

Advanced Dungeons & Dragons®

2nd Edition

Monstrous Compendium



Appendix



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Monstrous Compendium

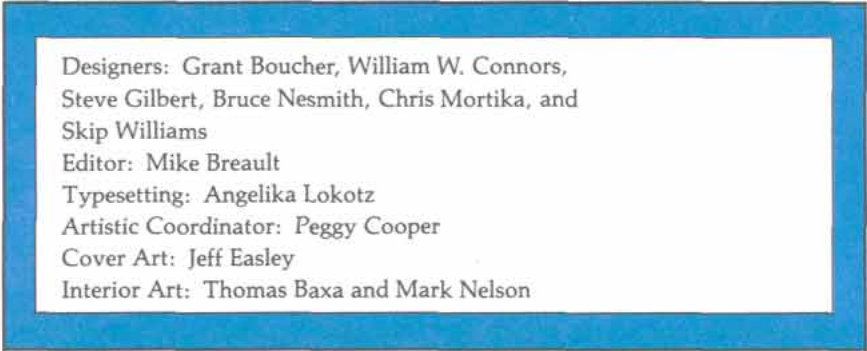


Appendix

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Distributed to the book trade by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR Ltd.

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0-88038-836-6
2105XXX1501

How To Use This Book



MORALE is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline can be adjusted for individual circumstances. Morale ratings correspond to the following 2-20 range:

2-4	Unreliable
5-7	Unsteady
8-10	Average
11-12	Steady
13-14	Elite
15-16	Champion
17-18	Fanatic
19-20	Fearless

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

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

Habitat/Society outlines the monster's general behavior, nature, social structure, and goals.

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

Close variations of a monster (e.g. merrow, ogre) are given in a special section after the main monster entry. These can be found by consulting the index to find the major listing.

ALPHABETICAL INDEX TO MONSTROUS COMPENDIUM 5

This index includes only monsters in this appendix, which covers creatures of the WORLD OF GREYHAWK® Campaign Setting. "Name" refers to the creature in question. "Section" refers to the entry under which the creature is found. "Comp." notes that these creatures are found in this appendix to the *Monstrous Compendium*.

Monsters with their own entries (i.e. whose names appear at the top of a page) or whose type is obvious ("Sea Sprite" is listed under "Sprite") are not listed here.

Secondary or regional names are given in roman type.

Name	Section	Comp.	Name	Section	Comp.
Atomie	Sprite	GH	Norker	Hobgoblin	GH
Buckawn	Brownie	GH	Pestie	Mite	GH
Cactus, vampire	Plant, Carn.	GH	Polyp, giant	Plant, Carn.	GH
Camprat	Rat	GH	Quickling	Brownie	GH
Crow	Raven	GH	Snyad	Mite	GH
Death worm	Necrophidius	GH	Soul beconer	Wraith	GH
Drowned ones	Zombie, Sea	GH	Spriggan	Giantkin	GH
Fremlin	Gremlin	GH	Swordwraith	Wraith	GH
Galