanatic (20)
ARMOR CLASS:	8	8	6	6
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1-8	1-8	3-12	4-16
SPECIAL ATTACKS:	Nil	Nil	Strike as 6 HD monster	Nil
SPECIAL DEFENSES:	--- Immune to cold and poison ---			
	See text	-	-	-
MAGIC RESISTANCE:	--- Immune to Sleep, Charm, Hold and mind-influencing spells (otherwise standard) ---			
HIT DICE:	2	2	3+12	6

that is unencumbered can outrun them unless they are trapped or have a really slow movement rate. Zombies always attack last in any melee round. Zombies are immune to Sleep, Charm, Hold, death magic, poison and cold-based spells. A vial of holy water that splashes against a Zombie inflicts 2-8 points of damage. Zombies always move in a straight line toward opponents regardless of what lies in their path.

Indentured Zombie: Indentured Zombies are not aggressive unless ordered by their masters. They will stand by and let anyone destroy them unless ordered otherwise.

Juju Zombie: Juju Zombies are quick and have a sinister intelligence. They move at a normal rate and can roll normal initiative. These creatures hate life and light. Juju Zombies can understand complex instructions and form better tactics for battle. They can use normal weapons and even missile weapons if ordered to do so. Only +1 magic weapons or better can harm Juju Zombies, though the weapons do only half damage. Juju Zombies have all the normal Zombie immunities, in addition to being immune to electricity and Magic Missiles. Fire only causes them half damage and they are turned as Specters.

Juju Zombies have a 92% chance to Climb Walls and they strike as 6 Hit Dice creatures.

HABITAT/SOCIETY: Common Zombie: These Zombies are mindless and they obey any command, no matter how stupid or suicidal. Those who create Zombies must give them simple commands (less than a dozen words) or else the Zombie will stand there like a corpse. If left to their own devices, Zombies will attack anyone who happens by.

Indentured Zombie: Indentured Zombies are created by a rare curse. Should the curse be put into effect, a Zombie is created the next time a PC kills someone. This Indentured Zombie will be a willing slave, following the PC everywhere and performing menial tasks. Unfortunately, this Zombie will not leave the PC's side under any circumstances (although it will run quick errands). If an Indentured Zombie is slain, the next victim a PC kills will rise to take its place.



Monster Zombie

Only a Remove Curse will stop the Servant Zombie from appearing. Indentured Zombies enjoy doing their chores at night. A PC that leaps to his feet during a nighttime ambush might wake to discover that his sword is gone because his Servant Zombie is polishing it.

Juju Zombie: Juju Zombies wish to destroy all living things. They are completely aware of their undead state and seek to subjugate the commands of their creators. Unfortunately, the Zombies are not that intelligent, so carefully worded orders will probably be obeyed. Juju Zombies like to cause as much damage in combat to inanimate objects in the area, as well as their target for attack.

Monster Zombie: Monster Zombies are more powerful than common ones. They sometimes still hold their weapons and continue to wear tattered armor.

ECOLOGY: Zombies are not part of nature. If the flesh of a Zombie rots away, it will continue to function as a Skeleton. The flesh of a Juju Zombie rots at an incredibly slow rate (one week is equal to one day for a normal corpse or Zombie). Sometimes creators will infest their Zombies with fleas carrying the bubonic plague, magic crystals that explode and/or coat their claws with poison.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Nil
OTHER: Nil

Zombie, Yellow Musk

DESCRIPTION: Creeper Zombies appear as humanoids with Yellow Musk Creeper vines bursting from their skulls, eye sockets, mouths, nostrils and ears. Its skin is dull yellow and their gaze is fixed and dazed.

COMBAT/TACTICS: Yellow Musk Zombies are created when a victim has been infested by a Yellow Musk Creeper (see Hacklopedia of Beasts

Volume II, Creeper, Yellow Musk on page 39). The plant attracts a victim with its hypnotic vines, and once a victim is within reach, it attaches roots to the victim's brain and drains Intelligence at the rate of 1-4 points per round.

If the victim's Intelligence is reduced to 1 or 2, he becomes a Yellow Musk Zombie and wanders away to begin decaying, eventually dropping dead and thus starting a new Yellow Musk Creeper plant. The Creeper usually has one Zombie per two flowers. These Zombies cannot be turned and are immune to mind influencing spells.

HABITAT/SOCIETY: The Yellow Musk Zombies protect their parent plants to the death. They are concerned with little else, other than falling down to start new plants (after 3d6 weeks of Zombie-hood).

ECOLOGY: Yellow Musk Zombies can be cured with a Neutralize Poison (which kills the bud) and a Cure-All or Restorative Cure-All spell (which restores the victim). The victim will need another Cure-All spell or four weeks of rest to fully recover.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Incidental, Zombies carry whatever was on them when they died.
OTHER: Nil



Yellow Musk Zombie

Zombie, Yellow Musk

AKA: Creeper Zombies
HACKFACTOR: 0
EP VALUE: 35
CLIMATE/TERRAIN: See text
FREQUENCY: Rare
ORGANIZATION: Group
DIET: See Below
ACTIVITY CYCLE: Any
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1-2
SIZE: M
MOVEMENT: Variable
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: Variable
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Immune to mental attacks, cannot be turned
MAGIC RESISTANCE: Standard
HIT DICE: 2

Zoolem

DESCRIPTION: Zoolems are golems shaped like animals. These statues are carved from stone and given life through magic.

COMBAT/TACTICS: Zoolems cannot be given complex instructions. Due to their construction, they are usually hidden as part of a larger bas-relief. This allows the creatures to surprise opponents 6 in 10 times. All Zoolems can Detect Magic as per the spell.

Just like Stone Golems, only certain spells effect the creatures. A Transmute Rock to Mud spell causes 2-20 points of damage to the beast and lowers its AC to 6. A Stone Shape spell can destroy the beast if it fails a saving throw vs. spell. Stone to Flesh spells lower the AC to 9 for the duration of the spell. No other spells directly affect a Zoolem and they can only be harmed by magical weapons.

CONSTRUCTION: Lions, tigers and other creatures of a similar ilk cost 100 gp per hit point. Eagles, hawks and bird-like creatures cost only 50 gp per hit point. Horses, deer and other large herbivores cost 150 gp per hit point and smaller animals such as dawgs, monkeys and so on cost 50 gp per hit point. An expert sculptor or Golem Master must be hired for the duration of the construction (one week per Hit Die). Finally, the following spells must be cast on the Zoolem: Animate Object or Animate Rock, Speak with Animals and Detect Magic. The creator must be at least a 11th level cleric or a 12th level druid. The creator can change the orders of the Zoolems at any time, but must use a Speak with Animals spell to do so. The Zoolems make the same sounds as the real animals would make during combat.

TYPICAL ORDERS: 90% of the time, Zoolems are given guard duty. They can only understand simple orders such as, "Attack anyone that touches this treasure", "Do not let anyone pass through this doorway" and "Attack anyone that touches my daughter". Very rarely, these creatures are created by lonely clerics that would like to have a pet, but do not want to have to feed it or clean up after it.



A small dragon-shaped Hawk/Eagle Zoolem awaits finishing touches.

Zoolem	Lion/Tiger	Hawk/Eagle	Horse/Deer	Dawg, Monkey, etc.
AKA:	Stone Cat	Stone Bird	Stone Steed	Stone Dawg, Monkey, etc.
HACKFACTOR:	26	17	35	17
EP VALUE:	1,400	650	3,000	650
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Rare	Rare	Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	2-8	1-6	1-8	1-6
SIZE:	L	S	L	M
MOVEMENT:	9"	6"	12"	9"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fanatic (20)	Fanatic (20)	Fanatic (20)	Fanatic (20)
ARMOR CLASS:	3	3	3	3
NO. OF ATTACKS:	3	3	3	1
DAMAGE/ATTACK:	3-8/3-8/3-10	1d4-2/1d4-2/1-6	3-10/3-10/3-6	2-8
SPECIAL ATTACKS:	--- Surprise 6 in 10 ---			
SPECIAL DEFENSES:	--- Detect Magic, magical weapons to hit ---			
MAGIC RESISTANCE:	--- See text ---			
HIT DICE:	6	4	8	4

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Zoolems can be used by skilled weaponsmiths to sharpen hacking weapons such that they gain +1 to damage for 2-24 attacks.

Zorbo

DESCRIPTION: Zorbos look like small bears with big heads. Their coats shift color according to how the creature uses its power.

COMBAT/TACTICS: Zorbos have the ability to absorb the physical properties of inanimate objects that they touch. They can increase their Armor Class by absorbing the properties of the following:

Material	Armor Class (Effect)
Wood	7 (brown coat)
Iron	3 (gray coat)
Steel	1 (metallic silver coat)
Stone	0 (muddy brown/gray coat)
Glass	9 (blue-white coat, one hit shatters the creature)
Magma	5 (red coat, weapons striking must save vs. fire or melt)
Ice	8 (white coat, must save vs. crushing blow if struck by weapon for more than 8 points of damage, or shatter)
Tinsel	9 (shiny gold/silver coat, the Zorbo is very festive)

Additionally, the creature's attack damage increases according to the material. Subtract the new AC of the Zorbo from 10 and add the result to each hit it scores. Zorbos can maintain these qualities from absorbed material for up to ten rounds.

When a Zorbo hits an opponent, it can absorb the bonuses of a defensive item such as magic armor, rings, bracers or shield. It must exceed the target number it needs on its to-hit roll by 6 or more. The magical

bonus is added to the Zorbo's AC and the item immediately turns to dust (no save). However, if the Zorbo SUCCEEDS at a magic resistance check, this ability fails and the item is left intact. If the absorbed item is an artifact, the Zorbo's AC drops to -10 for 1-6 rounds. After that it drops dead.

HABITAT/SOCIETY: Zorbos are carnivorous and crave human and demi-human flesh. Other than these cravings, they aren't all that bad. Druids have tried taming the beasts - teaching them to eat nuts and berries. This usually ends with the death of the druid or (rarely) a domesticated Zorbo suffering from malnutrition. For some unknown reason, the beasts like to break plates.

ECOLOGY: Zorbos are born just like bears. Young Zorbos must be taught by their parents to control their powers or they quickly die the first time they drink water. There is only a 5% chance of encountering a mated pair of Zorbo with cubs.

YIELD:

MEDICINAL: Parts of a Zorbo can be used to attempt to draw poison from a poisoned individual. Touching the Zorbo part to the affected area grants the victim another saving throw. If the Zorbo happens to be alive when this occurs, it must make its own saving throw against the poison. If the Zorbo part used is from a dead Zorbo, this special property fades within 1-12 days.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

Zorbo

AKA: Absorbear

HACKFACTOR: 10

EP VALUE: 980

CLIMATE/TERRAIN: Temperate

FREQUENCY: Rare

ORGANIZATION: Groups

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-4

SIZE: S (3' tall)

MOVEMENT: 15", 9" Climb

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 10 (see text)

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1d4-2/1d4-2
(see text)

SPECIAL ATTACKS: Absorption

SPECIAL DEFENSES: Absorption

MAGIC RESISTANCE: 20%

HIT DICE: 4+2

TREASURE: P, Q, X

OTHER: Zorbo cubs are highly valuable as none have ever been captured alive.

Zygom

DESCRIPTION: Zygomis are fungus growths with a short stem and an ovoid cap. Up to two dozen of these growths are joined through a rhizome structure as one living fungus. It will usually be encountered on a dying or dead creature.

COMBAT/TACTICS: Zygomis force their host bodies to attack. These attacks are always the same melee attacks that the host creature would normally have used in life. Typical Zygom hosts include Giant Ants, Giant Rats, Giant Beavers, Giant Mollusks and various small humanoids.

During combat, there is a 1 in 6 chance that an opponent will get one of the sticky, milky caps stuck to him. This substance stays glued on the victim for 2-5 days before crumbling away. During that time, the host becomes infected and the fungus will grow on his head, then into his brain and spinal column. A Cure Disease spell will instantly cure a host. If left unchecked, the Zygom will consume the victim in one to eight weeks.

Zygomis are immune to all mental attacks.

Zygom

AKA: Mental Mildew

HACKFACTOR: 3

EP VALUE: 120

CLIMATE/TERRAIN: Any dark/moist

FREQUENCY: Rare

ORGANIZATION: Colonies

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Not ratable (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-3

SIZE: Variable

MOVEMENT: Variable

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: Variable

NO. OF ATTACKS: Variable

DAMAGE/ATTACK: Variable

SPECIAL ATTACKS: Infestation

SPECIAL DEFENSES: Immune to all
mental attacks

MAGIC RESISTANCE: Standard

HIT DICE: 3



Zorbo



A colony of Zygom fungus falls upon a new host in the heat of battle.

HABITAT/SOCIETY: Zygom are mindless – these fungus will make use of any living animal as a host. The milky substance produced by the Zygom sticks to weapons, clothes and armor in odd and embarrassing ways. Victims will also notice a sudden and very unusual amount of hair growth on their palms.

ECOLOGY: Zygom colonies can only flourish in moist, damp and dark environments. They are a frequent problem in dungeon crawls. The easiest way to kill them is to set fire to the hosts.

- YIELD:**
- MEDICINAL:** Nil
- SPELL COMPONENTS:** Nil
- HIDE/TROPHY ITEMS:** Nil
- TREASURE:** Incidental
- OTHER:** Nil

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Beetle, Carnage (a.k.a. Slicer Bug)	420	HOB1-62	Boobrie (a.k.a. Giant Stork)	2000	HOB1-89
Beetle, Common	1	HOB1-62	Boot Mauler (a.k.a. Shoals Slug, Foot Biter)	35	HOB1-89
Beetle, Death Watch (a.k.a. Sonic Bug)	2000	HOB1-64	Borer, Heel (a.k.a. Boot Buster)	120	HOB3-124
Beetle, Dung	35	HOB1-62	Boring Barnacles (a.k.a. Boat Sinkers, Wood Eaters)	15	HOB1-90
Beetle, Flesh-Eating Gargantuan (a.k.a. Flesh Bug)	10,000	HOB1-65	Bound Spectre (a.k.a. Phantom Bastard)	4000	HOB7-94
Beetle, Giant Artillery (a.k.a. Cannon Bug)	270	HOB1-61	Bovinians (a.k.a. Cow Men)	175	HOB1-90
Beetle, Giant Bombardier (a.k.a. Bomb Bug)	120	HOB1-62	Bowler	5+	HOB1-91
Beetle, Giant Boring (a.k.a. Digging Beetle)	175	HOB1-62	Brain Mite, Carnivorous (a.k.a. Brain Buster)	120	HOB1-91
Beetle, Giant Fire (a.k.a. Glow Bug)	35	HOB1-65	Brain Mole (a.k.a. Mind Mole)	35	HOB1-92
Beetle, Giant Rhinoceros (a.k.a. Horned Thunder)	4000	HOB1-65	Brain-Eating Zombie (a.k.a. Cranium Cracker)	270	HOB8-122
Beetle, Giant Stag	975	HOB1-65	Brass Dragon (a.k.a. Babble Dragon, Bore Dragon)	Variable	HOB2-81
Beetle, Giant Water (a.k.a. Wet Walker)	120	HOB1-65	Brontosaurus, Jurassic Creatures: (a.k.a. Thunder Lizard)	18,000	HOB4-51
Beetle, Goldbug (a.k.a. Coin Bug)	65	HOB1-62	Bronze Dragon (a.k.a. Merc Dragon)	Variable	HOB2-83
Beetle, Predacious Diving (a.k.a. Water Bug)	650	HOB1-65	Brown Mold (a.k.a. Chocolate Mold)	15	HOB5-36
Beetle, Predacious Dungeon (a.k.a. Dank Bug)	6,000	HOB1-62	Brownie, Barbarian (a.k.a. Savage Fairy)	175	HOB1-93
Beetle, Surgeon (a.k.a. Needler Bug)	5	HOB7-122	Brownie, Greater (a.k.a. Basement Fairy, Killmoulis)	35	HOB1-93
Beggars (see Men, Beggars)	7	HOB5-8-16	Brownie, normal (a.k.a. Forest Fairy)	175	HOB1-93
Behemoth (a.k.a. Great River Horse)	3000	HOB1-65	Brownie, Pixie, Hybrid: Pixie	270	HOB6-81
Beholder, Blind (a.k.a. Cave Beholder)	2000	HOB1-68	Brownie, Quickling (a.k.a. Scary Fairy)	2000	HOB1-93
Beholder, Common (a.k.a. Eye Tyrant)	14,000	HOB1-69	Bucentaurus, Raging (a.k.a. Bull Man, Bovintauro)	272	HOB6-109
Beholder, Death Kiss (a.k.a. Bleeder, Eye of Terror)	8000	HOB1-69	Buffalo Men (see Bison'yders)	270	HOB1-78
Beholder, Elder Orb (a.k.a. Gawd Tyrant)	47,000	HOB1-70	Buffalo, Marauding Water (a.k.a. Viking Cattle)	125	HOB8-75
Beholder, Eye of the Deep (a.k.a. Aquatic Beholder)	4,000	HOB1-70	Buffalo, Tree (a.k.a. Shaggy Horned Parrot)	175	HOB8-20
Beholder, Gauth (a.k.a. Magic Eater)	4000	HOB1-69	Buffalo/Bison	420	HOB1-93
Beholder, Spectator (a.k.a. Eye Guard)	4000	HOB1-70	Bugbear, Common	175	HOB1-96
Beholder, Undead (a.k.a. Death Tyrant)	13,000	HOB1-70	Bugbear, Greater (a.k.a. Giant Hairy Goblin)	2000	HOB1-96
Beholder, Voyeur (a.k.a. Spy Orb)	4000	HOB1-70	Bulette, Common (a.k.a. Land Shark, Dirt Fin)	4000	HOB1-96
Beholder-kin (Abomination), Director (a.k.a. Cecilium-Demilius)	10,000	HOB1-70	Bulette, Hammerhead (a.k.a. Battering Ram Shark)	4000	HOB1-97
Beholder-kin (Abomination), Examiner (a.k.a. Clerk Tyrant)	6,000	HOB1-73	Bull Angler (a.k.a. Fool's Treasure Trove)	2000	HOB1-97
Beholder-kin (Abomination), Lensman (a.k.a. Tool Tyrant)	175	HOB1-73	Bull, Hoar-Daa (a.k.a. Weevil Warrior)	600	HOB4-8
Beholder-kin (Abomination), Overseer (a.k.a. Tree Tyrant)	15,000	HOB1-73	Bullboon (a.k.a. Howling Death)	65	HOB1-98
Beholder-kin (Abomination), Watcher (a.k.a. Spy Tyrant)	420	HOB1-73	Bullfrog, Giant (a.k.a. Giant Croaker)	270	HOB1-99
Beholder-kin, Hive Mother (a.k.a. Ultimate Tyrant)	24,000	HOB1-73	Bullfrog, Giant Man-Eating (a.k.a. Man-Eater)	420	HOB1-100
Belch Worm (a.k.a. Purple Worm)	975	HOB8-96	Bullweiler, Nefarian: Other: (a.k.a. Mad Cows)	1400	HOB5-118
Below, Lurker (a.k.a. Floor Fiend)	2000	HOB4-100	Bullywug, Advanced (a.k.a. Big Frog Men)	120	HOB1-101
Belrkad-Deeze (see Nefarian: Demon Minion: Type II)	2000	HOB5-94	Bullywug, Common (a.k.a. Frog Men)	65	HOB1-100
Berserker/Dervish (see Men, Berserker/Dervish)	65	HOB5-8-16	Burgard Baydylax, Nefarian: Devil Royalty:	30,000	HOB5-103
Birch Roc (a.k.a. Punk Roc)	2000	HOB7-12	Burrowing Basilisk (a.k.a. Digging Basilisk)	270	HOB1-49
Bird Maiden (see Swanman, Bird Maiden)	420+	HOB7-124	Bush-Grappler, Horned Simian (a.k.a. Grapple Gorillas)	420	HOB4-15
Bird Man (see Avianderthal)	65	HOB1-38	Butterfly Steed (a.k.a. Fairie Mount)	120	HOB1-101
Bird, Aquatic: Flightless (Penguin, Auk, Dodo, etc.)	5	HOB1-76	Caarungkor (see Nefarian: Demon Minion: Type III)	6000	HOB5-95
Bird, Aquatic: Swan	65	HOB1-76	Cactus Lurker (a.k.a. Sneaking Needler)	270	HOB4-101
Bird, Collector	500	HOB1-73	Camel, Carrion (a.k.a. Dire Camels)	120	HOB1-102
Bird, general: Condor	175	HOB1-75	Camel, Ocean (a.k.a. Doomedary)	90,000	HOB6-17
Bird, general: Falcon	65	HOB1-76	Camel, Wild (a.k.a. Ships of the Desert)	120	HOB1-103
Bird, general: Flightless (Ostrich, Emu, etc.)	15+	HOB1-76	Camp Moth (a.k.a. Torch Moth, Odor Moth)	7	HOB1-103
Bird, general: Hawk, Large	65	HOB1-75	Camptosaurus, Jurassic Creatures: (a.k.a. Lemming Lizard)	7	HOB4-52
Bird, general: Standard (Sparrow, Robin, Blue Jay, Lark, etc.)	1/10	HOB1-76	Candy-Striped Rot Grub (a.k.a. Mint Maggot)	1	HOB7-19
Bird, Were- (a.k.a. Were-Raptor)	270	HOB8-82	Canker Worm, Giant (a.k.a. Moth Larva)	250	HOB8-98
Bison (see Buffalo/Bison)	420	HOB1-96	Cannibal Street Urchin (a.k.a. Orphan Fiend)	120	HOB8-46
Bison'yders (a.k.a. Buffalo Men)	270	HOB1-75	Cantakerous Babblor (a.k.a. Grumpy Crazy Old Man)	65	HOB1-39
Black Annis	2000	HOB1-78	Caravan Guard (see Men, Caravan Guard)	15	HOB5-8-16
Black Bear	175	HOB1-55	Carbuncle, Onerous (a.k.a. Dermatological Doom)	1400	HOB6-28
Black Djinni (a.k.a. Granter of Dark Plots)	5000	HOB2-60	Carcass Seether (a.k.a. Corpse Weed)	35	HOB1-104
Black Dragon (a.k.a. Swamp Dragon, Acid Breather)	Variable	HOB2-78	Carcass, Skulking (a.k.a. Thieving Corpse)	270	HOB7-72
Black Poppy (a.k.a. Black Death, Death Plant)	15	HOB1-79	Carnage Beetle (a.k.a. Slicer Bug)	420	HOB1-62
Black Pudding (a.k.a. Jelocus-pudinlum, Black Blob)	5000	HOB6-98	Carnagesaur (a.k.a. Bone Snapper)	6000	HOB1-104
Black Rhinoceros (a.k.a. DuoRhino)	1400	HOB6-128	Carnivorous Ape (a.k.a. Jungle Demon)	275	HOB1-25
Black Willow (a.k.a. Wicked Willow)	3000	HOB8-88	Carnivorous Brain Mite (a.k.a. Brain Buster)	120	HOB1-92
Blind Beholder (a.k.a. Cave Beholder)	2000	HOB1-69	Carnivorous Cave Cricket (a.k.a. Infernal Crickets)	125	HOB2-13
Blind Monkey (a.k.a. Unseeing Primate)	120	HOB5-39	Carnivorous Coral (a.k.a. Flesh Coral, Biting Reef)	35	HOB1-105
Blind Wretched Pursuer (a.k.a. Sightless Spectre)	3000	HOB1-79	Carnivorous Flying Squirrel (a.k.a. Nut Junkies)	20	HOB7-109
Blink Dawg	270	HOB1-80	Carnivorous Giant Cockroach	420	HOB2-28
Blink Skink (a.k.a. Skinkus-Teleportus)	15	HOB7-68	Carnivorous Glitter Fairy (a.k.a. Prissy Fairy)	65	HOB3-26
Blizzard Bear	6000	HOB1-55	Carnivorous Hardcore Fairy (a.k.a. Death Fairy)	170	HOB3-26
Blob of Death (see Argos)	26,422	HOB1-30	Carnivorous Hornet (a.k.a. Insectivus-Consumus)	1	HOB4-16
Blood Golem (a.k.a. Corpuscle Clone, Vascular Vassal)	925	HOB3-84	Carnivorous Rat, Uncommon: (a.k.a. Meat Eating Rat)	7	HOB6-115
Blood Guzzler (a.k.a. Ripper, Spine Breaker)	8000	HOB1-81	Carnivorous Seasoned Fairy (a.k.a. Veteran Fairy)	65	HOB3-26
Blood Hawk	35	HOB1-81	Carnivorous Sheep (a.k.a. Ram Fiend)	125	HOB7-53
Blood Pig (a.k.a. Cannibal Porkers)	120	HOB6-71	Carnivorous Wild Fairy (a.k.a. Savage Fairy)	35	HOB3-26
Blood Weevil, Adult (a.k.a. Evil Weevil)	1	HOB8-81	Carrion Camel (a.k.a. Dire Camels)	120	HOB1-103
Blood Weevil, Larva (a.k.a. Flesh Weevil)	1/20	HOB8-81	Carrion Crawler, Standard (a.k.a. Corpse Eater)	270	HOB1-105
Blood Worm, Giant (a.k.a. Garganticus-Leechicus)	360	HOB8-98	Carrion Grub	20	HOB1-106
Blood Wurm, Gargantuan (a.k.a. Betrayer Beast)	5000	HOB8-103	Carrion Pecker (a.k.a. Crypt Robin, Cemetary Canary)	7	HOB1-107
Blue Horny-Ridged Dragon (a.k.a. Azure Beast, Cerulean Fiend)	Variable	HOB2-80	Carrion Walker, Nine-Tentacled (a.k.a. Warrior Crawler)	420	HOB1-106
Blue Slaad (a.k.a. Slasher)	2,500	HOB7-74	Cat 'O' Nine Tails, Wild (a.k.a. Flail Cat)	3000	HOB8-87
Blue Spiny Backed, Blue Ridged Dragon (a.k.a. Desert Dragon)	Variable	HOB2-79	Cat, Dungeon (a.k.a. Catacomb Cat, Felinus-Subterranea)	65	HOB2-117

Cat, Great: Cheetah	175	HOB1-110	Coral, Carnivorous (a.k.a. Flesh Coral, Biting Reef)	35	HOB1-105
Cat, Great: Common Lion	650	HOB1-108	Corby, Dire (a.k.a. Bird Cavemen)	35	HOB2-32
Cat, Great: Giant Lynx	175	HOB1-108	Corpse Crab (a.k.a. Zombie Crab, Carrion Crab)	15	HOB2-33
Cat, Great: Jaguar	420	HOB1-110	Corpse Skink (a.k.a. Reptilius-Morte)	65	HOB2-34
Cat, Great: Leopard	420	HOB1-109	Corpse, Chaos (a.k.a. Mayhem Zombie, Morte-Amokulum)	100+	HOB2-20
Cat, Great: Mountain Lion	720	HOB1-110	Corpse, Coffer (a.k.a. Choze Zombie, Barge Creeper)	65	HOB2-32
Cat, Great: Smilodon	1400	HOB1-109	Cortazon Unicorn (a.k.a. Oxicorn)	975	HOB8-45
Cat, Great: Snow Leopard	270	HOB1-111	Couatl (a.k.a. Winged Serpent, Gawd of Air)	6000	HOB2-34
Cat, Great: Spotted Lion	975	HOB1-110	Cow, Hoar-Daa (a.k.a. She-Weevils)	1400	HOB4-8
Cat, Great: Wild Tiger	650	HOB1-109	Crab Man (a.k.a. Shellfiend)	65	HOB2-35
Cat, Small: Domestic	7	HOB1-112	Crab Spider, Subterranean: Crab (a.k.a. Pinch Spider)	420	HOB7-98
Cat, Small: Elven	650	HOB2-8	Crab, Corpse (a.k.a. Zombie Crab, Carrion Crab)	15	HOB2-34
Cat, Small: Wild	35	HOB2-8	Crab, Dire Crustacean: (a.k.a. Clawed Fiend)	420	HOB2-44
Cat, Vampiri- (a.k.a. Felinus-Leechus)	1400	HOB8-51	Crab, Giant Crustacean: (a.k.a. Pincher)	65	HOB2-44
Catapasm (a.k.a. Electric Cat, Zap Cat)	650	HOB2-8	Crane, Dire (a.k.a. Swamp Stork, Carnivore Crane)	175	HOB2-36
Catfish, Giant	975	HOB2-9	Crawdad, Vile Double-Crested (a.k.a. Swamp Lobster)	175	HOB8-64
Catoblepas (a.k.a. Death Warmed Over)	975	HOB2-9	Crawling Claw (a.k.a. Death Grip, Fingers of Doom)	35	HOB2-37
Cattle, Wild (a.k.a. Rogue Cattle)	270	HOB2-10	Crayfish, Giant Crustacean: (a.k.a. Big Crawdad)	175	HOB2-44
Cavalry (see Men, Cavalry)	15+	HOB5-8-16	Creeper, Dark Folk (a.k.a. Dark Dwarves)	120	HOB2-48
Cave Bear	650	HOB1-55	Creeper, Purple Howling (a.k.a. Screaming Scrounger)	65	HOB2-37
Cave Beholder (see Beholder, Blind)	2000	HOB1-69	Creeper, Yellow Musk (a.k.a. Brain Plant, Cranium Weed)	120	HOB2-38
Cave Chameleon, Gargantuan (a.k.a. Greath Mouths of Death)	6,000	HOB2-11	Creeping Horror (a.k.a. Abysmal Terror of the Depths)	175	HOB2-39
Cave Chameleon, Large (a.k.a. Mouths of Death)	975	HOB2-12	Creeping Tigertrap (a.k.a. Killer Weed)	270	HOB8-8
Cave Cricket, Carnivorous (a.k.a. Infernal Crickets)	125	HOB2-12	Crested Gutter Troll (a.k.a. Lower Fin Troll)	3000+	HOB8-23
Cave Fisher (a.k.a. Cave Lurer)	175	HOB2-13	Crested Troll (a.k.a. Fin Troll)	2000	HOB8-23
Cave Gouger (a.k.a. Subterranean Slasher)	150	HOB3-99	Crevice Lurker (a.k.a. Crack Monster)	650	HOB4-98
Cave Moray (a.k.a. Blood Slugs)	300	HOB2-13	Cricket, Carnivorous Cave (a.k.a. Infernal Crickets)	125	HOB2-13
Cave Spider, Subterranean: (a.k.a. Neanderspider)	370	HOB7-98	Cricket, Common (a.k.a. Luck Bug)	11000	HOB2-39
Cave Spider, Subterranean: Dire (a.k.a. Web Queen)	1600	HOB7-98	Crimson Impaler (a.k.a. Scarlet Stabber)	15	HOB4-26
Centaur (a.k.a. Horse Men)	175+	HOB2-14	Crimson Nar Wasp (a.k.a. Flying Crawdad)	420	HOB5-61
Centaur Ant (a.k.a. Insectus-Equinus, Ant Steed)	270	HOB2-15	Criocamp (a.k.a. Ram Fish, Piscean Goat)	175	HOB2-41
Centaur, Syntar (a.k.a. Centaur Toughs, Hoof-Heads)	Variable	HOB2-16	Criosphinx (see Sphinx, Criosphinx)	5000	HOB7-95
Centipede, Giant	35	HOB2-15	Croc, Doppler (a.k.a. Dupli-Croc)	650	HOB2-65
Centipede, Huge	35	HOB2-17	Crocodile, Common (a.k.a. Croc)	65	HOB2-41
Centipede, Megalo-	175	HOB2-17	Crocodile, Giant (a.k.a. King Croc)	1400	HOB2-41
Centipede, Stego- (a.k.a. Dinopede)	2000	HOB7-111	Crocolik (a.k.a. Rock Croc)	1600	HOB2-41
Centipede, Tunnel	1400	HOB2-17	Crop Lurker (a.k.a. Farmer's Bane, Corn Stalker)	120	HOB2-42
Centipus (a.k.a. Octopus Squared, Bane of the Sea)	15,000	HOB2-17	Crouching Hopper (a.k.a. Mini-Raptors)	65	HOB2-43
Centisteed (a.k.a. Many-Legged Mount, League-Long Horse)	975	HOB2-18	Crow, Dire (see Rook: Raven, Common)	15	HOB7-17
Cerastes Serpent (a.k.a. Sun Striker)	175	HOB7-45	Crustacean: Crab, Dire (a.k.a. Clawed Fiend)	420	HOB2-43
Cerebral Mauler (a.k.a. Brain Buster, Mind Marauder)	975	HOB2-18	Crustacean: Crab, Giant (a.k.a. Pincher)	65	HOB2-44
Cerebral Parasite (a.k.a. Psychic Flea, Brain Drainers)	1	HOB2-19	Crustacean: Crayfish, Giant (a.k.a. Big Crawdad)	175	HOB2-44
Chain Reaction Frog (a.k.a. Amphibious-Explosus)	175	HOB3-39	Crustacean: Lobster, Giant (a.k.a. Red Menace)	650	HOB2-44
Chaos Corpse (a.k.a. Mayhem Zombie, Morte-Amokulum)	100+	HOB2-20	Cryo Hydra (a.k.a. Ice Drake)	3000	HOB4-22
Chaos Feeder (a.k.a. Mayhem Spider, Torture Beast)	650	HOB2-20	Cryolisk (see Cockatrice: Cryolisk)	1400	HOB2-27
Charger, Speckle Coated Horned (a.k.a. Hoofed Shuffler)	400	HOB7-93	Crypt Thing (a.k.a. Skele'porter)	420	HOB2-44
Charon, Nefarian: Daemon Royalty:	24,000	HOB5-64	Crystal Ooze (a.k.a. Pirate Pudding, Wave Jelly)	420	HOB6-29
Charonadaemon, Nefarian: Daemon Minion:	6000	HOB5-66	Cube, Gelatinous (a.k.a. Dungeon Sweeper, Clarus Glutinium)	725	HOB3-48
Charybdis, Scylla: (a.k.a. The Big Sucker)	40,000	HOB7-34	Culvert Fiend (a.k.a. Sewer Leech, Outhouse Fiend)	35	HOB2-45
Cheetah (see Cat, Great: Cheetah)	175	HOB1-108	Culvert Troll (a.k.a. Bridge Troll)	6000	HOB8-25
Cheetah Cockroach	65	HOB2-29	Cyclops, Common (a.k.a. Eye Giant)	2000	HOB2-46
Chiang-Shi Vampire (a.k.a. Eastern Vampire)	8000	HOB8-51	Cyclops, True (a.k.a. Gawd-Eye Giant)	19,000	HOB2-47
Chimera, Standard	5000	HOB2-21	Cylindeton, Modron: (Hierarch Modron)	20,000	HOB5-31
Chimera: Gorgimera	6000	HOB2-22	Daemon Minion: ArcanaDaemon, Nefarian:	8,000	HOB5-65
Chimera: Mimera	6000	HOB2-22	Daemon Minion: Charonadaemon, Nefarian:	6000	HOB5-66
Chimera: Shymera	3000	HOB2-22	Daemon Minion: Derghodaemon, Nefarian:	6000	HOB5-67
Chimney Mites (a.k.a. Hearth Fleas, Forge Ticks)	1	HOB2-22	Daemon Minion: Guardian Daemon, Nefarian:	1400	HOB5-68
Chimney Sneak	120	HOB2-23	Daemon Minion: Hydrodaemon, Nefarian:	4000	HOB5-68
Chimpanians (a.k.a. Barbarian Chimps, Simian-Barbarus)	65	HOB2-24	Daemon Minion: Maenes, Nefarian:	65	HOB5-69
Chromatic Dragon (Tiamat) (a.k.a. Queen of Evil Dragons)	100,000+	HOB2-84	Daemon Minion: MezzoDaemon, Nefarian:	8000	HOB5-69
Cistern Leech (a.k.a. Sewer Sucker)	30	HOB4-77	Daemon Minion: NycaDaemon, Nefarian:	13,000	HOB5-70
Citizen (see Men, Middle Class Citizen)	15	HOB5-8-16	Daemon Minion: Piscodaemon, Nefarian:	2000	HOB5-71
Claw, Crawling (a.k.a. Death Grip, Fingers of Doom)	35	HOB2-37	Daemon Minion: UltraDaemon, Nefarian:	10,000	HOB5-71
Clay Golem (a.k.a. Plasticene Pawn)	5000	HOB3-84	Daemon Minion: YagnoDaemon, Nefarian:	9000	HOB5-72
Cleric (see Men, Cleric)	Variable	HOB5-8-16	Daemon Royalty: Anthraxus, Nefarian:	29,555	HOB5-64
Cleric Firenewt (a.k.a. Eftpastor)	270	HOB3-34	Daemon Royalty: Charon, Nefarian:	24,000	HOB5-64
Cling Mold (a.k.a. Sticky Mold)	15	HOB5-36	Dao (a.k.a. Soil Genie, Stone Genie)	3000	HOB2-47
Cloaker (a.k.a. Full Devil Jacket, Demon Shawl)	1400	HOB2-25	Dark Folk, Creeper (a.k.a. Dark Dwarves)	120	HOB2-48
Cloud Dragon: Salamartey (a.k.a. Sal, Merchant Dragon)	Variable	HOB2-85	Dark Folk, Stalker (a.k.a. Shadow Kings)	270	HOB2-48
Cloud Dragon: Standard (a.k.a. Snob Dragon)	Variable	HOB2-85	Dark Gouger (a.k.a. Aspen Assassin)	175	HOB3-99
Cloud Giant (a.k.a. Giganticus-Cumulus)	10,000	HOB3-52	Dark Minion, Nefarian: Devil Minion: (a.k.a. The Damned)	70	HOB5-111
Club-Trunked Elephant (a.k.a. Pachyderm-Thunkus)	1500	HOB3-10	Dark Seether (a.k.a. Corpseshroom)	120	HOB2-48
Clubnek (a.k.a. Dire Doombird)	35	HOB2-25	Dark Souldress, Nefarian: Devil Minion:	1850	HOB5-112
Cobra, Iron (a.k.a. Rust Snake, Heavy Metal Serpent)	120	HOB4-36	Dawg Fish Shark (a.k.a. Bark Fish)	120	HOB7-51
Cock, Bandy Tailed Fighting (a.k.a. Hell's Chicken)	2700	HOB1-44	Dawg, Blink	270	HOB1-81
Cockatrice, Standard (a.k.a. Stone Bird)	650	HOB2-26	Dawg, Death (a.k.a. Doomhound)	120	HOB2-51
Cockatrice: Cryolisk (a.k.a. Cold Turkey)	1400	HOB2-27	Dawg, Moon (a.k.a. Good Dawg)	9000	HOB5-43
Cockatrice: Polylysk (a.k.a. Doppelfowl)	650	HOB2-27	Dawg, Orkin War- (a.k.a. Pig Dawgs)	125	HOB6-43
Cockatrice: Pyrolysk (a.k.a. Fiery Fowl)	1400	HOB2-27	Dawg, Rottweiler (a.k.a. Maul Dog, Fang Beast)	65	HOB2-49
Cockroach, Carnivorous Giant	420	HOB2-27	Dawg, Vegepygmy (a.k.a. Fungus Fido)	270	HOB8-58
Cockroach, Cheetah	65	HOB2-28	Dawg, War	65	HOB2-50
Cockroach, Giant Lightning	270	HOB2-29	Dawg, Wild	35	HOB2-51
Cockroach, Giant Winged: Hissing (a.k.a. Angry Roach)	15	HOB2-30	Dawg/Monkey Zoolom (a.k.a. Stone Dawg, Stone Monkey, etc.)	650	HOB8-126
Cockroach, Giant Winged: Oriental (a.k.a. Decorative Roach)	65	HOB2-30	De'Yin Yay, Nefarian: Devil Royalty:	28,000	HOB5-103
Cockroach, Giant Winged: Short-Winged (a.k.a. Stump Roach)	270	HOB2-30	Deadly Preying Mantis (a.k.a. Maneater Mantis)	120	HOB4-116
Cockroach, Giant: Dire	120	HOB2-30	Deadly Pudding (a.k.a. Quicksilver Pudding)	1400	HOB6-99
Cockroach, Giant: Hair Lipped	120	HOB2-29	Death Bloom, Purple (a.k.a. Violet of Doom, Twilight Plant)	175	HOB6-100
Coffer Corpse (a.k.a. Choze Zombie, Barge Creeper)	65	HOB2-29	Death Dawg (a.k.a. Doomhound)	120	HOB2-51
Collector Bird	500	HOB1-75	Death Harvester (a.k.a. Death, Grim Reaper)	10,000	HOB2-51
Condor (see Bird, general: Condor)	175	HOB1-76	Death Kiss Beholder (a.k.a. Bleeder, Eye of Terror)	8000	HOB1-70
Confusion Beast (a.k.a. Confusion Cougar)	650	HOB2-32	Death Knight (a.k.a. Infernal Warrior, Fighter Lich)	6000	HOB2-52
Constrictor Snake (a.k.a. Squeeze Serpent)	175+	HOB7-84	Death Ray (a.k.a. Sea Reaper, Pirate Ray)	975	HOB6-118
Constrictor Snake, Giant (a.k.a. Gargantuan Squeezer)	175+	HOB7-84	Death Watch Beetle (a.k.a. Sonic Bug)	2000	HOB1-62
Copper Dragon (a.k.a. Jester Dragon)	Variable	HOB2-86	Death Weaver (a.k.a. Doomfated, Spindleddeath)	175+	HOB2-53
Copper Slag-scaled Dragon (a.k.a. Doom Beast)	Variable	HOB2-86	Death's Minions (a.k.a. Reapers-in-training)	120	HOB2-54

Death, Slaad Lord: (a.k.a. Wanna-be Lords)	15,000	HOB7-76	Dire Albino Rat (a.k.a. Blanco-Rodentia, Drow Dawg)	15	HOB6-115
Decaton, Modron: (Hierarch Modron)	24,000	HOB5-33	Dire Armadillo	175	HOB1-31
Deep, Enslaver of the (a.k.a. Submerged Slaver)	5000	HOB3-22	Dire Camel (see Camel, Carrion)	120	HOB1-103
Deepspawn	12,000	HOB2-54	Dire Cave Spider, Subterranean: (a.k.a. Web Queen)	1600	HOB7-98
Deer, Pleistocene (a.k.a. Neanderthal Elk)	120	HOB6-85	Dire Cockroach, Giant	120	HOB2-29
Creatuschus, Jurassic Creatures: (a.k.a. Rake Lizard)	170	HOB4-52	Dire Corby (a.k.a. Bird Cavemen)	35	HOB2-33
Demented Spirit (a.k.a. Crazy Wraith)	120	HOB7-100	Dire Crab, Crustacean: (a.k.a. Clawed Fiend)	420	HOB2-44
Demilich (a.k.a. Ash Lich)	6000	HOB2-55	Dire Crane (a.k.a. Swamp Stork, Carnivore Crane)	175	HOB2-37
Demodand: Farastu, Nefarian:	11,500	HOB5-73	Dire Crow (see Rook: Raven, Common)	15	HOB7-17
Demodand: Kelubar, Nefarian:	14,000	HOB5-73	Dire DragonKomodo (a.k.a. Rabid Lizard)	650	HOB2-106
Demodand: Shator, Nefarian:	16,500	HOB5-73	Dire Elk (a.k.a. Antlered Doombeast)	175	HOB3-19
Demogorgon, Nefarian: Demon Royalty:	900,000	HOB5-77	Dire Field Mantis (a.k.a. Monster Mantis)	1400	HOB4-117
Demon Minion: Dark Enchantress, Nefarian:	13,000+	HOB5-86	Dire Firefly (a.k.a. Giant Firefly, Firefoe)	300	HOB3-33
Demon Minion: Ebony Death, Nefarian:	4000	HOB5-86	Dire Gorgor (a.k.a. Golden gasher)	3000	HOB3-96
Demon Minion: Hordlings, Nefarian:	Variable	HOB5-87	Dire Man O' War Jellyfish (a.k.a. Gelatinous Bastard)	975	HOB4-46
Demon Minion: Loogey Spit, Nefarian:	995	HOB5-88	Dire Muskrat (a.k.a. Rodent of Unusual Size)	15	HOB5-56
Demon Minion: Mangy, Nefarian:	500	HOB5-89	Dire Penguin (a.k.a. Arctic Terror)	35	HOB6-63
Demon Minion: Nathraak, Nefarian:	770	HOB5-89	Dire Pin Worm (see Parasites, Voracious)	65	HOB6-57
Demon Minion: Nefaryn, Immature, Nefarian:	2000	HOB5-90	Dire Sand Penguin (a.k.a. Desert Horror)	35	HOB6-63
Demon Minion: Nefaryn, Mature, Nefarian:	4000	HOB5-90	Dire Stork (a.k.a. Marsh Monster)	270	HOB7-115
Demon Minion: Predator Demon, Nefarian:	13,000	HOB5-91	Dire Wolf (a.k.a. Caninus-Monstrous)	120	HOB8-91
Demon Minion: Quasit, Nefarian:	2000	HOB5-92	Director Beholder-kin (Abomination) (a.k.a. Cecillum-Demilius)	10,000	HOB1-73
Demon Minion: Spawn, Nefarian:	Variable	HOB5-92	Disease/Parasite (see Fungus Rot)	0	HOB3-43
Demon Minion: Succubus, Nefarian:	5000	HOB5-93	Diseased Muck Golem (a.k.a. Pox-puppet)	975	HOB3-89
Demon Minion: Type (01) I, Nefarian:	975	HOB5-94	Diseased Parasites (a.k.a. Lice, Fleas, Vermin)	1/10,000	HOB6-56
Demon Minion: Type (02) II, Nefarian:	2000	HOB5-94	Disembowler, Quivering (a.k.a. Gelatinous Slasher)	975	HOB6-105
Demon Minion: Type (03) III, Nefarian:	6000	HOB5-95	Disenchanter (a.k.a. Dweomeorus-Negatus, Negater)	270	HOB2-57
Demon Minion: Type (04) IV, Nefarian:	12,000	HOB5-96	Dispatcher (a.k.a. Gawdly Vengeance, Gawd's Backhand)	Variable	HOB2-58
Demon Minion: Type (05) V, Nefarian:	10,000	HOB5-96	Displacer Beast (a.k.a. Displacae-Felinus, Illusion Cat)	650	HOB2-59
Demon Minion: Type (06) VI, Nefarian:	17,000	HOB5-97	Djinni, Black (a.k.a. Granter of Dark Plots)	5000	HOB2-60
Demon Minion: Type (07) VII, Nefarian:	14,000	HOB5-98	Djinni, Noble (a.k.a. Emir of Wishes)	7000	HOB2-60
Demon Minion: Type (08) VIII, Nefarian:	17,000	HOB5-99	Djinni, Standard (a.k.a. Genie, Wish Granter)	4000	HOB2-59
Demon Minion: Type (09) IX, Nefarian:	19,000	HOB5-99	Dodecahedron, Modron: (a.k.a. Beta Modron)	1400	HOB5-28
Demon Minion: Type (10) X, Nefarian:	25,000	HOB5-100	Dodecaton, Modron: (Hierarch Modron)	30,000	HOB5-34
Demon Minion: Type (11) XI, Nefarian:	35,000	HOB5-101	Dodo Bird (see Bird, Aquatic: Flightless (Penguin, Auk, Dodo, etc.))	5	HOB1-75
Demon Royalty: An'Gnarf, Nefarian:	40,000	HOB5-75	Dolphin	120	HOB2-60
Demon Royalty: Arch Demon Kaleb, Nefarian:	35,000	HOB5-76	Domestic Cat (see Cat, Small: Domestic)	7	HOB2-8
Demon Royalty: Demogorgon, Nefarian:	900,000	HOB5-77	Donkey (see Beast of Burden: Donkey)	65	HOB1-57
Demon Royalty: Dread, Nefarian:	850,000	HOB5-78	Doom Harvester (a.k.a. Soul Reaper, Shadow of the Gawds)	1400	HOB2-61
Demon Royalty: Duke of Evil, Nefarian:	105,000	HOB5-79	Doom Lord, Gnomish (a.k.a. Gnomae-Muscularum)	2000+	HOB3-79
Demon Royalty: Gar'Rangeeze, Nefarian:	27,000	HOB5-80	Doom Toad (a.k.a. Black Toad)	650	HOB8-12
Demon Royalty: Graagyn, Nefarian:	43,000	HOB5-80	Doombat, Mortal (a.k.a. Screamin' Flyin' Rats)	420	HOB2-62
Demon Royalty: Lord Scroud, Nefarian:	4000	HOB5-81	Doorant, Spirit	1400	HOB2-62
Demon Royalty: Prince Kraas, Nefarian:	75,000	HOB5-82	Doorant, Tree (a.k.a. Coniferus-Egressus)	975	HOB2-63
Demon Royalty: Prince Murgan, Nefarian:	60,000	HOB5-83	Doors, Enchanted (a.k.a. Magic Egress, Living Portal)	Variable	HOB3-20
Demon Royalty: Taur'Raad, Nefarian:	45,000	HOB5-83	DoppelEwe (a.k.a. Sheep Changer, Mutton Murderer)	270	HOB2-63
Demon Royalty: Uthbos Ebaar, Nefarian:	50,000	HOB5-84	Doppelganger (a.k.a. Evil Twin, Copy Cat)	270	HOB2-64
Demon Royalty: Zyndal, Nefarian:	12,471	HOB5-85	Doppelganger, Master (a.k.a. Mimic Master)	1400	HOB2-64
Demon, Shadow, Nefarian: Other:	1075	HOB5-126	Doppelganger, Predator (a.k.a. Polymorph Predator)	1000	HOB2-65
Denzelian (a.k.a. Stone Eater, Lava Blob)	900+	HOB2-55	Dopplemeister (a.k.a. Builders' Bane)	3000	HOB2-65
Derghodaemon, Nefarian: Daemon Minion:	6000	HOB5-67	Doppler Croc (a.k.a. Dupli-Croc)	650	HOB2-68
Derro Dwarf (a.k.a. Deep Dwarf)	975+	HOB2-118	Draat (a.k.a. Dog Rat, Vermin Terrier)	65	HOB2-68
Dervish, Reaving (a.k.a. Prancing Pillager)	175	HOB6-119	Dracolich (a.k.a. Undead Dragon, Lich Dragon)	1000+	HOB2-68
Desert Beaver, Giant (a.k.a. Dune Dammer, Desert Chomper)	175	HOB3-65	Dracolisk (see Basilisk: Dracolisk)	2000	HOB1-49
Desert Gnoll (a.k.a. Caninus-Aridus)	35	HOB3-72	Dragon Turtle (a.k.a. Shelled Dragon)	10,000+	HOB8-35
Desert Tortoise, Screaming (a.k.a. Shell Shouter)	420	HOB7-33	Dragon, Ancient Albino Scoria (a.k.a. Lava Dragon, Magma Beast)	Variable	HOB2-69
Desmodian (a.k.a. Bat Men)	35	HOB2-56	Dragon, Black (a.k.a. Swamp Dragon, Acid Breather)	Variable	HOB2-77
Devee'ant, Nefarian: Devil Minion:	1400	HOB5-112	Dragon, Blue Horny-Ridged (a.k.a. Azure Beast, Cerulean Fiend)	Variable	HOB2-78
Devil Dawg, Nefarian: Other: (a.k.a. Caninus-Satanus)	420	HOB5-118	Dragon, Blue Spiny Backed, Blue Ridged (a.k.a. Desert Dragon)	Variable	HOB2-80
Devil Minion: Bone Devil, Nefarian: (a.k.a. Marrow Devil)	5000	HOB5-110	Dragon, Blue Spiny-Horned (a.k.a. Semi-Dragon, Lame Lizard)	1400	HOB2-79
Devil Minion: Dark Minion, Nefarian: (a.k.a. The Damned)	70	HOB5-111	Dragon, Brass (a.k.a. Babbie Dragon, Bore Dragon)	Variable	HOB2-81
Devil Minion: Dark Souldress, Nefarian:	1850	HOB5-112	Dragon, Bronze (a.k.a. Merc Dragon)	Variable	HOB2-81
Devil Minion: Devee'ant, Nefarian:	1400	HOB5-112	Dragon, Chromatic (Tiamat) (a.k.a. Queen of Evil Dragons)	100,000+	HOB2-83
Devil Minion: Hell Sentinel, Nefarian:	2000	HOB5-113	Dragon, Cloud: Salamartey (a.k.a. Sal, Merchant Dragon)	Variable	HOB2-85
Devil Minion: Hell Spawn, Nefarian:	4000	HOB5-113	Dragon, Cloud: Standard (a.k.a. Snob Dragon)	Variable	HOB2-84
Devil Minion: Horned Devil, Nefarian:	1400	HOB5-114	Dragon, Copper (a.k.a. Jester Dragon)	Variable	HOB2-85
Devil Minion: Ice Devil, Nefarian:	7000	HOB5-115	Dragon, Copper Slag-scaled (a.k.a. Doom Beast)	Variable	HOB2-86
Devil Minion: Lemure Devil, Nefarian:	130	HOB5-115	Dragon, Gold (a.k.a. Wise Dragon, Judgement Beast)	Variable	HOB2-86
Devil Minion: Pit Fiend, Nefarian:	16,000	HOB5-116	Dragon, Green (a.k.a. Forest Dragon, Gas Fiend)	Variable	HOB2-88
Devil Minion: Soul Broker, Nefarian: (a.k.a. Devil's Advocate)	5000	HOB5-116	Dragon, Mist (a.k.a. River Dragon, Moist Fiend)	Variable	HOB2-89
Devil Minion: Spiny Devil, Nefarian:	270	HOB5-117	Dragon, Mottled (a.k.a. Rainbow Dragon, Color Breather)	see entry	HOB2-90
Devil Royalty: Asmodeus, Nefarian:	1,000,000	HOB5-102	Dragon, Onyx (a.k.a. Glossy Black Fiend, Cheat Beast)	Variable	HOB2-91
Devil Royalty: Burgraad Baydylax, Nefarian:	30,000	HOB5-103	Dragon, Platinum (Bahamut) (a.k.a. King of Good Dragons)	100,000+	HOB2-92
Devil Royalty: De'Yin Vay, Nefarian:	28,000	HOB5-103	Dragon, Pseudo- (a.k.a. False Wyrmm)	420	HOB6-95
Devil Royalty: Duke Atan'Nyus, Nefarian:	32,000	HOB5-104	Dragon, Pseudo-Pseudo- (a.k.a. False Wyrmm Imposter)	425	HOB6-95
Devil Royalty: Duke Braax Mourgon, Nefarian:	35,000	HOB5-105	Dragon, Red (a.k.a. Fire Dragon, Flame Fiend)	Variable	HOB2-93
Devil Royalty: Evilynn, Nefarian:	20,000	HOB5-105	Dragon, Red Crested, Amber-Bellied (a.k.a. Caesar Beast)	Variable	HOB2-93
Devil Royalty: Harbinger, Nefarian:	29,000	HOB5-106	Dragon, Shadow (a.k.a. Dark Dragon, Nightmare Beast)	Variable	HOB2-94
Devil Royalty: Lord Gargruss Vlaadmaar, Nefarian:	40,000	HOB5-107	Dragon, Silver (a.k.a. Congenial Dragon, Argent Fiend)	Variable	HOB2-96
Devil Royalty: Malefane, Nefarian: (a.k.a. Lord of Flies, Baalzebub)	800,000	HOB5-107	Dragon, Slag-Scaled Titanium (a.k.a. Muck Rake Dragon)	Variable	HOB2-97
Devil Royalty: Mephistopheles, Nefarian:	49,000	HOB5-108	Dragon, Speckled (a.k.a. Mutt Dragon, Multi Beast)	Variable	HOB2-98
Devil Royalty: Saurgaas Baydylax, Nefarian:	30,000	HOB5-109	Dragon, Spiny (a.k.a. Pointy Dragon, Poke Fiend)	Variable	HOB2-99
Devil Royalty: Thraar, Nefarian:	42,000	HOB5-109	Dragon, Swack Iron (a.k.a. Slack Iron Dragon)	Variable	HOB2-100
Devil Royalty: Vorgaal'Lad, Nefarian:	75,000	HOB5-110	Dragon, Swack Iron Albino	Variable	HOB2-101
Devourer, Adult Intellect (a.k.a. Cranium-Consumus)	6000	HOB4-33	Dragon, Undead (see Dracolich)	1000+	HOB2-69
Devourer, Larva Intellect (a.k.a. Brain Worm)	650	HOB4-33	Dragon, White (a.k.a. Ice Dragon, Cold Beast)	Variable	HOB2-101
Devourer, Relic (a.k.a. Gray Wretcher)	25,000	HOB6-120	DragonFaerie (a.k.a. Sprite Dragon)	3000	HOB2-102
Devourer, Scroll (a.k.a. Book Worm)	7	HOB7-34	Dragonfish (a.k.a. Dire Flounder, Devil Scrod)	65	HOB2-103
Devouring, Portal of	3000	HOB6-90	Dragonfly, Giant (a.k.a. Odonata Maximus, Sheep Hawk)	650	HOB2-104
Diakk, Broad, Nefarian: Other: (a.k.a. Hell's Pelican)	2000	HOB5-118	DragonHorse (a.k.a. Air Steed, Equus-Lizard)	1400	HOB2-104
Diakk, Tall, Nefarian: Other: (a.k.a. Hades Crane)	1400	HOB5-119	DragonKomodo, Dire (a.k.a. Rabid Lizard)	650	HOB2-106
Digger, Dust (a.k.a. Aridus-Trapus, Sand Octopus)	275	HOB2-118	DragonKomodo, Giant (a.k.a. King Komodo)	2000	HOB2-106
Dimetrodon, Jurassic Creatures: (a.k.a. Sail-Backed Lizard)	120	HOB4-53	DragonKomodo, Standard (a.k.a. Jurassic Dragon)	420	HOB2-105
Diplodocus, Jurassic Creatures: (a.k.a. Bonehead Lizard)	16,000	HOB4-53	DragonLord (a.k.a. Spawn of the Wyrmm)	Variable	HOB2-106
Dire Aardvark (a.k.a. Attack Vark, Earth Pig)	175	HOB1-9	Dragonne (a.k.a. Lion Dragon)	2000	HOB2-107

Free Range Minotaur (a.k.a. Dungeon Mappers)	5000	HOB5-21	Giant Leech (a.k.a. Swollen Sucker)	15+	HOB4-78
Freshwater Jurynday (a.k.a. Boat Busters)	4000	HOB4-59	Giant Lightning Cockroach	270	HOB2-30
Frightmare, Nefarian: Other: (a.k.a. Evil Equine)	3600	HOB5-120	Giant Lizard (a.k.a. Large Lizards)	270	HOB4-88
Frog, Chain Reaction (a.k.a. Amphibious-Explodus)	175	HOB3-39	Giant Lobster, Crustacean: (a.k.a. Red Menace)	650	HOB2-44
Frog, Giant (a.k.a. Amphibious-Gigantus)	120+	HOB3-39	Giant Man-Eating Bullfrog (a.k.a. Man-Eater)	420	HOB1-100
Frog, Killer (a.k.a. Amphibious-Morte)	35	HOB3-39	Giant Manta Ray (a.k.a. Bat Fish)	90+	HOB6-118
Frog, Poisonous (a.k.a. Amphibious-Venomae)	65	HOB3-39	Giant Mink Skink (a.k.a. Skinkus-Coatus)	270	HOB7-70
Frog, Yellow (a.k.a. Banana Frogs, Tongue Ticklers)	7	HOB3-39	Giant Mongoose (a.k.a. Giant Snake Eater)	270	HOB5-38
Frost Giant (a.k.a. Giganticus-Frigidulum)	7000	HOB3-56	Giant Mottled Tick (a.k.a. Spotted Leech Fiend)	120+	HOB7-142
Frost Roc (a.k.a. Snow Roc)	10,000	HOB7-13	Giant Octopus (a.k.a. Molluscae-Nemolum)	2000	HOB6-19
Fungi, Violent (a.k.a. Fungus-Fightus)	420	HOB3-41	Giant Owl (a.k.a. Giant Hooter)	270	HOB6-49
Fungi, Violet (a.k.a. Fungus-Purpelum)	270	HOB3-42	Giant Pig (a.k.a. Gargantuan Snouter)	450	HOB6-71
Fungoid (a.k.a. Tumble Fungus, Rolling Rotball)	1400	HOB3-42	Giant Pike (a.k.a. Polearm Fish, Mondo Pike)	275	HOB6-73
Fungus Rot (Disease/Parasite) (a.k.a. Flesh-eating Mold)	0	HOB3-43	Giant Pink Skink (a.k.a. Skinkus Pansius)	65	HOB7-70
Furgis Kai, Flame Demon (see Nefarian: Demon Minion: Type VI)	17,000	HOB5-97	Giant Piranha (a.k.a. Gargantuan Razor Fish)	65	HOB6-75
Gagwallier (a.k.a. Dimension Demons)	660	HOB3-43	Giant Porcupine (a.k.a. Big Sticker)	120	HOB6-88
Galeb Duh (a.k.a. Mountain Men)	8-10,000	HOB3-44	Giant Rabbit (a.k.a. Hoppy)	35	HOB6-106
Galltrit Gremlin (a.k.a. Vampire Gremlin)	15	HOB3-103	Giant Ram (a.k.a. Big Horned Sheep)	270	HOB6-111
Gar' Rangeeze, Nefarian: Demon Royalty:	27,000	HOB5-80	Giant Rat (a.k.a. Really Big Rat)	9	HOB6-113
Gar, Giant (a.k.a. Barracuda Beast)	1300	HOB3-45	Giant Raven, Rook (a.k.a. Crow of Death)	175	HOB7-17
Gargoyle Lord (a.k.a. Gargoylus-Nobilitus)	1500	HOB3-46	Giant Red Urchin (a.k.a. Ruby Caltrop)	120	HOB8-47
Gargoyle, Common (a.k.a. Gargoylus-Proletarius)	420	HOB3-46	Giant Rhinoceros Beetle (a.k.a. Horned Thunder)	4000	HOB1-65
Gargoyle, Kapoacinch (a.k.a. Gargoylus-Aquaticus)	425	HOB3-46	Giant River Otter (a.k.a. Gargantuan Water Weasel)	175	HOB6-45
Gargruss Vlaadmaar, Nefarian: Devil Royalty: Lord	40,000	HOB5-107	Giant River Oyster (a.k.a. Fiend on a Half Shell)	125	HOB6-52
Gas Spore (a.k.a. Beholder Decoy)	120	HOB3-46	Giant Rot Grub (a.k.a. Larvae-Gargantulum)	15	HOB7-19
Gauth Beholder (a.k.a. Magic Eater)	4000	HOB1-70	Giant Sand Squid (a.k.a. Sinkhole Demon)	5000	HOB7-108
Gecko, Spry (a.k.a. Wily Lizard)	65	HOB7-106	Giant Scarab (a.k.a. Ra Bug)	120	HOB7-28
Gelatinous Cube (a.k.a. Dungeon Sweeper, Clarus Glutinum)	725	HOB3-48	Giant Scorpion (a.k.a. Gargantuan Poisoner)	650	HOB7-31
Gelatinous, Orifice Seeker: Seeping (a.k.a. G-Seekers)	15	HOB7-42	Giant Sea Otter (a.k.a. Huge Ocean Weasel)	270	HOB6-45
Gentry (see Men, Gentry)	15	HOB5-8-16	Giant Sea Oyster (a.k.a. Scallop Beast)	270	HOB6-52
Ghast (a.k.a. Corpse Diner)	650	HOB3-48	Giant Sea Snake (a.k.a. Ocean Viper)	4000+	HOB7-85
Ghast, Pseudo Undead: Pseudo- (a.k.a. Ghastman)	175	HOB6-95	Giant Sea Turtle (a.k.a. Sea Sissy)	5000	HOB8-36
Ghost (a.k.a. Sheet Being, Spiritus Umbra)	7000	HOB3-49	Giant Seahorse (a.k.a. Wet Mount)	65+	HOB7-38
Ghoul, Common (a.k.a. Flesh Eater)	175	HOB3-50	Giant Shark (see Shark, Megalodon)	5000	HOB7-51
Ghoul, Lacedon (a.k.a. Aquatic Flesh Eater)	175	HOB3-50	Giant Sheep (a.k.a. Big Bah)	120	HOB7-53
Ghoul, Pseudo Undead: Pseudo- (a.k.a. Ghoulman)	125	HOB6-95	Giant Short-Winged Cockroach (a.k.a. Stump Roach)	270	HOB2-30
Ghoul, Roaring (a.k.a. Breath of Death)	975	HOB7-10	Giant Shrew Mouse (a.k.a. Rodentia-Gargantuan)	2	HOB7-58
Ghoul, Sheet Undead: (a.k.a. Blanket Zombie)	420	HOB7-54	Giant Silver Urchin (a.k.a. Spine King)	420	HOB8-48
Ghoul, Thought (a.k.a. Synap Sucker)	270	HOB7-138	Giant Skeleton (a.k.a. Slim)	975	HOB7-65
Giant Alligator	16,000	HOB1-14	Giant Skunk (a.k.a. Stench Kitty)	270	HOB7-73
Giant Ameoba	7,000	HOB1-15	Giant Slithering Tongue	5000	HOB8-14
Giant Ant	35+	HOB1-19	Giant Slug (a.k.a. Doom Snail)	5000	HOB7-83
Giant Ant Lion	575+	HOB1-20	Giant Snapping Turtle (a.k.a. Shell of Doom)	1400	HOB8-36
Giant Arboreal Land Squid (a.k.a. Monkey Squid)	2000	HOB7-108	Giant Snow Squid (a.k.a. Floe Fiend)	5000	HOB7-108
Giant Artillery Beetle (a.k.a. Cannon Bug)	270	HOB1-62	Giant Soldier Bee	270	HOB1-61
Giant Badger	65	HOB1-43	Giant Solifugid (a.k.a. Sun Spiders)	450	HOB7-91
Giant Bat (a.k.a. Mo'mobot)	420	HOB1-52	Giant Solitary Wasp (a.k.a. Death Wasp)	150+	HOB7-92
Giant Beaver	270	HOB1-60	Giant Spider (a.k.a. Webby)	420	HOB7-97
Giant Black Squirrel (a.k.a. Dire Squirrel)	35	HOB7-109	Giant Squid: Common (a.k.a. Arm Beast)	5000	HOB7-108
Giant Black Urchin (a.k.a. Spike)	35	HOB8-47	Giant Stag (a.k.a. Hunter's Bane)	420	HOB7-110
Giant Blood Worm (a.k.a. Garganticus-Leechicus)	360	HOB8-98	Giant Stag Beetle	975	HOB1-65
Giant Boar (a.k.a. Elothere)	420	HOB1-84	Giant Sundew (a.k.a. Stick Bush)	1400	HOB7-121
Giant Bombardier Beetle (a.k.a. Bomb Bug)	120	HOB1-62	Giant Tavern Lice (a.k.a. Canine-mandibled Lice)	1	HOB7-132
Giant Boring Beetle (a.k.a. Digging Beetle)	175	HOB1-65	Giant Toad (a.k.a. Amphibius-Kermitus)	120	HOB8-12
Giant Bullfrog (a.k.a. Giant Croaker)	270	HOB1-100	Giant Trapdoor Spider (a.k.a. Arachnidis-Surprisus)	975	HOB7-97
Giant Bumblebee (see Bee, Giant Bumblebee)	420	HOB1-61	Giant Troll (a.k.a. Giganticus-Jolligreenus)	1400	HOB8-26
Giant Canker Worm (a.k.a. Moth Larva)	250	HOB8-98	Giant Two-Headed Troll (a.k.a. Double-headed Regen)	3000	HOB8-26
Giant Carnivorous Cockroach	420	HOB2-28	Giant Venomous Snake (a.k.a. Reptilius-Bigfangus)	420+	HOB7-85
Giant Catfish	975	HOB2-9	Giant Virulentent (a.k.a. Amoebus-Nyquillum)	3000	HOB8-66
Giant Centipede	35	HOB2-17	Giant Vulture (a.k.a. Largus-Creepus-Birdum)	120	HOB8-69
Giant Clink Skink (a.k.a. Skinkus-Ferris)	1400	HOB7-70	Giant Walking Stick (a.k.a. Club Bug)	15	HOB8-72
Giant Coconut Toad (a.k.a. Palm Frog)	65	HOB8-13	Giant Walrus (see Walrus, Wretched)	3000	HOB8-72
Giant Common Tick (a.k.a. Parasitus-Giganticus)	65+	HOB7-142	Giant Wasp (a.k.a. Gargantuan Sting Fiend)	270	HOB8-75
Giant Constrictor Snake (a.k.a. Gargantuan Squeezer)	175+	HOB7-84	Giant Water Beetle (a.k.a. Wet Walker)	120	HOB1-65
Giant Crab, Crustacean: (a.k.a. Pincher)	65	HOB2-44	Giant Weasel (a.k.a. Coatchucks)	125	HOB8-77
Giant Crayfish, Crustacean: (a.k.a. Big Crawdad)	175	HOB2-44	Giant Whale (a.k.a. Overly Large)	8000+	HOB8-83
Giant Crocodile (a.k.a. King Croc)	1400	HOB2-40	Giant Whip Scorpion (a.k.a. Uropygus)	175	HOB8-84
Giant Desert Beaver (a.k.a. Dune Dammer, Desert Chomper)	175	HOB3-50	Giant Wolverine (a.k.a. Clawed Killer)	420	HOB8-93
Giant Dire Cockroach	120	HOB2-29	Giant Worker Bee	175	HOB1-61
Giant Dragonfly (a.k.a. Odonata Maximus, Sheep Hawk)	650	HOB2-104	Giant Yellow Urchin (a.k.a. Quill Queen)	275	HOB8-48
Giant DragonKomodo (a.k.a. King Komodo)	2000	HOB2-106	Giant Zombie (a.k.a. Big Dead)	975	HOB8-122
Giant Drink Skink (a.k.a. Skinkus-Drownus)	120	HOB7-70	Giant, Cloud (a.k.a. Giganticus-Cumulus)	10,000	HOB3-65
Giant Eagle	420	HOB2-125	Giant, Firbolg (a.k.a. Giganticus-Bombasticus)	8000+	HOB3-52
Giant Eel (a.k.a. Big Watersnake)	175	HOB2-126	Giant, Fire (a.k.a. Giganticus-Vulcanus)	8000	HOB3-53
Giant Fire Beetle (a.k.a. Glow Bug)	35	HOB1-65	Giant, Fog (a.k.a. Giganticus-Obscurus)	5000	HOB3-54
Giant Frog (a.k.a. Amphibious-Gigantus)	120+	HOB3-39	Giant, Fomorian (a.k.a. Giganticus-Deformicus)	6000	HOB3-55
Giant Gar (a.k.a. Barracuda Beast)	1300	HOB3-46	Giant, Frost (a.k.a. Giganticus-Frigidulum)	7000	HOB3-56
Giant Goat (a.k.a. Big ol' Billy)	270	HOB3-80	Giant, Gorge (a.k.a. Giganticus-Victorious)	8,000+	HOB3-56
Giant Green Urchin (a.k.a. Emerald Burr)	65	HOB8-47	Giant, Hill (a.k.a. Giganticus-Imbecilus)	3000	HOB3-58
Giant Groin Tick (a.k.a. Crotch Crab)	120+	HOB7-142	Giant, Mist (a.k.a. Giganticus-Indistinctus)	4000	HOB3-58
Giant Hair Lipped Cockroach	120	HOB2-29	Giant, Mountain (a.k.a. Giganticus-Obnoxiousae)	7000	HOB3-59
Giant Harvester Termite, King (a.k.a. Lord Bite)	650	HOB7-134	Giant, Prairie (a.k.a. Giganticus-Agriculturus)	5000	HOB3-60
Giant Harvester Termite, Queen (a.k.a. Nasty Nibbler)	1400	HOB7-134	Giant, Scorn (a.k.a. Giganticus-Furioso)	4000	HOB3-61
Giant Harvester Termite, Soldier (a.k.a. Big Burl-biter)	65	HOB7-134	Giant, Stone (a.k.a. Giganticus-Igneous)	7000	HOB3-62
Giant Harvester Termite, Worker (Termentite)	35	HOB7-134	Giant, Storm (a.k.a. Giganticus-Thunderus)	14,000+	HOB3-62
Giant Hedgehawg (a.k.a. Dimsdale)	270	HOB3-123	Giant, Verbeeg (a.k.a. Giganticus-Behemothus)	650	HOB3-63
Giant Hornet (a.k.a. Insectivus-Mondolum)	270	HOB4-16	Giberber, Marsh (a.k.a. Marsh Mumbler)	170	HOB4-122
Giant HorseFly (a.k.a. Big Bug, Offal Eater)	370	HOB3-39	Gibbering Goblin (a.k.a. Homogoblinus-Confusus)	420	HOB3-81
Giant Hyena (a.k.a. Hyenadon)	175	HOB4-23	Gibbering Moulder (a.k.a. Many-Mawed Amoeba)	420	HOB3-64
Giant Jelly-Banded Newt (a.k.a. Gargantuan Ooze Newt)	15	HOB6-9	Gibbering Orc Lord (a.k.a. Babbling Orc)	270	HOB6-36
Giant Jellyfish (a.k.a. Sting King)	270	HOB4-46	Gibbon (a.k.a. Primatus-Gentume)	15	HOB3-66
Giant Kangaroo Flea (a.k.a. Bouncing Blood-sucker)	35	HOB4-61	Gilly, Purple (a.k.a. Inhibition Bulb, Love Bloom)	35	HOB6-100
Giant Lamprey (a.k.a. Large Lake Eel)	420	HOB4-73	Ginger Moth (a.k.a. Fairy Mount)	35	HOB5-49
Giant Land Squid (a.k.a. Castle Crusher)	5000	HOB7-108	Githyanki (a.k.a. Flayer Slayers)	1+	HOB3-66
Giant Land Urchin (a.k.a. Urchinus-Kooshballus)	275	HOB8-48	Githzerai (a.k.a. Children of Dai Viz)	1+	HOB3-67

Glamour Troll (a.k.a. Civilized Troll)	1400	HOB8-26	Grendel (a.k.a. The Grendel)	11,000	HOB3-103
Glitter Fairy, Carnivorous (a.k.a. Prissy Fairy)	65	HOB3-26	Grey Elf (a.k.a. Noble Elf)	420	HOB3-12
Gloomwing (a.k.a. Carnivorous Moth)	65	HOB3-69	Grey Ghost Parrot (a.k.a. Polly-Who-Hath-No-Cracker)	270	HOB6-59
Glow Worm (a.k.a. Lantern Caterpillar, Torch Bug)	7	HOB3-70	GriParkus, Blind Demon (see Nefarian: Demon Minion: Type VII)	14,000	HOB5-98
Gnarl-rons (a.k.a. Gnoll Masters)	120	HOB3-71	Grieving Herald (a.k.a. Omen Spirit, Warning Ghost)	420	HOB3-104
Gnoll, Desert (a.k.a. Caninus-Aridus)	35	HOB3-71	Griffon (a.k.a. Avian-Leonus, Lion Bird)	650	HOB3-105
Gnoll, Headhunter (a.k.a. Jungle Dawg)	35	HOB3-72	Grig (a.k.a. Grasshopper Sprites)	65	HOB3-105
Gnoll, Standard (a.k.a. Dawg Face)	65+	HOB3-72	Grig Sprite (a.k.a. Weed Sprite)	65	HOB7-105
Gnome Titans	65+	HOB3-72	Grim (a.k.a. Ferius Malum, Evilbane)	1400	HOB3-106
Gnome, Common	65+	HOB3-74	Grimlock (a.k.a. Blind Berserkers)	65+	HOB3-107
Gnome, Feral (a.k.a. Wild Gnome)	120	HOB3-74	Grippli (a.k.a. Amphibius-Adhesivus)	65	HOB3-108
Gnome, Forest (a.k.a. Tree Gnome)	120	HOB3-74	Gristle Golem (a.k.a. Ligament Laborer, Lipid Lackey)	8000	HOB3-86
Gnome, Svirfneblin (a.k.a. Cave or Deep Gnome)	420	HOB3-74	Grizzled Bankrass (a.k.a. Charging Copperhead)	650	HOB3-109
Gnome, Tinker (a.k.a. Inventor Gnome)	65	HOB3-74	Grizzly Bear	420	HOB1-55
Gnomeling (a.k.a. Half-Gnome)	15	HOB3-74	Grizzly Squirrel (a.k.a. Fearsome Fanged Nut Fiend)	35	HOB3-110
Gnomish Doom Lord (a.k.a. Gnomae-Muscularum)	2000+	HOB3-79	Groin Leech (a.k.a. Crotch Latcher)	15	HOB4-79
Goat, Common (a.k.a. Ol' Billy Goat)	35	HOB3-79	Groin Tick, Giant (a.k.a. Crotch Crab)	120+	HOB7-142
Goat, Giant (a.k.a. Big ol' Billy)	270	HOB3-80	Growler, Predacious	650	HOB6-92
Goat, Lycanthrope: Were- (a.k.a. Lupinus-Billyum)	270	HOB4-104	Grub, Candy-Striped Rot (a.k.a. Mint Maggot)	1	HOB7-19
Goblin Shark (a.k.a. Goblins-Fishus)	1400	HOB7-51	Grub, Carrion	20	HOB1-107
Goblin, Common (a.k.a. Homogoblinus)	15+	HOB3-80	Grub, Common Rot (a.k.a. Death Maggot)	1	HOB7-19
Goblin, Gibbering (a.k.a. Homogoblinus-Confusus)	420	HOB3-81	Grub, Giant Rot (a.k.a. Larvae-Gargantulum)	15	HOB7-19
Goblin, Greater Slob- (a.k.a. Slobbies)	120	HOB7-81	Grub, Sewer (a.k.a. Outhouse Larva)	1	HOB7-46
Goblin, Lesser Slob- (a.k.a. Hominid-Grouchus)	35	HOB7-81	Grugach, Elf, Grunge: (a.k.a. Wild Elf)	175	HOB3-14
Gold Bane (a.k.a. Coin Chompers, Money Munchers)	125	HOB3-81	Grunge Elf: Grel Clerics (a.k.a. Arunya's Elves)	975	HOB3-14
Gold Dragon (a.k.a. Wise Dragon, Judgement Beast)	Variable	HOB2-88	Grunge Elf: Grel Mages (a.k.a. Overlord Grel)	975	HOB3-14
Goldbug Beetle (a.k.a. Coin Bug)	65	HOB1-65	Grunge Elf: Grugach (a.k.a. Wild Elf)	175	HOB3-14
Golem Master (a.k.a. Re-Animator Mage)	2000+	HOB3-82	Grunge Elf: Hunter Grel (a.k.a. Shadow Hunter)	420	HOB3-14
Golem, Blood (a.k.a. Corpuscule Clone, Vascular Vassal)	925	HOB3-88	Grynurian Monk (a.k.a. Simius-Baculum)	65	HOB3-110
Golem, Clay (a.k.a. Plasticene Pawn)	5000	HOB3-84	Guardian Daemon, Nefarian: Daemon Minion:	1400	HOB5-68
Golem, Flesh (a.k.a. Skin Slave, Dermis Dummy)	2000	HOB3-84	Guardian Familiar (a.k.a. Felinus-Ferocious)	2000	HOB3-111
Golem, Gristle (a.k.a. Ligament Laborer, Lipid Lackey)	8000	HOB3-85	Guardian Golem (a.k.a. Column Golem, Stone Sedusa)	420	HOB3-87
Golem, Guardian (a.k.a. Column Golem, Stone Sedusa)	420	HOB3-86	Guardian Naga (a.k.a. Good Snake)	7000	HOB5-60
Golem, Iron (a.k.a. Scrap Servant)	14,000	HOB3-87	Guardian Spirit (a.k.a. Ethereal Attendant)	4000	HOB3-112
Golem, Muck (a.k.a. Mud-puppet)	650	HOB3-87	Guardian, Stone (a.k.a. Rock Watcher)	650	HOB7-114
Golem, Muck, Diseased (a.k.a. Pox-puppet)	975	HOB3-89	Gully Dwarf (a.k.a. Dirty Dwarf)	270	HOB2-122
Golem, Puppet (a.k.a. Marionette Man)	120	HOB3-89	Gummy Fiend (a.k.a. Sugar Slug)	2000	HOB3-113
Golem, Stone (a.k.a. Mineral Minion)	8000	HOB3-90	Gut Waller (a.k.a. Bloody-evil Beast)	100+	HOB3-114
Golem, Tin (see Tin Soldier)	420	HOB8-10	Gut Waller Serpent (a.k.a. Nefarian Hiss)	270+	HOB3-115
Goo, Amber (a.k.a. Truth Ooze)	0	HOB3-91	Gutter Troll (a.k.a. Filth Troll)	1400	HOB8-26
Gopher, Sewer (a.k.a. Refuse Rat, Sewage Mole)	175	HOB3-92	Gutter Troll, Crested (a.k.a. Lower Fin Troll)	3000+	HOB8-23
Gorangan	270	HOB3-93	Gutter Worm, Spiny (a.k.a. Kabob Fiend)	2000	HOB8-96
Gore Monger, Insatiable (a.k.a. Carrion Consumer)	1400	HOB3-93	Guzzler, Blood (a.k.a. Ripper, Spine Breaker)	8000	HOB1-81
Gorecupine (a.k.a. Bolt-blast, Needler)	650	HOB3-94	Gynosphinx (see Sphinx, Gynosphinx)	3000	HOB7-95
Goregon (a.k.a. Bashing Bovine)	1400	HOB3-95	Gypsy (see Men, Gypsy)	15+	HOB5-8-16
Gorgan'Mar (see Nefarian: Devil Royalty: Asmodeus)	1,000,000	HOB5-102	Hag, Green (a.k.a. Water Witch)	2000	HOB3-116
Gorge Fairy (a.k.a. Crevice Fairy)	35	HOB3-28	Hag, Night (a.k.a. Dusk Witch)	1400	HOB6-11
Gorge Giant (a.k.a. Giganticus-Victorious)	8,000+	HOB3-58	Hag, Sea (a.k.a. Seaweed Sorceress)	4000	HOB3-116
Gorger, Dire (a.k.a. Golden gasher)	3000	HOB3-96	Hair Lipped Cockroach, Giant	120	HOB2-29
Gorgimera (see Chimera: Gorgimera)	6000	HOB2-22	Hairfoot Halfling	35	HOB3-118
Gorgon (see Medusa) (a.k.a. Stone Cold Sisters)	40,000	HOB4-127	Half Elf (a.k.a. Demi-Elf)	120	HOB3-17
Gorilla (see Ape, Gorilla)	175	HOB1-26	Half-Breed Yuan-Ti (a.k.a. Snake Boy)	25	HOB8-115
Gorizla (a.k.a. Ursa-Primatus)	270	HOB3-96	Half-Drow (a.k.a. Drowish Elf)	65	HOB2-113
Gorpin (a.k.a. Land Porpoise, terra-Fin)	180	HOB3-97	Half-Ogre (a.k.a. Half-Human)	270	HOB6-20
Gouger, Cave (a.k.a. Subterranean Slasher)	150	HOB3-98	Half-Orc (a.k.a. Half Breed)	1+	HOB6-36
Gouger, Dark (a.k.a. Aspen Assassin)	175	HOB3-99	Halfling, Hairfoot	35	HOB3-116
Gouger, Fanged (a.k.a. Bloody Biter)	275	HOB3-99	Halfling, Stout	35	HOB3-118
Gouger, Great (a.k.a. Robust Reaper)	420	HOB3-99	Halfling, Tallfellow	35	HOB3-118
Graagyn, Nefarian: Demon Royalty:	43,000	HOB5-80	Halfling, Thug	35	HOB3-118
Grabber, Attention (a.k.a. Distractor, Imp of Irritation)	270	HOB1-35	Hammerhead Bulette (a.k.a. Battering Ram Shark)	4000	HOB1-97
Grappler, Jaundiced (a.k.a. Gauntlet Grabber, Palm Tyrant)	1400	HOB4-43	Hangman Tree (a.k.a. Noose Oak, Kudzu Killer)	4000+	HOB3-118
Grappler, Throat (a.k.a. Tonsil Tickler)	65	HOB7-140	Harbinger, Nefarian: Devil Royalty:	29,000	HOB5-106
Grappling Thrasher (a.k.a. Pond Scum Pounders)	980	HOB3-99	Harpy	975	HOB3-120
Grave Scrounger (a.k.a. Tomb Jacker, Crypt Criminal)	175	HOB3-101	Harvester, Death (a.k.a. Death, Grim Reaper)	10,000	HOB2-52
Gray Ooze (a.k.a. Mildew Monster)	270	HOB6-30	Harvester, Doom (a.k.a. Soul Reaper, Shadow of the Gawds)	1400	HOB2-62
Gray Slaad (a.k.a. Executioner)	8500	HOB7-74	Haunt (a.k.a. Restless Spirit)	2000	HOB3-121
Grease Jelly (a.k.a. Lard Beast)	650	HOB4-44	Hawg, War- (a.k.a. Orkin Battle Boar)	270	HOB8-73
Great Gouger (a.k.a. Robust Reaper)	420	HOB3-99	Hawk, Blood	35	HOB1-82
Great Horned Owlbear (a.k.a. Barn Nightmare)	1100	HOB6-50	Hawk, Large (see Bird, general: Hawk, Large)	65	HOB1-76
Great Horned She-Satyr (a.k.a. Sylvan Shrew)	2000	HOB7-27	Hawk/Eagle Zoolem (a.k.a. Stone Bird)	650	HOB8-126
Great Lucid Impeder (a.k.a. Dungeon Clot)	4200	HOB4-28	Headhunter Gnoll (a.k.a. Jungle Dawg)	35	HOB3-72
Great Red Marauding Beaver (a.k.a. Red Marauders)	650	HOB1-60	Headlong Vampire (a.k.a. Vampirus-Massengilus)	420	HOB8-53
Great-Horned Lamia (a.k.a. Caribou Barbie)	3500	HOB4-71	Heckler, Invisible	2000	HOB4-34
Greater Basilisk	7,000	HOB1-49	Hectorgal, Sons of Dread (see Nefarian: Demon Minion: Type VIII)	17,000	HOB5-99
Greater Brownie (a.k.a. Basement Fairy, Killmoulis)	35	HOB1-93	HedgeHawg, Giant (a.k.a. Dimsdale)	270	HOB3-122
Greater Bugbear (a.k.a. Giant Hairy Goblin)	2000	HOB1-96	HedgeHawg, Vorpal-Clawed (a.k.a. Sharpies)	420	HOB3-123
Greater Humanimals (a.k.a. Beastlings)	650	HOB4-20	Hedgerow Lunger (a.k.a. Path Fiend)	650	HOB4-98
Greater Kobold (a.k.a. Kobold Captain)	15+	HOB4-65	Hedley Kow (a.k.a. Dapplecattle)	420	HOB3-123
Greater Lammasu (a.k.a. Winged Sphinx)	4000	HOB4-72	Heel Borer (a.k.a. Boot Buster)	120	HOB3-123
Greater Medusa (a.k.a. Sister of Gorgon)	4000	HOB4-127	Hell Pig (see Vile Thunder Beast)	650	HOB8-65
Greater Mossback Sloth (a.k.a. Clawed Ape)	420	HOB7-82	Hell Scorpion (a.k.a. Scorp-Demon)	975	HOB7-31
Greater Pegasus (a.k.a. Supreme Soaring Steed)	650	HOB6-60	Hell Sentinel, Nefarian: Devil Minion:	2000	HOB5-113
Greater Periodic Elemental (a.k.a. Maximus Neutronis)	14,000	HOB3-9	Hell Spawn, Nefarian: Devil Minion:	4000	HOB5-113
Greater Seawolf	1400	HOB7-39	HellCat, Nefarian: Other: (a.k.a. Pit Feline)	1400	HOB5-121
Greater Shedü (a.k.a. Equus-gawdus)	15,000	HOB7-52	Hellephant, Nefarian: Other: (a.k.a. Malevolent Mastodon)	15,000	HOB5-122
Greater Slobgoblin (a.k.a. Slobbies)	120	HOB7-81	HellGoat, Nefarian: Other: (a.k.a. Nefaric Herd Beast)	375	HOB5-123
Green Dragon (a.k.a. Forest Dragon, Gas Fiend)	Variable	HOB2-89	HellHound, Nefarian: Other: (a.k.a. Caninus-Malicious)	420+	HOB5-123
Green Hag (a.k.a. Water Witch)	2000	HOB3-116	HellSpider, Nefarian: Other: (a.k.a. Flint Spider)	130	HOB5-124
Green Slaad (a.k.a. Bomber)	5000	HOB7-74	Herald, Grieving (a.k.a. Omen Spirit, Warning Ghost)	420	HOB3-105
Green Slime (a.k.a. Dungeon Algae)	35	HOB7-78	Herd Animals (a.k.a. Common Critters)	35+	HOB3-124
Grel Clerics, Elf, Grunge: (a.k.a. Arunya's Elves)	975	HOB3-14	Hermit (see Men, Hermit)	15	HOB5-8-16
Grel Mages, Elf, Grunge: (a.k.a. Overlord Grel)	975	HOB3-14	Heway Snake (a.k.a. About 15 lbs.)	175+	HOB7-84
Grel, Shadow, Elf, Grunge: (a.k.a. Grel Assassin)	830	HOB3-14	Hexahedrone, Modron: (a.k.a. Delta Modron)	270	HOB5-26
Gremlin (a.k.a. Sabotage Sprite)	650	HOB3-102	Hexaton, Modron: (Hierarch Modron)	21,000	HOB5-32
Gremlin, Galltrit (a.k.a. Vampire Gremlin)	15	HOB3-102	Hieracosphinx (see Sphinx, Hieracosphinx)	1400	HOB7-95

Megalodon Shark (a.k.a. Giant Shark)	5000	HOB7-51	Mold, Russet (a.k.a. Cherry Mold)	35	HOB5-36
Memory Moss (a.k.a. Oblivix, Mind Moss)	35	HOB5-47	Mold, Yellow (a.k.a. Banana Mold)	65	HOB5-36
Men, Aborigine/Caveman (a.k.a. Human, Homo sapien)	15+	HOB5-8-16	Mole Man (a.k.a. Hansius-sapien)	15	HOB5-36
Men, Adventurer (a.k.a. Human, Homo sapien)	Variable	HOB5-8-16	Mole, Brain (a.k.a. Mind Mole)	35	HOB1-93
Men, Apprentice (a.k.a. Human, Homo sapien)	7+	HOB5-8-16	Mongoose, Common (a.k.a. Snake Eater)	15	HOB5-37
Men, Bandit/Brigand (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Mongoose, Giant (a.k.a. Giant Snake Eater)	270	HOB5-38
Men, Bard/Street (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Mongoose, King (a.k.a. Wyrm Eater)	12,000	HOB5-38
Men, Beggars (a.k.a. Human, Homo sapien)	7	HOB5-8	Monk, Fire- (a.k.a. Flamin' Monkeys)	75	HOB3-32
Men, Berserker/Dervish (a.k.a. Human, Homo sapien)	65	HOB5-8-16	Monk, Grynurian (a.k.a. Simius-Baculum)	65	HOB3-111
Men, Caravan Guard (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Monkey, Blind (a.k.a. Unseeing Primate)	120	HOB5-38
Men, Cavalry (a.k.a. Human, Homo sapien)	15+	HOB5-8-16	Monkey, Flying (a.k.a. Soaring Simian)	35	HOB5-39
Men, Cleric (a.k.a. Human, Homo sapien)	Variable	HOB5-8-16	Monkey, Ice (a.k.a. Permafrost Primate)	35	HOB5-39
Men, Farmer, Burlly (a.k.a. Human, Homo sapien)	15+	HOB5-8-16	Monkey, Musk (a.k.a. Stench Simian)	35	HOB5-40
Men, Farmer/Herder (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Monkey, Poison (a.k.a. Venomous Primate)	420	HOB5-41
Men, Gentry (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Monkey, Six Ribbed Skink (a.k.a. Lizard Chimp)	65	HOB5-41
Men, Gypsy (a.k.a. Human, Homo sapien)	15+	HOB5-8-16	Monkey, Skithering Yith- (a.k.a. Primatus-Magi)	120+	HOB7-71
Men, Hermit (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Monoceros (a.k.a. Unicorn)	375	HOB5-42
Men, Knight (a.k.a. Human, Homo sapien)	Variable	HOB5-8-16	Monster Skeleton (a.k.a. Stretch)	650	HOB7-65
Men, Magic-User (a.k.a. Human, Homo sapien)	Variable	HOB5-8-16	Monster Zombie (a.k.a. Corpus-Abominatus)	650	HOB8-124
Men, Mercenary (a.k.a. Human, Homo sapien)	35	HOB5-8-16	Monster, Common Rust (a.k.a. Oxidizus-Maximus)	270	HOB7-21
Men, Merchant Sailor/Fisherman (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Monster, Magnetic Rust (a.k.a. Oxidizus-Polelum)	420	HOB7-21
Men, Merchant, Dishonest (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Monster, Sea (a.k.a. Map Fiend)	90,000	HOB7-36
Men, Merchant/Trader (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Monster, Su- (a.k.a. Synap Chimp)	650	HOB7-119
Men, Middle Class Citizen (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Moon Dawg (a.k.a. Good Dawg)	9000	HOB5-42
Men, Partisan (a.k.a. Human, Homo sapien)	35	HOB5-8-16	Moose, War (a.k.a. Antlers of War)	175	HOB5-43
Men, Peasant/Serf (a.k.a. Human, Homo sapien)	7	HOB5-8-16	Moray, Cave (a.k.a. Blood Slugs)	300	HOB2-14
Men, Pilgrim (a.k.a. Human, Homo sapien)	7	HOB5-8-16	Morgue Prowler (a.k.a. Body Snatcher)	1400+	HOB5-44
Men, Pirate/Buccaneer (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Morkoth (a.k.a. Wraith of the Deep)	1400	HOB5-44
Men, Police/Constable (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Morlog (a.k.a. Generic Hordling)	15	HOB5-45
Men, Prostitute (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Mortal Doombat (a.k.a. Screamin' Flyin' Rats)	420	HOB2-62
Men, Sailor (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Mosquito, Ravenous (a.k.a. Cannibal Bug)	1	HOB5-46
Men, Servant/Torch Bearer (a.k.a. Human, Homo sapien)	7	HOB5-8-16	Moss, Memory (a.k.a. Oblivix, Mind Moss)	35	HOB5-47
Men, Slaver (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Moss, Shimmer (a.k.a. Sparkle Schmutz)	7	HOB5-47
Men, Soldier (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Mossback Sloth, Greater (a.k.a. Clawed Ape)	420	HOB7-82
Men, Thief/Thug (a.k.a. Human, Homo sapien)	variable	HOB5-8-16	Moth, Camp (a.k.a. Torch Moth, Odor Moth)	7	HOB1-104
Men, Tradesman/Craftsman (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Moth, Ginger (a.k.a. Fairy Mount)	35	HOB5-48
Men, Trapper/Woodsman (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Mottled Dragon (a.k.a. Rainbow Dragon, Color Breather)	see entry	HOB2-91
Men, Tribesman (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Mound, Hulking (a.k.a. Swamp Dawg, Mound Mount)	5000	HOB4-19
Men, Viking (a.k.a. Human, Homo sapien)	15+	HOB5-8-16	Mound, Shambling (a.k.a. Coniferus-Suffocatus)	6000+	HOB7-49
Men, Waitress/Wench (a.k.a. Human, Homo sapien)	15	HOB5-8-16	Mound, Straw (a.k.a. Farm Fiend)	125+	HOB7-117
Men, Wild men (a.k.a. Human, Homo sapien)	15+	HOB5-8-16	Mound, Woolly (a.k.a. Poacher's Bane)	650	HOB8-96
Mephistopheles, Nefarian: Devil Royalty:	49,000	HOB5-108	Mountain Dwarf (a.k.a. True Dwarf)	270	HOB2-120
Mer-Folk: Mermaid (a.k.a. Aquasapien-splashus)	65+	HOB5-8-16	Mountain Giant (a.k.a. Giganticus-Obnoxiousae)	7000	HOB3-60
Mer-Folk: Merman (a.k.a. Aquasapien)	65+	HOB5-16	Mouse, Common Shrew (a.k.a. Rodentia-Minisculus)	1	HOB7-58
Mer-Folk: MerShaman (a.k.a. Aquasapien-clericus)	420	HOB5-16	Mouse, Giant Shrew (a.k.a. Rodentia-Gargantuan)	2	HOB7-58
Mercenary (see Men, Mercenary)	35	HOB5-8-16	Mouth, Magic Mocking (a.k.a. Trash Tongue)	120	HOB4-112
Merchant Sailor/Fisherman (see Men, Merchant Sailor/Fisherman)	15	HOB5-8-16	Mouth, Magic, Common (a.k.a. Orificus-Disembodilum)	120	HOB4-111
Merchant, Arcane	3,000	HOB1-29	Mouth, Rogue Magic (a.k.a. Orificus-Alonus)	120	HOB4-111
Merchant, Dishonest (see Men, Merchant, Dishonest)	15	HOB5-8-16	Mouth, Sassy Magic (a.k.a. Orificus-Insultus)	120	HOB4-111
Merchant/Trader (see Men, Merchant/Trader)	15	HOB5-8-16	Mother, Gibbering (a.k.a. Many-Mawed Amoeba)	420	HOB3-66
Merga Troll (a.k.a. Civilized Troll)	4000	HOB8-29	Muck Golem (a.k.a. Mud-puppet)	650	HOB3-89
MezzoDaemon, Nefarian: Daemon Minion:	8000	HOB5-69	Muck Golem, Diseased (a.k.a. Pox-puppet)	975	HOB3-89
Mimera (see Chimera: Mimera)	6000	HOB2 - 22	Muck Leech, Level-Draining (a.k.a. Ghoule Leech)	35	HOB4-79
Mimic, Animal (a.k.a. Mimical)	175+	HOB5-16	Muck Leech, Luck-Draining (a.k.a. Craps Leech)	7	HOB4-79
Mimic, Common (a.k.a. Furniture Mimic)	975+	HOB5-18	Muck Troll (a.k.a. Mud Troll)	975	HOB8-29
Mimic, Killer (a.k.a. Death Chest)	2000+	HOB5-19	Muckdweller (a.k.a. Swamp Kobolds)	7	HOB5-49
Mimic, Mineral (a.k.a. Ore Mimic)	65+	HOB5-18	Mud Man (a.k.a. Homonidus-Limus)	35	HOB5-49
Mimic, Tasty Beverage (a.k.a. Drink of Doom)	120	HOB5-18	Mugger, Marble (a.k.a. Tunnel Thugs)	35	HOB4-119
Mimic, Vegetable (a.k.a. Plant Mimic)	35	HOB5-19	Mugger, Sinewy (a.k.a. Branch Strangler)	65	HOB7-62
Mimic, Were- (a.k.a. Copythrope)	Variable	HOB8-82	Mugglawump (a.k.a. Swamp Thump)	420	HOB5-50
Mind Flayer: Arcane (a.k.a. Illithid Illusionist)	9000	HOB5-18	Mule (see Beast of Burden: Mule)	65	HOB1-57
Mind Flayer: Psionic (a.k.a. Illithid)	7000	HOB5-20	Mulo Vampire (a.k.a. Vlokoslak)	8000	HOB8-55
Minions, Death's (a.k.a. Reapers-in-training)	120	HOB2-54	Mummy, Adherer (a.k.a. Homosapien-Adhesivus)	400	HOB5-51
Minotaur Lizard (a.k.a. Maze Monitors)	650	HOB4-88	Mummy, Fetid (a.k.a. Stink Mummy)	420	HOB5-54
Minotaur, Ami-Dugis Grove (a.k.a. Grove Guardians)	2000	HOB5-20	Mummy, Follower (a.k.a. Sheep Mummy)	3000	HOB5-51
Minotaur, Common (a.k.a. Maze Marines)	1400+	HOB5-21	Mummy, Lord (a.k.a. King Mummy)	8000+	HOB5-51
Minotaur, Free Range (a.k.a. Dungeon Mappers)	5000	HOB5-21	Mummy, Minion (a.k.a. Grovel Mummy)	3000+	HOB5-51
Minotaur, Tauridon/Tarusian (a.k.a. Labyrinthians)	1400	HOB5-21	Mummy, Warrior (a.k.a. Fightin' Mummy)	4000+	HOB5-51
Minotox (a.k.a. Oxenaar, Ox Men)	2000	HOB5-21	Murgan, Nefarian: Demon Royalty: Prince	60,000	HOB5-83
Mirror Pixie (a.k.a. Dweomer Spirit)	750	HOB6-78	Murk Slither (a.k.a. Silt Sneak)	65	HOB5-51
Mist Dragon (a.k.a. River Dragon, Moist Fiend)	Variable	HOB2-90	Musk Monkey (a.k.a. Stench Simian)	35	HOB5-41
Mist Giant (a.k.a. Giganticus-Indistinctus)	4000	HOB3-59	Musk Zombie, Yellow (a.k.a. Creeper Zombie)	35	HOB8-125
Mite, Marrow (a.k.a. Bone Breaker)	0	HOB4-121	Muskrat, Dire (a.k.a. Rodent of Unusual Size)	15	HOB5-55
Mite, Quarrel (a.k.a. Fletcher's Bane, Arrow Biter)	1	HOB6-103	Mustard Jelly (a.k.a. Mustard 'moeba)	2200	HOB4-45
Mite, Vicious Beach (a.k.a. Horrid Sand Flea)	1	HOB8-63	Mutable Juggernaut (a.k.a. Horn Gawd of the Mountain)	15,000	HOB5-56
Mites, Chimney (a.k.a. Hearth Fleas, Forge Ticks)	1	HOB2-23	Mutant Sahuagin (a.k.a. Evil Surf Beast)	150+	HOB7-22
Mocking Magic Mouth (a.k.a. Trash Tongue)	120	HOB4-112	Mute-Screecher (a.k.a. Silent Screamer)	270	HOB5-56
Modron: Cylinderton (Hierarch Modron)	20,000	HOB5-23	Myconid (a.k.a. Fungus Guy, Mushroom Man)	15+	HOB5-57
Modron: Decaton (Hierarch Modron)	24,000	HOB5-31	Mynx (a.k.a. Mynxanatrix)	270	HOB5-58
Modron: Dodecahedrone (a.k.a. Beta Modron)	1400	HOB5-33	Naga, Guardian (a.k.a. Good Snake)	7000	HOB5-59
Modron: Dodecaton (Hierarch Modron)	30,000	HOB5-28	Naga, Spirit (a.k.a. Bad Snake)	5000	HOB5-60
Modron: Hexahedrone (a.k.a. Delta Modron)	270	HOB5-34	Naga, Water (a.k.a. Apathetic Snake)	3000	HOB5-60
Modron: Hexaton (Hierarch Modron)	21,000	HOB5-26	Nar Wasp, Crimson (a.k.a. Flying Crawdad)	420	HOB5-60
Modron: Icosahedrone (a.k.a. Alpha Modron)	7000	HOB5-32	Nar Wasp, Yellow Jacketed (a.k.a. Doom Lobster)	270	HOB5-61
Modron: Icosaton (Hierarch Modron)	41,000	HOB5-30	Narwhal Whale (a.k.a. Uniwhale)	4+4/175+	HOB8-83
Modron: Octahedrone (a.k.a. Gamma Modron)	420	HOB5-28	Nathraak, Nefarian: Demon Minion:	770	HOB5-89
Modron: Octaton (Hierarch Modron)	23,000	HOB5-27	Necrophidius (a.k.a. Skull Golem, Death Dancer)	175	HOB5-61
Modron: Parallelpipeton (Hierarch Modron)	18,000	HOB5-33	Needle Fiend (a.k.a. Tarterus Torturers)	2000	HOB5-62
Modron: Primus (The One and the Prime)	83,000	HOB5-31	Nefarian: Daemon Minion: ArcanaDaemon (a.k.a. Daemon Magi)	8,000	HOB5-64
Modron: Prisaton (Hierarch Modron)	10,000	HOB5-35	Nefarian: Daemon Minion: Charonadaemon (a.k.a. Styx Brothers)	6000	HOB5-65
Modron: Tetrahedrone (a.k.a. Epsilon Modron)	175	HOB5-29	Nefarian: Daemon Minion: Derghodaemon (a.k.a. Guard Daemons)	6000	HOB5-66
Modron: Tetraton (Hierarch Modron)	14,000	HOB5-26	Nefarian: Daemon Minion: Guardian Daemon (a.k.a. Egg Daemons)	1400	HOB5-67
Mold Man (see Vegepygmy, Bipedal)	65	HOB8-58	Nefarian: Daemon Minion: Hydrodaemon (a.k.a. AquaDaemons)	4000	HOB5-68
Mold, Brown (a.k.a. Chocolate Mold)	15	HOB5-34	Nefarian: Daemon Minion: Maenes (Least) (a.k.a. Throngs of the Damned)	65	HOB5-68
Mold, Cling (a.k.a. Sticky Mold)	15	HOB5-36	Nefarian: Daemon Minion: MezzoDaemon (a.k.a. Namesaker)	8000	HOB5-69

Rabbit, Common (a.k.a. Fluffy)	7	HOB6-105	Roper, Common (a.k.a. Sticky-fingers)	6000+	HOB7-17
Rabbit, Giant (a.k.a. Hoppy)	35	HOB6-106	Roper, Storoper (a.k.a. Tar Roper, Stone Roper)	1400	HOB7-18
Rabbit, Predator (a.k.a. Vorpal Bunny)	1,400	HOB6-106	Rot Grub, Candy-Striped (a.k.a. Mint Maggot)	1	HOB7-18
Rabid Hummingbirds (a.k.a. Diseased Nectar Junkies)	35	HOB6-106	Rot Grub, Common (a.k.a. Death Maggot)	1	HOB7-19
Rabid Walrus (a.k.a. Foaming Tusk Fiend)	650	HOB8-72	Rot Grub, Giant (a.k.a. Larvae-Gargantulum)	15	HOB7-19
Radiation Elemental (a.k.a. Photoinmental)	6000+	HOB6-107	Rot, Fungus (Disease/Parasite) (a.k.a. Flesh-eating Mold)	0	HOB3-43
Rafter Lunger (a.k.a. Attic Beast)	650	HOB4-98	Rothe' (a.k.a. Tunnel Ox)	25	HOB7-19
Rager, Horned (a.k.a. Ogres-in-the-Mist, Ogre Apes)	650	HOB4-14	Rottweiler Dawg (a.k.a. Maul Dog, Fang Beast)	65	HOB2-50
Raging Bucentaurus (a.k.a. Bull Man, Bovintauro)	272	HOB6-108	Rover, Pan-Dimensional (a.k.a. Plane Shifters, World Hoppers)	975	HOB6-53
Railer, Spry (a.k.a. Confusion Flock)	7	HOB7-106	Ruhk Rakshasa (a.k.a. Knight)	7000	HOB6-109
Rainbow Impaler (a.k.a. Many-hued Menace)	205	HOB4-26	Ruhk Roc (a.k.a. Roc of Ages)	23,000	HOB7-12
Rajah Rakshasa (a.k.a. Lord)	7000	HOB6-110	Russet Mold (a.k.a. Cherry Mold)	35	HOB5-36
Rakshasa, Common (a.k.a. Felinus-Tonius)	3000	HOB6-109	Rust Monster, Common (a.k.a. Oxidizus-Maximus)	270	HOB7-20
Rakshasa, Maharajah (a.k.a. Duke)	11,000	HOB6-109	Rust Monster, Magnetic (a.k.a. Oxidizus-Polelum)	420	HOB7-21
Rakshasa, Rajah (a.k.a. Lord)	7000	HOB6-110	Ruthless Retriever (a.k.a. Hominid-Insultedae)	2000+	HOB6-124
Rakshasa, Ruhk (a.k.a. Knight)	7000	HOB6-110	Sabre-Toothed Elephant (a.k.a. Pachyderm-Fangulus)	2000	HOB3-10
Ram'Koaran (a.k.a. Ramtaur, Goat Boy)	125	HOB6-111	Sahuagin, Common (a.k.a. Sea Devil)	120+	HOB7-21
Ram, Battering (a.k.a. Door Smasher)	650	HOB6-112	Sahuagin, Mutant (a.k.a. Evil Surf Beast)	150+	HOB7-22
Ram, Common (a.k.a. Horned Sheep)	35	HOB6-109	Sailor (see Men, Sailor)	15	HOB5-8-16
Ram, Giant (a.k.a. Big Horned Sheep)	270	HOB6-111	Salamander (a.k.a. Lava Jockey)	975	HOB7-22
Ram-Horned Mammoth (a.k.a. Battering Giant)	4000	HOB4-113	Salamartey (see Dragon, Cloud)	Variable	HOB2-85
Rambumatta (a.k.a. Orangutan Overlords)	120	HOB6-111	Saltwater Jurynday (a.k.a. Sea Bulettes)	7000	HOB4-59
Rat, Common (a.k.a. Rodentia-Verminus)	5	HOB6-113	Samaritan (a.k.a. Gentleman Villager)	7+	HOB7-23
Rat, Dire Albino (a.k.a. Blanco-Rodentia, Drow Dawg)	15	HOB6-115	Samurai Jackal (a.k.a. Caninus-Katanalum)	120+	HOB7-24
Rat, Giant (a.k.a. Really Big Rat)	9	HOB6-115	Sand Rat (a.k.a. Desert Rat)	7	HOB6-114
Rat, Large (a.k.a. Big Rat)	7	HOB6-113	Sand Squid, Giant (a.k.a. Sinkhole Demon)	5000	HOB7-108
Rat, Lycanthrope: Were- (a.k.a. Lupinus-Rodentus)	270	HOB4-107	Sand Troll (a.k.a. Trollicus-Silica)	1400	HOB8-31
Rat, Sand (a.k.a. Desert Rat)	7	HOB6-115	Sand Worm, Purple (a.k.a. Blue-Red Digger)	13,000	HOB8-99
Rat, Sewer (a.k.a. Filth Rat)	6	HOB6-114	Sandling (a.k.a. Grit Fiend)	120	HOB7-24
Rat, Uncommon: Carnivorous (a.k.a. Meat Eating Rat)	7	HOB6-113	Sassy Magic Mouth (a.k.a. Orificus-Insultus)	120	HOB4-111
Rat, Uncommon: Osquip (a.k.a. Mutant Rat)	120	HOB6-113	Satyr, Common (a.k.a. Goat Boys)	975	HOB7-25
Rat, Uncommon: Ravenous (a.k.a. Cannibal Rat)	8	HOB6-116	Satyr, Faun (a.k.a. Deer Punks)	420	HOB7-26
Rat, Uncommon: Vapor (a.k.a. Ghost Rat)	65	HOB6-114	Satyr, Korred (a.k.a. Spirits of the Par-tay)	1400	HOB7-26
Rath Lord (a.k.a. Grave Runner)	6000+	HOB6-116	Satyr, She-, Common (a.k.a. Satyrical-Partipooperus)	975	HOB7-26
Ratweiller (a.k.a. Bad Bad Rat, Dirty Dawg)	270	HOB6-117	Satyr, She-, Great Horned (a.k.a. Sylvan Shrew)	2000	HOB7-27
Raven, Giant, Rook: (a.k.a. Crow of Death)	175	HOB7-17	Saurgas Baydylax, Nefarian: Devil Royalty:	30,000	HOB5-109
Raven, Huge, Rook: (a.k.a. Doom Crow)	35	HOB7-17	Saw-backed Lungner (a.k.a. Creek Bastard)	650	HOB4-98
Raven, Rook: Horned (a.k.a. Daemon Bird, Imp Bird)	15	HOB7-16	Scarab of Seeking (a.k.a. Doom Digger)	7	HOB7-27
Raven, Scare- (a.k.a. Avianus-Sinistarae)	35	HOB7-30	Scarab, Common (a.k.a. Anubis Beetle)	1	HOB7-28
Ravenous Mosquito (a.k.a. Cannibal Bug)	1	HOB5-47	Scarab, Giant (a.k.a. Ra Bug)	120	HOB7-28
Ravenous Rat, Uncommon: (a.k.a. Cannibal Rat)	8	HOB6-115	Scarecrow (a.k.a. Straw Golem)	270	HOB7-28
Ray Sting (a.k.a. Pretentious Fish)	15	HOB6-118	ScareRaven (a.k.a. Avianus-Sinistarae)	35	HOB7-29
Ray, Death (a.k.a. Sea Reaper, Pirate Ray)	975	HOB6-118	Scathing Ooze (a.k.a. Bitter Amoeba, Insult Pudding)	420	HOB6-30
Ray, Giant Manta (a.k.a. Bat Fish)	90+	HOB6-118	Scavenger, Bone (a.k.a. Piranha Boys, Bone Eaters)	15	HOB1-89
Ray, Pungi (a.k.a. Spine Fiends)	270	HOB6-117	Scoria Dragon, Ancient Albino (a.k.a. Lava Dragon, Magma Beast)	Variable	HOB2-77
Reaver, Festering (a.k.a. Mineral Mashers)	6000	HOB3-31	Scorn Giant (a.k.a. Giganticus-Furioso)	4000	HOB3-62
Reaving Dervish (a.k.a. Prancing Pillager)	175	HOB6-118	Scorpion, Common (a.k.a. Boot Biter)	15	HOB7-30
Reckless Retriever (a.k.a. Hominid-Carelessae)	2000+	HOB6-124	Scorpion, Giant (a.k.a. Gargantuan Poisoner)	650	HOB7-31
Red Crested, Amber-Bellied Dragon (a.k.a. Caesar Beast)	Variable	HOB2-94	Scorpion, Giant Whip (a.k.a. Uropygus)	175	HOB8-84
Red Dragon (a.k.a. Fire Dragon, Flame Fiend)	Variable	HOB2-93	Scorpion, Hell (a.k.a. Scorpi-Demon)	975	HOB7-31
Red Slaad (a.k.a. Heart Burster)	975	HOB7-74	Scorpion, Huge (a.k.a. Stingy McSting)	420	HOB7-31
Red-Bellied Armored Lizard (a.k.a. Stega-sister-saurus)	975	HOB4-90	Scorpion, Huge Whip (a.k.a. Amblypygus)	65	HOB8-84
Red-eyed Skeleton, Intelligent: (a.k.a. Red Death)	650	HOB7-66	Scorpion, Large (a.k.a. Bedroll Surprise)	175	HOB7-31
Redeemer Angel	11,000	HOB1-17	Scorpion, Large Whip (a.k.a. Schizomida)	35	HOB8-84
Relentless Retriever (a.k.a. Hominid-Determinae)	2000+	HOB6-124	Screacher (a.k.a. Avalancher)	270	HOB7-31
Relic Devourer (a.k.a. Gray Wretcher)	25,000	HOB6-119	Screamini' Meanie (a.k.a. Wailin' Jennings)	35	HOB7-33
Remorhaz (a.k.a. Ice-a-pillar, Snow Borer)	5000+	HOB6-120	Screaming Desert Tortoise (a.k.a. Shell Shouter)	420	HOB7-31
Render, Shadow: (a.k.a. Hand of Darkness)	1400	HOB7-47	Screaming Skeleton (a.k.a. Yelpin' Boner)	175	HOB7-65
Repeller, Electric (a.k.a. Lightning Beaver)	175	HOB6-121	Scroll Devourer (a.k.a. Book Worm)	7	HOB7-32
Reptile, Rock (a.k.a. Rockadile, Stonigator)	420+	HOB7-14	Scroud, Nefarian: Demon Royalty: Lord	4000	HOB5-81
Repulsor (a.k.a. He-Who-Maketh-Ye-Disappear)	270	HOB6-122	Scrounger, Grave (a.k.a. Tomb Jacker, Crypt Criminal)	175	HOB3-102
Retch Plant (a.k.a. Gag Tree, Nausea Nut)	270	HOB6-123	Scylla (a.k.a. Dog Face)	30,000	HOB7-34
Retriever, Reckless (a.k.a. Hominid-Carelessae)	2000+	HOB6-123	Scylla: Charybdis (a.k.a. The Big Sucker)	40,000	HOB7-34
Retriever, Relentless (a.k.a. Hominid-Determinae)	2000+	HOB6-124	Sea Hag (a.k.a. Seaweed Sorceress)	4000	HOB3-116
Retriever, Ruthless (a.k.a. Hominid-Insultedae)	2000+	HOB6-124	Sea Harker (a.k.a. Afanc, Spin Pike)	5000	HOB7-34
Retriever, Skullsplitter's (a.k.a. Soy! Nabbers)	6000	HOB6-124	Sea Lion (a.k.a. Maul Trout)	420	HOB7-35
Revenant (a.k.a. Revenge Spirits)	3000	HOB6-125	Sea Monster (a.k.a. Map Fiend)	90,000	HOB7-36
Revenge (a.k.a. Reprisal Rover)	3000	HOB6-126	Sea Snake, Giant (a.k.a. Ocean Viper)	4000+	HOB7-85
Rhino, Cave (see Titanotherae)	3000	HOB8-11	Sea Spider, Uncommon: (a.k.a. Pirate Spider)	975	HOB7-99
Rhinoceros, Black (a.k.a. DuoRhino)	1400	HOB6-128	Sea Stalker (a.k.a. Poseidon's Lions)	270	HOB7-36
Rhinoceros, White (a.k.a. UniRhino)	975	HOB6-127	Sea Turtle, Giant (a.k.a. Sea Sissy)	5000	HOB8-36
Rhinoceros, Wooly (a.k.a. Shag Rhino)	2000	HOB6-128	Sea Turtle, Humongous (a.k.a. Ocean Wimp)	20,000	HOB8-36
Rib Splitter (a.k.a. Heart Devourer)	125	HOB6-128	Seagull (a.k.a. Avianus-Germus-Verminus)	7	HOB7-37
Rift Vortex (a.k.a. Rift of Destruction)	n/a	HOB7-8	Seahorse, Giant (a.k.a. Wet Mount)	65+	HOB7-38
Righteous Avenger (a.k.a. Screamin' Redeemer)	650	HOB7-8	Seal, Feral (a.k.a. Neanderseal)	120	HOB7-38
Rimu Unicorn (a.k.a. Goaticorn)	420	HOB8-45	Searcher, Astral	85	HOB1-34
Ringtail Lemur (a.k.a. Racocon Monkey)	15	HOB4-82	Seasoned Fairy, Carnivorous (a.k.a. Veteran Fairy)	65	HOB3-26
Roaring Ghoul (a.k.a. Breath of Death)	975	HOB7-9	Seawolf, Greater	1400	HOB7-39
Robolds (a.k.a. Koblin, Gobold)	7+	HOB7-10	Seawolf, Lesser	120	HOB7-39
Roc, Birch (a.k.a. Punk Roc)	2000	HOB7-11	Sedusa (a.k.a. Entice Nymphs)	1400	HOB7-39
Roc, Common (a.k.a. Country Roc)	10,000	HOB7-12	Seeall (a.k.a. Cornea Creep)	420	HOB7-40
Roc, Frost (a.k.a. Snow Roc)	10,000	HOB7-12	Seeker, Nose (a.k.a. Snuff Bane)	7	HOB7-42
Roc, Marsh (a.k.a. Slow Roc)	1000	HOB7-13	Seeker, Orifice: Ear (a.k.a. Ear Bursters)	7	HOB7-41
Roc, Ruhk (a.k.a. Roc of Ages)	23,000	HOB7-12	Seeker, Orifice: Eye (a.k.a. Cornea Crunchers)	7	HOB7-42
Rock Bear (a.k.a. Granite Ben)	650	HOB7-12	Seeker, Orifice: Seeking Gelatinous (a.k.a. G-Seekers)	15	HOB7-42
Rock Reptile (a.k.a. Rockadile, Stonigator)	420+	HOB7-13	Seeking, Scarab of (a.k.a. Doom Digger)	7	HOB7-28
Rock Troll (a.k.a. Stone Troll)	1400	HOB8-31	Seether, Carcass (a.k.a. Corpse Weed)	35	HOB1-104
Rock Worm (a.k.a. Lava Larva, Hot Snake)	120	HOB7-14	Seether, Dark (a.k.a. Corpshroom)	120	HOB2-49
Rogue Magic Mouth (a.k.a. Orificus-Alonous)	120	HOB4-111	Selkie	175+	HOB7-42
Rogue Spirits	120	HOB7-102	Serpent, Barbed (a.k.a. Razorback Boa)	450	HOB7-43
Roof Fiend (a.k.a. Attic Attacker)	120	HOB7-15	Serpent, Cerastes (a.k.a. Sun Striker)	175	HOB7-44
Rook: Horned Raven (a.k.a. Daemon Bird, Imp Bird)	15	HOB7-15	Serpent, Gut Waller (a.k.a. Nefarion Hiss)	270+	HOB3-116
Rook: Raven, Common (a.k.a. Dire Crow)	15	HOB7-16	Serpent, Snow (see Snake, Snow Serpent)	4000+	HOB7-85
Rook: Raven, Giant (a.k.a. Crow of Death)	175	HOB7-17	Serpent, Spitting (see Snake, Spitting Serpent)	650+	HOB7-85
Rook: Raven, Huge (a.k.a. Doom Crow)	35	HOB7-17	Serpentine (a.k.a. Snake-adillo)	65	HOB7-45

Servant, Aerial	10,000	HOB1-13	Slaad Lord: Stendam (a.k.a. Lord of the Insane)	28,695	HOB7-73
Servant, Avenging (a.k.a. Aerial Avenger)	20,000	HOB1-37	Slaad Lord: Ygori (a.k.a. Lord of Entropy)	28,950	HOB7-76
Servant/Torch Bearer (see Men, Servant/Torch Bearer)	7	HOB5-8-16	Slaad, Blue (a.k.a. Slasher)	2,500	HOB7-76
Sewer Gopher (a.k.a. Refuse Rat, Sewage Mole)	175	HOB3-93	Slaad, Gray (a.k.a. Executioner)	8500	HOB7-74
Sewer Grub (a.k.a. Outhouse Larva)	1	HOB7-45	Slaad, Green (a.k.a. Bomber)	5000	HOB7-74
Sewer Rat (a.k.a. Filth Rat)	6	HOB6-114	Slaad, Red (a.k.a. Heart Burster)	975	HOB7-74
Sewer Snapper (a.k.a. Outhouse Devourer)	7	HOB7-46	Slag-scaled Dragon, Copper (a.k.a. Doom Beast)	Variable	HOB2-86
Shade, Shadow: (a.k.a. Dark One)	Variable	HOB7-47	Slag-Scaled Dragon, Titanium (a.k.a. Muck Rake Dragon)	Variable	HOB2-98
Shadow Ape	65	HOB1-27	Slapper, Stygian Face (a.k.a. Devilish Dueler)	1400+	HOB7-119
Shadow Demon, Nefarian: Other: (a.k.a. Shadow of the Abyss)	1075	HOB5-126	Slapping Durnkin (a.k.a. Honor Pirates)	35	HOB7-74
Shadow Dragon (a.k.a. Dark Dragon, Nightmare Beast)	Variable	HOB2-96	Slasher, Longtailed Silver (a.k.a. Grey Cutter)	65	HOB4-97
Shadow Elf	650	HOB3-17	Slasher, Slithering (a.k.a. Saber Rattler)	270	HOB7-80
Shadow Fiend (a.k.a. Mock Beast)	650	HOB7-47	Slaver (see Men, Slaver)	15	HOB5-8-16
Shadow Fiend, Vile (a.k.a. Hades Shade)	1400	HOB8-64	Slayer, Infernal (a.k.a. Demon Slayers)	2000	HOB4-30
Shadow Grel, Elf, Grunge: (a.k.a. Grel Assassin)	830	HOB3-14	Slaz'Stecek (a.k.a. Slaztoids)	35	HOB7-77
Shadow Mastiff (a.k.a. Shadow Schrauzer)	270	HOB4-124	Slime, Green (a.k.a. Dungeon Algae)	35	HOB7-78
Shadow Yak (a.k.a. Yakotaur)	975	HOB8-111	Slime, Olive (a.k.a. Spine Blob)	450	HOB7-78
Shadow: Common (a.k.a. Dark Men)	420	HOB7-47	Slime, Olive Host (a.k.a. Slime Man)	275+	HOB7-79
Shadow: Render (a.k.a. Hand of Darkness)	1400	HOB7-49	Slithering Slasher (a.k.a. Saber Rattler)	270	HOB7-79
Shadow: Shade (a.k.a. Dark One)	Variable	HOB7-47	Slithering Tracker (a.k.a. Dungeon Jellyfish)	270	HOB7-81
Shaman Warrior, Ape (a.k.a. Protectors of the Ape Gawd)	270	HOB1-27	Slobgoblin, Greater (a.k.a. Slobbies)	120	HOB7-81
Shaman, Ape (a.k.a. Father Monkey, Simian Priest)	175	HOB1-27	Slobgoblin, Lesser (a.k.a. Hominid-Grouchus)	35	HOB7-81
Shaman, Beast (a.k.a. Wild Druids)	Variable	HOB1-59	Sloth, Greater Mossback (a.k.a. Clawed Ape)	420	HOB7-81
Shambling Mound (a.k.a. Coniferus-Suffocatus)	6000+	HOB7-47	Sloth, Prehistoric (a.k.a. Greater Clawed Ape)	975	HOB7-82
Shank Shrub (a.k.a. Shiv Hedge)	65	HOB7-49	Sludge WYrm, Gargantuan (a.k.a. Sewer Dragon)	1400	HOB8-104
Shark, Angel (a.k.a. Holy Fish)	65	HOB7-50	Slug, Giant (a.k.a. Doom Snail)	5000	HOB7-82
Shark, Dawg Fish (a.k.a. Bark Fish)	120	HOB7-51	Small Eared Elephant (a.k.a. Pachyderm-Asianus)	1400	HOB3-10
Shark, Goblin (a.k.a. Goblins-Fishus)	1400	HOB7-51	Smilodon (see Cat, Great: Smilodon)	1400	HOB1-111
Shark, Lycanthrope: VVere- (a.k.a. Lupinus-Maneatus)	2000	HOB4-107	Smoke Para-Elemental (a.k.a. Nasty Haze)	1400+	HOB6-55
Shark, Megalodon (a.k.a. Giant Shark)	5000	HOB7-51	Snail, Flail (a.k.a. Morning Star Mollusk)	420+	HOB3-36
Shark, Wobbegong (a.k.a. Reef Hunter)	420	HOB7-51	Snake Man (a.k.a. VVere-Snake)	270+	HOB7-83
Shator, Nefarian: Demodand:	16,500	HOB5-73	Snake, Amphisbaena (a.k.a. Reptilius-Gemini)	650+	HOB7-87
She-Satyr, Common (a.k.a. Satyrical-Partipooperus)	975	HOB7-27	Snake, Boalisk (a.k.a. Reptilius-Leptosyus)	420	HOB7-84
She-Satyr, Great Horned (a.k.a. Sylvan Shrew)	2000	HOB7-27	Snake, Constrictor (a.k.a. Squeeze Serpent)	175+	HOB7-86
Shedu, Greater (a.k.a. Equus-gawdus)	15,000	HOB7-51	Snake, Constrictor, Giant (a.k.a. Gargantuan Squeezer)	175+	HOB7-84
Shedu, Lesser (a.k.a. Equus-demigawdus)	8,000	HOB7-52	Snake, Heway (a.k.a. About 15 lbs.)	175+	HOB7-84
Sheep, Carnivorous (a.k.a. Ram Fiend)	125	HOB7-52	Snake, Humongus (a.k.a. Reptilius-Megalum)	8000+	HOB7-84
Sheep, Common (a.k.a. Bah Beast)	35	HOB7-53	Snake, Pyro (a.k.a. Fire Serpent, Singe Viper)	120	HOB6-101
Sheep, Giant (a.k.a. Big Bah)	120	HOB7-53	Snake, Sea, Giant (a.k.a. Ocean Viper)	4000+	HOB7-84
Sheet Undead: Ghoul (a.k.a. Blanket Zombie)	420	HOB7-53	Snake, Snow Serpent (a.k.a. Ice Snake)	4000+	HOB7-85
Sheet Undead: Phantom (a.k.a. Bed Ruiner)	275	HOB7-54	Snake, Spitting Serpent (a.k.a. Reptilius-Hockaloogius)	650+	HOB7-85
Shimmer Moss (a.k.a. Sparkle Schmutz)	7	HOB5-48	Snake, Venomous (a.k.a. Reptilius-Venomae)	175+	HOB7-85
Shirkmare (a.k.a. Wildermare, ThunderHoof)	650	HOB7-54	Snake, Venomous, Giant (a.k.a. Reptilius-Bigfangus)	420+	HOB7-85
Shocker (a.k.a. Zap Fiend)	120	HOB7-55	Snapper, Sewer (a.k.a. Outhouse Devourer)	7	HOB7-47
Shocker, Hunched (a.k.a. Shuffler Shocker)	650	HOB4-21	Snapper-Saw (a.k.a. Forester's Bane)	270	HOB7-85
Short-Winged Cockroach, Giant Winged (a.k.a. Stump Roach)	270	HOB2-30	Snril Beast (a.k.a. Lion Fiend)	3000	HOB7-87
Shrew Klutcher (a.k.a. Dwarfven Banshee)	270	HOB7-56	Snatcher, Map (a.k.a. Cartographer's Bane)	270	HOB7-88
Shrew Mouse, Common (a.k.a. Rodentia-Minisculus)	1	HOB7-57	Sneak, Chimney	120	HOB2-24
Shrew Mouse, Giant (a.k.a. Rodentia-Gargantuan)	2	HOB7-58	Snow Beast (a.k.a. Hominid-Frostius-Wampus)	420	HOB7-89
Shriek, The (a.k.a. Call of Doom)	5000	HOB7-58	Snow Boar	175	HOB1-84
Shrieker (a.k.a. Screaming Mold)	120	HOB7-58	Snow Leopard (see Cat, Great: Snow Leopard)	270	HOB1-109
Shrill Lancer (a.k.a. Screech Stirge)	15	HOB7-59	Snow Serpent, Snake (a.k.a. Ice Snake)	4000+	HOB7-85
Shrub, Shank (a.k.a. Shiv Hedge)	65	HOB7-50	Snow Squid, Giant: (a.k.a. Floe Fiend)	5000	HOB7-108
Shymera (see Chimera: Shymera)	3000	HOB2-22	Snow Strider (a.k.a. Ice Prowler, Floe Runner)	4000	HOB7-89
Silver Dragon (a.k.a. Congenial Dragon, Argent Fiend)	Variable	HOB2-97	Snow Vulture, Red Crested (a.k.a. Iceberg Percher)	35	HOB8-70
Silver Slasher, Longtailed (a.k.a. Grey Cutter)	65	HOB4-97	Snow WYrm, Gargantuan (a.k.a. Ice Dragon)	2000	HOB8-104
Simian Bush-Grappler, Horned (a.k.a. Grapple Gorillas)	420	HOB4-15	Snyad (a.k.a. Pestie)	33	HOB7-90
Simian Orc (a.k.a. Pig-nosed Punks)	120	HOB7-60	Soldier (see Men, Soldier)	15	HOB5-8-16
Simurgh (a.k.a. Wolf Hawk)	10,000	HOB7-60	Solfifugid, Giant (a.k.a. Sun Spiders)	450	HOB7-91
Sinewy Muggger (a.k.a. Branch Strangler)	65	HOB7-62	Solfifugid, Huge (a.k.a. Camel Spiders)	270	HOB7-91
Sinister Bat (a.k.a. Bad Bat)	2000	HOB1-52	Solfifugid, Large (a.k.a. False Spiders)	125	HOB7-91
Sinus Leech (a.k.a. Snout Sucker)	3	HOB4-81	Solfifugid, Tempusfugid (a.k.a. Time Spiders)	270	HOB7-91
Sirine	2000+	HOB7-62	Solitary Wasp, Giant (a.k.a. Death Wasp)	150+	HOB7-91
Sivian Banshee (a.k.a. Suicide Ghost, Hangman Spirit)	3000	HOB7-63	Soul Broker, Nefarian: Devil Minion (a.k.a. Devil's Advocate)	5000	HOB5-116
Six Ribbed Skink Monkey (a.k.a. Lizard Chimp)	65	HOB5-42	Soul Cloaker, Nefarian: Other: (a.k.a. Life Battery)	175	HOB5-127
Skankgither (a.k.a. Illithid Ripper)	270	HOB7-64	Soul Flayer, greater, Nefarian: Other:	2000	HOB5-128
Skeletal Draught Horses of Doom, Ankou's	420	HOB1-19	Soul Flayer, lesser, Nefarian: Other:	420	HOB5-128
Skeleton, Animal (a.k.a. Bone Pet)	65	HOB7-66	Soul Larva, Nefarian: Other:	35	HOB5-128
Skeleton, Animated (a.k.a. Skinny)	65	HOB7-65	Soul Snatcher, Nefarian: Other:	815	HOB6-8
Skeleton, Giant (a.k.a. Slim)	975	HOB7-65	Southern Orc League (a.k.a. Sons of Ahk'Tang)	35	HOB6-40
Skeleton, Intelligent: Red-eyed (a.k.a. Red Death)	650	HOB7-65	Sparrow, Venom (a.k.a. Poison Pecker)	7	HOB8-59
Skeleton, Intelligent: Warrior (a.k.a. Bone Fighter)	4000	HOB7-64	Spasm Master (a.k.a. Fit Muggger)	125	HOB7-92
Skeleton, Monster (a.k.a. Stretch)	650	HOB7-65	Spawn, Nefarian: Demon Minion:	Variable	HOB5-92
Skeleton, Screaming (a.k.a. Yelpin' Boner)	175	HOB7-66	Speckle Coated Horned Charger (a.k.a. Hoofed Shuffler)	400	HOB7-92
Skin Walker (a.k.a. VVeredruid)	125+	HOB7-65	Speckled Arvanger (a.k.a. Giant Armored Flies)	2000	HOB1-32
Skink Monkey, Six Ribbed (a.k.a. Lizard Chimp)	65	HOB5-42	Speckled Dragon (a.k.a. Mutt Dragon, Multi Beast)	Variable	HOB2-99
Skink, Blink (a.k.a. Skinkus-Teleportus)	15	HOB7-68	Spectator Beholder (a.k.a. Eye Guard)	4000	HOB1-70
Skink, Corpse (a.k.a. Reptilius-Morte)	65	HOB2-34	Specter, Pseudo Undead: Pseudo- (a.k.a. Specterman)	420	HOB6-95
Skink, Fink (a.k.a. Skinkus-Ratfacus)	15	HOB7-70	Spectre, Bound (a.k.a. Phantom Bastard)	4000	HOB7-93
Skink, Giant: Clink (a.k.a. Skinkus-Ferris)	1400	HOB7-68	Spectre, Standard (a.k.a. Phantom Drainer)	3000	HOB7-94
Skink, Giant: Drink (a.k.a. Skinkus-Drownus)	120	HOB7-70	Sphinx, Androsphinx (a.k.a. Sphinxus-Nobelus)	7000	HOB7-94
Skink, Giant: Mink (a.k.a. Skinkus-Coatus)	270	HOB7-68	Sphinx, Criosphinx (a.k.a. Sphinxus-Cornum)	5000	HOB7-95
Skink, Giant: Pink (a.k.a. Skinkus-Pansius)	65	HOB7-70	Sphinx, Gynosphinx (a.k.a. Sphinxus-Datum)	3000	HOB7-95
Skink, Stink (a.k.a. Skinkus-Nauseatum)	50	HOB7-70	Sphinx, Hieracosphinx (a.k.a. Sphinxus-Stinxus)	1400	HOB7-95
Skink, Think (a.k.a. Brain Skink)	65	HOB7-68	Spider, Giant: Gargantuan (a.k.a. Arachnidis-Immensus)	3000	HOB7-97
Skithering Yith-Monkey (a.k.a. Primatus-Magi)	120+	HOB7-68	Spider, Giant: Giant (a.k.a. Webby)	420	HOB7-95
Skraag, Blood WYrm, Gargantuan (a.k.a. Skraag the Scarred)	7000	HOB8-103	Spider, Giant: Huge (a.k.a. Jumpy)	270	HOB7-97
Skraagon (a.k.a. Lightning WYrm)	7000	HOB7-71	Spider, Giant: Large (a.k.a. Spidey)	175	HOB7-97
Skulking Carcass (a.k.a. Thieving Corpse)	270	HOB7-71	Spider, Giant: Trapdoor (a.k.a. Arachnidis-Surprisus)	975	HOB7-97
Skullbreaker (a.k.a. Cranium Miner)	120+	HOB7-72	Spider, Larantula (see Larantula)	400	HOB4-74
Skullsplitter (see Nefarian: Demon Royalty: Demogorgon)	900,000	HOB5-77	Spider, Subterranean: Cave (a.k.a. Neanderspider)	370	HOB7-97
Skullsplitter's Retriever (a.k.a. Soul Nabbers)	6000	HOB6-125	Spider, Subterranean: Crab (a.k.a. Pinch Spider)	420	HOB7-98
Skunk, Common (a.k.a. Stink Cat)	7	HOB7-73	Spider, Subterranean: Dire Cave (a.k.a. Web Queen)	1600	HOB7-98
Skunk, Giant (a.k.a. Stench Kitty)	270	HOB7-73	Spider, Subterranean: Tarantubat (a.k.a. Batula)	35	HOB7-98
Slaad Lord: Death (a.k.a. Wanna-be Lords)	15,000	HOB7-76	Spider, Uncommon: Phase (a.k.a. Anti-Spider)	1400	HOB7-98

Tortoise, Screaming Desert (a.k.a. Shell Shouter)	420	HOB7-33	Urchin, Cannibal Street (a.k.a. Orphan Fiend)	120	HOB8-47
Toucan, Hornbilled Terror (a.k.a. Mock Parrot)	125	HOB8-14	Urchin, Giant Black (a.k.a. Spike)	35	HOB8-43
Toxic Buttercup (a.k.a. Pansy Predator)	1400	HOB8-15	Urchin, Giant Green (a.k.a. Emerald Burr)	65	HOB8-46
Tracker, Slithering (a.k.a. Dungeon Jellyfish)	270	HOB7-80	Urchin, Giant Land (a.k.a. Urchinus-Kooshballus)	275	HOB8-47
Tradesman/Craftsman (see Men, Tradesman/Craftsman)	15	HOB5-8-16	Urchin, Giant Red (a.k.a. Ruby Caltrop)	120	HOB8-48
Trans-planar Panda Bear (a.k.a. Dimension Bear)	650	HOB6-54	Urchin, Giant Silver (a.k.a. Spine King)	420	HOB8-47
Transposer	650	HOB8-15	Urchin, Giant Yellow (a.k.a. Quill Queen)	275	HOB8-48
Trap, Living (a.k.a. Thief's Bane)	975	HOB8-16	Urbos Evaar, Nefarian: Demon Royalty:	50,000	HOB5-84
Trapper (a.k.a. Floor Fiend)	3000	HOB8-16	Utukku Vampire (a.k.a. Ekimmu)	8000	HOB8-51
Trapper/Woodsman (see Men, Trapper/Woodsman)	15	HOB5-8-16	Yaargurdian (a.k.a. Homoerectus-Chillus)	175	HOB8-48
Treant, Bonsai Ninja (a.k.a. Coniferus-Jujitsulum)	125	HOB8-17	Vagabond, Astral	Variable	HOB8-49
Treant, Common (a.k.a. Conifeus-Speaktous)	2000+	HOB8-18	Valkyrie	4000-8000	HOB8-49
Treant, Undead (a.k.a. Wood of the Dead)	2000+	HOB8-18	Valkyrie's Steed (a.k.a. Eight-legged Pegasus)	3000	HOB8-50
Treant, Weeant (see Weeant)	120	HOB8-80	Valley, Elf (a.k.a. Whisper Elf)	120	HOB3-17
Tree Buffalo (a.k.a. Shaggy Horned Parrot)	175	HOB8-18	Vampire Horde (a.k.a. Vampire Ghoul)	650	HOB8-51
Tree Doorant (a.k.a. Coniferus-Egressus)	975	HOB2-63	Vampire Hound (a.k.a. Blood Dawg)	270	HOB8-55
Tree, Hangman (a.k.a. Noose Oak, Kudzu Killer)	4000+	HOB3-120	Vampire Lord, Pseudo (a.k.a. Sharjani)	3000	HOB6-97
Tribesman (see Men, Tribesman)	15	HOB5-8-16	Vampire Orc (a.k.a. Blood Drinkers)	4000	HOB6-41
Triceratops, Jurassic Creatures: (a.k.a. Rhino Dino)	7000	HOB4-56	Vampire Orc, High Priest (a.k.a. Blood Feasters)	8000	HOB6-41
Triceratortoise (a.k.a. Tortoisaurus Rex)	6000	HOB8-20	Vampire Thrall (a.k.a. Servant of the Master)	420+	HOB8-55
Triclops (a.k.a. Tri-eye)	650	HOB8-20	Vampire, Ancient Regal (a.k.a. Royal Leech)	10,000	HOB8-55
Tricorn Unicorn (a.k.a. Equinus-Triplicatus)	975	HOB8-43	Vampire, Asanbosam (a.k.a. Jungle Vampire)	7500	HOB8-53
Triloblight, Jurassic Creatures:	375	HOB4-57	Vampire, Chiang-Shi (a.k.a. Eastern Vampire)	8000	HOB8-51
Triton, Common (a.k.a. Fish Face)	270	HOB8-21	Vampire, Common (a.k.a. Western Vampire)	8000	HOB8-53
Triton, Exceptional (a.k.a. Two-legged Merman)	650+	HOB8-21	Vampire, Empusas (a.k.a. Hecate's Whore)	9000	HOB8-53
Triton, Leader (a.k.a. King Fish Face)	4000	HOB8-21	Vampire, Executioner (a.k.a. Death Fang)	9000	HOB8-51
Triton, Spell Caster (a.k.a. Magus-Oceanus)	2000+	HOB8-21	Vampire, Greater Pseudo (a.k.a. Minion)	1400	HOB6-97
Trogodyte (a.k.a. Trog)	120+	HOB8-21	Vampire, Headlong (a.k.a. Vampirus-Massengilus)	420	HOB8-53
Troll, Ancient Gnarled-Toothed (a.k.a. Trollinid-Maliciousdentulum)	4000	HOB8-27	Vampire, Least Pseudo (a.k.a. Thrall)	420	HOB6-97
Troll, Common (a.k.a. Re-gens)	1400	HOB8-23	Vampire, Lesser Pseudo (a.k.a. Lackey)	650	HOB8-97
Troll, Crested (a.k.a. Fin Troll)	2000	HOB8-23	Vampire, Mulo (a.k.a. Vlokoslak)	8000	HOB8-55
Troll, Crested Gutter (a.k.a. Lower Fin Troll)	3000+	HOB8-23	Vampire, Utukku (a.k.a. Ekimmu)	8000	HOB8-51
Troll, Culvert (a.k.a. Bridge Troll)	6000	HOB8-23	Vampiricat (a.k.a. Felinus-Leechus)	1400	HOB8-51
Troll, Festering (a.k.a. Pack Troll)	3000	HOB8-25	Vapor Rat, Uncommon: (a.k.a. Ghost Rat)	65	HOB6-116
Troll, Forest (a.k.a. Tree Troll)	420	HOB8-25	Vargouille (a.k.a. Evil Head)	125	HOB8-57
Troll, Giant (a.k.a. Giganticus-Jolligreenus)	1400	HOB8-25	Vegepygmy Dawg (a.k.a. Fungus Fido)	270	HOB8-58
Troll, Giant Two-Headed (a.k.a. Double-headed Regen)	3000	HOB8-26	Vegepygmy, Bipedal (a.k.a. Mold Man)	65	HOB8-58
Troll, Glamour (a.k.a. Civilized Troll)	1400	HOB8-26	Vegetable Mimic (a.k.a. Plant Mimic)	35	HOB5-18
Troll, Gutter (a.k.a. Filth Troll)	1400	HOB8-26	Velociraptor, Jurassic Creatures: (a.k.a. Claw Fiend)	975	HOB4-58
Troll, Hill (a.k.a. Neandertroll)	1400	HOB8-26	Vengeful Troubadour (a.k.a. Cynical Skald)	175+	HOB8-58
Troll, Ice (a.k.a. Trollinid-Freezus)	175	HOB8-27	Venom Sparrow (a.k.a. Poison Pecker)	7	HOB8-59
Troll, Iron (a.k.a. Tefiontroll)	10,000	HOB8-27	Venomous Snake (a.k.a. Reptilius-Venomae)	175+	HOB7-85
Troll, Mage (a.k.a. Spell Monger)	1400+	HOB8-22	Venomous Snake, Giant (a.k.a. Reptilius-Bigfangus)	420+	HOB7-85
Troll, Marine (Fresh) (a.k.a. Fresh Scrag)	650	HOB8-27	Vent Squawler (a.k.a. Duct Monster)	270	HOB8-60
Troll, Marine (Salt) (a.k.a. Salty Scrag)	1400	HOB8-29	Ver'men (a.k.a. Ratblins)	7	HOB8-61
Troll, Merga (a.k.a. Civilized Troll)	4000	HOB8-29	Verbeeg Giant (a.k.a. Giganticus-Behemothus)	650	HOB3-64
Troll, Muck (a.k.a. Mud Troll)	975	HOB8-29	Verminator (a.k.a. Swamp Dawg)	65	HOB8-62
Troll, Quorum (a.k.a. Roll Call Troll)	270	HOB8-29	Vexing Spirits (a.k.a. Pesky Poltergeist)	120	HOB7-102
Troll, Rock (a.k.a. Stone Troll)	1400	HOB8-31	Vicious Beach Mite (a.k.a. Horrid Sand Flea)	1	HOB8-63
Troll, Sand (a.k.a. Trollicus-Silica)	1400	HOB8-31	Viking (see Men, Viking)	15+	HOB5-8-16
Troll, Spirit (a.k.a. Spectral Troll)	1400	HOB8-31	Vile Double-Crested Crawdad (a.k.a. Swamp Lobster)	175	HOB8-64
Trollkin Auxiliaries (a.k.a. Troll Brigade)	125+	HOB8-31	Vile Jabberwock (a.k.a. The Dread Jabberwocky)	6200	HOB4-37
Troubadour, Vengeful (a.k.a. Cynical Skald)	175+	HOB8-58	Vile Shadow Fiend (a.k.a. Hades Shade)	1400	HOB8-64
Troutman (a.k.a. Flounderthal)	35+	HOB8-31	Vile Thunder Beast (a.k.a. Hell Pig)	650	HOB8-65
Trow Bogels (a.k.a. Trows)	650	HOB1-87	Violent Fungi (a.k.a. Fungus-Fightus)	420	HOB3-42
Truculent Terrifier (a.k.a. Eye of Fear and Flame)	3000	HOB8-39	Violet Fungi (a.k.a. Fungus-Purpelum)	270	HOB3-42
True Cyclops (a.k.a. Gawd-Eye Giant)	19,000	HOB2-47	Viper, Pied (a.k.a. Tempt Serpent, Lure Snake)	125	HOB6-70
Tunnel Centipede	1400	HOB2-17	Viper, Spit (a.k.a. Insult Asp)	35	HOB8-66
Tunnel Squid (a.k.a. Tentamort)	650	HOB8-33	Virusentient, Giant (a.k.a. Amoebus-Nyquillum)	3000	HOB8-66
Turtle, Bombardier (a.k.a. Torpedo Layer)	270	HOB8-34	Vision (a.k.a. Lesser Ghosts)	975	HOB8-67
Turtle, Dragon (a.k.a. Shelled Dragon)	10,000+	HOB8-35	Vordrax (a.k.a. Horn Swogger)	420	HOB8-68
Turtle, Gargantuan Snapping (a.k.a. Hell Shell)	11,000	HOB8-35	Vorgaal'ad, Nefarian: Devil Royalty:	75,000	HOB5-110
Turtle, Giant Sea (a.k.a. Sea Sissy)	5000	HOB8-36	Vorpai Swordfish (a.k.a. Knife Cod)	270	HOB7-126
Turtle, Giant Snapping (a.k.a. Shell of Doom)	1400	HOB8-36	Vorpai-Clawed Hedgehawg (a.k.a. Sharpies)	620	HOB3-123
Turtle, Humongous Sea (a.k.a. Ocean Wimp)	20,000	HOB8-36	Vortex (a.k.a. Arcanado)	45	HOB8-68
Tween (a.k.a. Mulligan Spirit)	15	HOB8-36	Vortex, Rift (a.k.a. Rift of Destruction)	n/a	HOB7-8
Type (01) I, Nefarian: Demof Minion: (a.k.a. Vrock, Arbac Kai)	975	HOB5-94	Voyeur Beholder (a.k.a. Spy Orb)	4000	HOB1-70
Type (02) II, Nefarian: Demon Minion:	2000	HOB5-94	Vrock (see Nefarian: Demon Minion: Type I)	975	HOB5-94
Type (03) III, Nefarian: Demon Minion:	6000	HOB5-95	Vulchling (a.k.a. Vulturethal)	15	HOB8-70
Type (04) IV, Nefarian: Demon Minion:	12,000	HOB5-96	Vulture, Common (a.k.a. Creepus-Birdum)	65	HOB8-69
Type (05) V, Nefarian: Demon Minion:	10,000	HOB5-96	Vulture, Giant (a.k.a. Largus-Creepus-Birdum)	120	HOB8-69
Type (06) VI, Nefarian: Demon Minion:	17,000	HOB5-97	Vulture, Red Crested Snow (a.k.a. Iceberg Percher)	35	HOB8-70
Type (07) VII, Nefarian: Demon Minion:	14,000	HOB5-98	Wailer, Flailing (a.k.a. Clubbing Thumper)	270	HOB3-37
Type (08) VIII, Nefarian: Demon Minion:	17,000	HOB5-99	Waitress/Wench (see Men, Waitress/Wench)	15	HOB5-8-16
Type (09) IX, Nefarian: Demon Minion:	19,000	HOB5-99	Walker (a.k.a. Strolling Dead)	65+	HOB8-71
Type (10) X, Nefarian: Demon Minion:	25,000	HOB5-100	Walker, Igneous (a.k.a. Stone Swimmer)	420	HOB4-25
Type (11) XI, Nefarian: Demon Minion:	35,000	HOB5-101	Walker, Skin (a.k.a. Weredruid)	125+	HOB7-68
Typhon (a.k.a. Lava Spitter)	1400	HOB8-37	Walking Stick, Giant (a.k.a. Club Bug)	15	HOB8-72
Tyrannosaurus Rex, Jurassic Creatures: (a.k.a. Tooth Tyrant)	10,000	HOB4-58	Waller, Gut (a.k.a. Bloody-evil Beast)	100+	HOB3-115
Uarvax (a.k.a. Hippogruff)	420	HOB8-38	Walrus, Common (a.k.a. Odobenus-Rosmarus)	420	HOB8-72
UlteroDaemon, Nefarian: Daemon Minion:	10,000	HOB5-71	Walrus, Rabid (a.k.a. Foaming Tusk Fiend)	650	HOB8-72
Umber Hulk, Common (a.k.a. Insecticus-Brucebannerus)	4000	HOB8-39	Walrus, Wretched (a.k.a. Giant Walrus)	3000	HOB8-72
Undead Beholder (a.k.a. Death Tyrant)	13,000	HOB1-70	War Dawg	65	HOB2-51
Undead Dragon (see Dracolich)	1000+	HOB2-69	War Horse, Heavy (see Beast of Burden: Horse, Heavy War)	120	HOB1-57
Undead Treat (a.k.a. Wood of the Dead)	2000+	HOB8-18	War Horse, Light (see Beast of Burden: Horse, Light War)	35	HOB1-57
Undead: A Comprehensive List		HOB8-33	War Horse, Medium (see Beast of Burden: Horse, Medium War)	65	HOB1-57
Undead: An Introduction		HOB8-42	War Moose (a.k.a. Antlers of War)	175	HOB5-44
Under Hulk (a.k.a. Insecticus-Ferignolum)	2000	HOB8-39	War Oliphant (a.k.a. Pacidermis-Avengus)	975	HOB6-26
Unicorn, Anhiram (a.k.a. Ramicorn)	650	HOB8-40	War-Hawg (a.k.a. Orkin Battle Boar)	270	HOB8-73
Unicorn, Common (a.k.a. Equinus-Gougous)	650	HOB8-45	Warbler, Stone (a.k.a. Cobblestoner)	51	HOB7-114
Unicorn, Cortazon (a.k.a. Oxicorn)	975	HOB8-43	Wardawg, Elven (a.k.a. Caninus-Elvanus)	125	HOB3-20
Unicorn, Licorn (a.k.a. Equinus-Adorablius)	420	HOB8-45	Wardawg, Orkin (a.k.a. Pig Dawgs)	125	HOB6-43
Unicorn, Rimu (a.k.a. Goaticorn)	420	HOB8-45	Warhorse, Dwarven (a.k.a. Beardsteed, Miner's Mule)	270	HOB2-124
Unicorn, Tricorn (a.k.a. Equinus-Triplicatus)	975	HOB8-45	Warrior Mummy (a.k.a. Fightin' Mummy)	4000+	HOB5-51
Urban Barbarian (a.k.a. Street Savage, City Savage)	65	HOB1-47	Warrior, Kangarai (a.k.a. Roo Men)	120	HOB4-60

Warthog (see Boar, Warthog)	65	HOB1-84
Waryur, Lowland (a.k.a. Quandy Quallan)	125	HOB8-74
Wasp, Crimson Nar (a.k.a. Flying Crawdad)	420	HOB5-61
Wasp, Giant (a.k.a. Gargantuan Sting Fiend)	270	HOB8-75
Wasp, Giant Solitary (a.k.a. Death Wasp)	150+	HOB7-92
Wasp, Yellow Jacketed Nar (a.k.a. Doom Lobster)	270	HOB5-61
Watcher Beholder-kin (Abomination) (a.k.a. Spy Tyrant)	420	HOB1-73
Water Anti-Elemental (a.k.a. Negamental)	2000+	HOB1-24
Water Buffalo, Marauding (a.k.a. Viking Cattle)	125	HOB8-75
Water Crested Fairy (a.k.a. Moist Fairy)	25	HOB3-28
Water Elemental (a.k.a. Elemental-Aquarius)	Variable	HOB3-8
Water Naga (a.k.a. Apathetic Snake)	3000	HOB5-60
Water Nymph (see Nereid)	270	HOB6-8
Water Spider, Uncommon: (a.k.a. Moist Spider)	420	HOB7-99
Water Sprite	270	HOB7-104
Water Weird (a.k.a. Damp Demon)	120	HOB8-76
Weasel, Acid (a.k.a. Hydrochloric Rodent)	120	HOB8-77
Weasel, Common	7	HOB8-77
Weasel, Extradimensional (a.k.a. Plane Shiftrat, Manu Weasel)	650	HOB8-78
Weasel, Giant (a.k.a. Coatchucks)	125	HOB8-77
Weaver, Death (a.k.a. Doomfated, Spindledeath)	175+	HOB2-54
Web Queen (a.k.a. Queen Krawler)	6000	HOB8-79
Web, Tangle (a.k.a. Tangle Root)	650+	HOB7-128
Webbird (a.k.a. Spider Parrot)	7	HOB8-79
Weeant (a.k.a. Happy Hedge)	120	HOB8-80
Weed Eel (a.k.a. Poison Eel)	65	HOB2-126
Weevil, Blood, Adult (a.k.a. Evil Weevil)	1	HOB8-81
Weevil, Blood, Larva (a.k.a. Flesh Weevil)	1/20	HOB8-81
Were-Badger, Lycanthrope: (a.k.a. Codger Badger)	420	HOB4-103
Were-Bear, Lycanthrope: (a.k.a. Lupinus-Ursus)	1400	HOB4-104
Were-Boar, Lycanthrope: (a.k.a. Lupinus-Tuskus)	650	HOB4-104
Were-Dwolf, Lycanthrope: (a.k.a. Lupinus-Dwarfkin)	650	HOB4-104
Were-Goat, Lycanthrope: (a.k.a. Lupinus-Billyum)	270	HOB4-104
Were-Lynx, Lycanthrope: (a.k.a. Lupinus-Antarcticus)	270	HOB4-104
Were-Rat, Lycanthrope: (a.k.a. Lupinus-Rodentus)	270	HOB4-107
Were-Shark, Lycanthrope: (a.k.a. Lupinus-Maneatus)	2000	HOB4-107
Were-Tiger, Lycanthrope: (a.k.a. Lupinus-Felinus)	975	HOB4-107
Were-Wolf, Lycanthrope: (a.k.a. Lupinus-Lobos)	420	HOB4-107
Werebird (a.k.a. Were-Raptor)	270	HOB8-82
Weredruid (see Skin Walker)	125+	HOB7-68
WereMimic (a.k.a. Copythrope)	Variable	HOB8-82
Whale, Common (a.k.a. Blue, Sperm, etc.)	2000+	HOB8-83
Whale, Giant (a.k.a. Overly Large)	8000+	HOB8-83
Whale, Killer (a.k.a. Orca)	9/975+	HOB8-83
Whale, Narwhal (a.k.a. Uniwhale)	4+4/175+	HOB8-83
Whip Scorpion, Giant (a.k.a. Uropygus)	175	HOB8-84
Whip Scorpion, Huge (a.k.a. Amblypygus)	65	HOB8-84
Whip Scorpion, Large (a.k.a. Schizomida)	35	HOB8-84
Whipweed (a.k.a. Crabby Grass)	125	HOB8-85
White Dragon (a.k.a. Ice Dragon, Cold Beast)	Variable	HOB2-102
White Rhinoceros (a.k.a. UniRhino)	975	HOB6-128
Wight (a.k.a. Mound Monster)	975	HOB8-86
Wight, Pseudo Undead: Pseudo- (a.k.a. Wightman)	125	HOB6-95
Wild Boar	120	HOB1-84
Wild Camel (a.k.a. Ships of the Desert)	120	HOB1-103
Wild Cat (see Cat, Small: Wild)	35	HOB2-8
Wild Cat O' Nine Tails (a.k.a. Flail Cat)	3000	HOB8-87
Wild Cattle (a.k.a. Rogue Cattle)	270	HOB2-11
Wild Dawg	35	HOB2-51
Wild Eagle	175	HOB2-125
Wild Fairy, Carnivorous (a.k.a. Savage Fairy)	35	HOB3-26
Wild Llama (a.k.a. Moveable Feast)	65	HOB4-94
Wild Men (see Men, Wild men)	15+	HOB5-8-16
Wild Oliphant (a.k.a. Pacidermis-Smashus)	650	HOB6-26
Wild Pig (a.k.a. Hairless Boar)	270	HOB6-71
Wild Spirit (a.k.a. Anarchist Apparition)	270+	HOB7-103
Wild Tiger (see Cat, Great: Wild Tiger)	650	HOB1-112
Will-O-(the)-Wisp (a.k.a. Spunkie)	3000	HOB8-87
Willow, Black (a.k.a. Wicked Willow)	3000	HOB8-88
Wind Walker (a.k.a. Zephyr Strider)	1400	HOB8-89
Wingless Stirge (a.k.a. Blood Gorgor)	35	HOB7-113
Winker, Hood (a.k.a. Executioner's Hood)	175	HOB4-12
Winter Wolf (a.k.a. Caninus-Frostus)	975	HOB8-91
Witch Doctor, Orkin (a.k.a. Oogy-boogy Orc)	175+	HOB6-44
Witherstench (a.k.a. Skunk Beast)	65	HOB8-89
Witherweed (a.k.a. Killer Kudzu)	90+30+	HOB8-90
Within, Lurker (a.k.a. Sinister Surpriser)	650	HOB4-100
Wobbegong Shark (a.k.a. Reef Hunter)	420	HOB7-51
Wolf, Common (a.k.a. Caninus-Howlus)	65	HOB8-91
Wolf, Dire (a.k.a. Caninus-Monstrous)	120	HOB8-91
Wolf, Lycanthrope: Were- (a.k.a. Lupinus-Lobos)	420	HOB4-107
Wolf, Sturm (a.k.a. Wolf Bear)	700	HOB8-92
Wolf, Timber (a.k.a. Caninus-Coniferus)	65	HOB8-92
Wolf, Winter (a.k.a. Caninus-Frostus)	975	HOB8-91
Wolfwere (a.k.a. Caninus-Lunarus)	2000	HOB8-93
Wolverine, Common (a.k.a. Meat Mauler)	270	HOB8-93
Wolverine, Giant (a.k.a. Clawed Killer)	420	HOB8-93
Wolverwere (a.k.a. Caninus-Loganus)	2000	HOB8-93
Womanticore (see Manticore, Womanticore)	975	HOB4-115
Wombat, Fiendish Orange (a.k.a. Root Nibbler)	120	HOB8-94
Wood Elf (a.k.a. Sylvan Elf)	420	HOB3-14
Woodland Fiend (a.k.a. Tree Demon)	950	HOB8-95
Woodland Kobold (a.k.a. Forest Fiendlings)	7+	HOB4-65
Wooly Elephant (see Mastodon)	2000	HOB4-125
Wooly Mammoth (a.k.a. Shag Beast)	4000	HOB4-113

Wooly Mound (a.k.a. Poacher's Bane)	650	HOB8-96
Wooly Rhinoceros (a.k.a. Shag Rhino)	2000	HOB6-128
Worg (a.k.a. Giant Wolf) (see Wolf, Worg)	125	HOB8-91
Worm, Banana (a.k.a. Wormicus-Chaquitum)	1	HOB8-96
Worm, Belch (a.k.a. Burple Worm)	975	HOB8-96
Worm, Dire Pin (see Parasites, Voracious)	65	HOB6-57
Worm, Dreaded Tape (see Parasites, Voracious)	125	HOB6-57
Worm, Dredger (a.k.a. Deep Worm)	2000	HOB8-96
Worm, Giant Blood (a.k.a. Garganticus-Leechicus)	360	HOB8-98
Worm, Giant Canker (a.k.a. Moth Larva)	250	HOB8-98
Worm, Glow (a.k.a. Lantern Caterpillar, Torch Bug)	7	HOB3-71
Worm, Purple, Common (a.k.a. Wormus-Dunelum)	13,000	HOB8-99
Worm, Purple, Mottled (a.k.a. Violet Tunneler)	13,000	HOB8-99
Worm, Purple, Sand (a.k.a. Blue-Red Digger)	13,000	HOB8-99
Worm, Rock (a.k.a. Lava Larva, Hot Snake)	120	HOB7-15
Worm, Spiny Gutter (a.k.a. Kabob Fiend)	2000	HOB8-96
Worm, Tenebrous (a.k.a. Shadopillar)	5000	HOB8-100
Worm, Yack (a.k.a. Regurgitation Worm)	270	HOB8-100
Wraith Lord (a.k.a. Rath Bastard)	5000	HOB8-101
Wraith Ryder (a.k.a. Necrowrangler)	6000	HOB8-102
Wraith, Pseudo Undead: Pseudo- (a.k.a. Wraithman)	175	HOB6-95
Wraith, Standard (a.k.a. Bane Ghost)	3000	HOB8-101
Wretched Pursuer, Blind (a.k.a. Sightless Spectre)	3000	HOB1-80
Wyrm, Gargantuan Amber (a.k.a. Bruiser Dragon)	6000	HOB8-103
Wyrm, Gargantuan Bantering Snod (a.k.a. Wizard Lizard)	7000	HOB8-103
Wyrm, Gargantuan Blood (a.k.a. Betrayer Beast)	5000	HOB8-103
Wyrm, Gargantuan Blood, Skraag (a.k.a. Skraag the Scarred)	7000	HOB8-103
Wyrm, Gargantuan Sludge (a.k.a. Sewer Dragon)	1400	HOB8-104
Wyrm, Gargantuan Snow (a.k.a. Ice Dragon)	2000	HOB8-104
Wyrm, Gargantuan Sun (a.k.a. Joker Dragon)	7000	HOB8-104
Wyrm, Gargantuan Sun Guardian (a.k.a. Knight Dragon)	8000	HOB8-104
Wyvern (a.k.a. Poisonous Wyrm)	2000	HOB8-106
Xaren (a.k.a. Treasure Grazer) (see Xorn, Xaren)	3000	HOB8-108
Xeblor (a.k.a. Gwarf, Doblin, Deep Samurai)	15+	HOB8-107
Xill (a.k.a. Ethereal Prober)	1100	HOB8-107
Xorn (a.k.a. Gold Eater, Dungeon Pest)	4000	HOB8-108
Xorn Hunter (a.k.a. Daoling)	650	HOB8-109
Xyloid (a.k.a. Plant Man)	65	HOB8-110
Yack Worm (a.k.a. Regurgitation Worm)	270	HOB8-100
YagnoDaemon, Nefarian: Daemon Minion:	9000	HOB5-72
Yak, Shadow (a.k.a. Yakotaur)	975	HOB8-111
Yakitani (a.k.a. Challenger Beast)	270	HOB8-110
Yellow Frog (a.k.a. Banana Frogs, Tongue Ticklers)	7	HOB3-41
Yellow Jacketed Nar Wasp (a.k.a. Doom Lobster)	270	HOB5-61
Yellow Mold (a.k.a. Banana Mold)	65	HOB5-36
Yellow Musk Creeper (a.k.a. Brain Plant, Cranium Weed)	120	HOB2-39
Yellow Musk Zombie (a.k.a. Creeper Zombie)	35	HOB8-125
Yeth Hound (a.k.a. Night Dawg)	270	HOB8-112
Yeti, Arctic (a.k.a. Abominable Snowman)	420	HOB8-112
Yeti, Temperate (a.k.a. Bigfoot, Sasquatch)	650	HOB8-113
Yeti, Tropical (a.k.a. Jungle Sasquatch)	975	HOB8-114
Ygori, Slaad Lord: (a.k.a. Lord of Entropy)	28,950	HOB7-76
Yith-Monkey, Skithering (a.k.a. Primatus-Magi)	120+	HOB7-71
Yodeling Thrasher (a.k.a. Alpine Avalancher)	65	HOB8-114
Yuan-Ti Abomination (a.k.a. Snake King)	3000	HOB8-115
Yuan-Ti, Half-Breed (a.k.a. Snake Boy)	25	HOB8-115
Yuan-Ti, Pureblood (a.k.a. Snake Eyes)	975	HOB8-115
Zabaku (a.k.a. Extra-planar Elephant)	11,000	HOB8-116
Zarnithan (a.k.a. Death Bug)	15,000	HOB8-117
Zealot (a.k.a. Fanatic)	Variable	HOB8-118
Zebotaur (a.k.a. Savannah Stealer)	125	HOB8-118
Zebra, Common (a.k.a. Equinus-Stripus)	65	HOB8-119
Zebriicorn (a.k.a. Equinus-Barberpolus)	270	HOB8-119
Zegasus (a.k.a. Savannah Savior)	420	HOB8-119
Zephyr Beast (a.k.a. Breezer)	35	HOB8-120
Zephyr Rider (a.k.a. Wind Rider)	65	HOB8-120
Zightmare (a.k.a. Hellibra)	975	HOB8-119
Ziz (a.k.a. Avianus-Supremus)	30,000	HOB8-121
Zombie, Brain-Eating (a.k.a. Cranium Cracker)	270	HOB8-122
Zombie, Common (a.k.a. Walking Dead)	65	HOB8-124
Zombie, Flesh-Eating (a.k.a. Eating Dead)	270	HOB8-122
Zombie, Giant (a.k.a. Big Dead)	975	HOB8-122
Zombie, Indentured (a.k.a. Servant Zombie)	65	HOB8-124
Zombie, Juju (a.k.a. Sinister Zombie)	975	HOB8-124
Zombie, Monster (a.k.a. Corpus-Abominatus)	650	HOB8-124
Zombie, Talking (a.k.a. Undead and the Restless)	175	HOB8-122
Zombie, Yellow Musk (a.k.a. Creeper Zombie)	35	HOB8-125
Zoolem, Dawg/Monkey, etc. (a.k.a. Stone Dawg, Stone Monkey, etc.)	650	HOB8-126
Zoolem, Hawk/Eagle (a.k.a. Stone Bird)	650	HOB8-126
Zoolem, Horse/Deer (a.k.a. Stone Steed)	3000	HOB8-126
Zoolem, Lion/Tiger (a.k.a. Stone Cat)	1400	HOB8-126
Zorbo (a.k.a. Absorbear)	980	HOB8-126
Zyandal, Nefarian: Demon Royalty:	12,471	HOB5-85
Zygom (a.k.a. Mental Mildew)	120	HOB8-127

**You are 20 years older than your fellow adventurers.
You have a d4 for hit points.
You can't wear armor.
You have to carry a giant book with you wherever you go.
You have big plans. Very big plans.
You need all the help you can get.**

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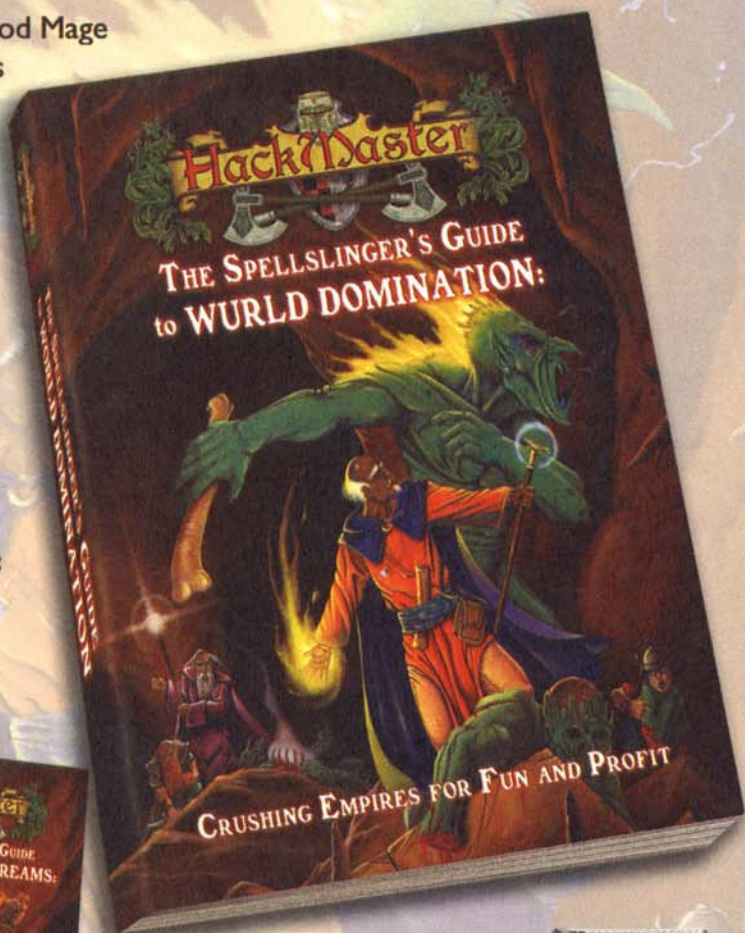
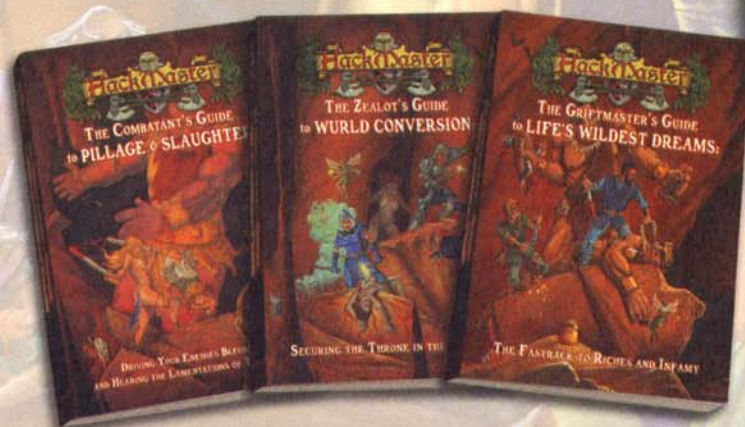
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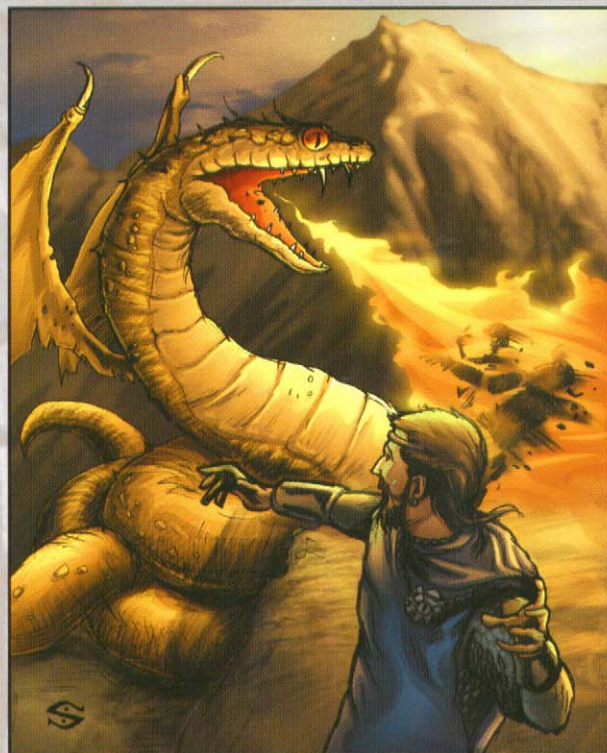
Wurm, Guardian Sun

AKA: Knight Dragon
HACKFACTOR: 90
EP VALUE: 8,000
CLIMATE/TERRAIN: Desert
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Genius (17-18)
ALIGNMENT: Lawful Good
NO. APPEARING: 1
SIZE: G (90' to 130')
MOVEMENT: 9", 24" Fly (C)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 1
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-8/1-8/2-16
SPECIAL ATTACKS: Fiery breath, spells
SPECIAL DEFENSES: Immune to fire, spells
MAGIC RESISTANCE: 5%
HIT DICE: 16

Wurm, Guardian Sun*

DESCRIPTION: Wyrms are a race of dragon that is more snake-like. Although the Dragon Committee acknowledges close kinship with the Wyrms, they have never been allowed to sit on the D.C.. Wyrms, in many instances, are lackeys for true dragons. These Sun Wyrms are much more serious and have been chosen for the important task of guarding sacred temples in the desert. They are also colored beige.

COMBAT/TACTICS: These creatures are very serious Sun Wyrms with the abilities of magic-users. They are charged by higher powers and good clerics to guard sacred temples in the desert.



YIELD:

MEDICINAL: Bathing in Wurm blood can neutralize poison.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Wurm hide is extremely supple and perfect for making leather armor and goods.

TREASURE: E, F, G, H

OTHER: Wurm blood and body parts can be used in a variety of spells and magic, just like those of a true dragon.

Guardian Sun Wyrms will die before allowing anyone to defile temples they have been assigned to guard. Guardian Sun Wyrms have been known to attack paladins in the defense of their cause.

HABITAT/SOCIETY: These creatures are solitary and only get together to mate. Although the most powerful of their kind, they have the lowest population because they are so dedicated to their tasks. Most of the creatures are stuck guarding temples that have not been active in centuries. Guardian Sun Wyrms without a temple to guard will be charged with a specific mission to fight evil. They sometimes secretly work for lawful good kings.

ECOLOGY: Thought they are blood relatives to dragons, wyrms do not speak Dragon Speak. They have their own language, which is similar, but cannot charm a listener. Wyrms must learn spells from captured magic-users and other wyrms. Like true dragons, they spend a great deal of time sleeping on their hoards of treasure.

* excerpted from page 107



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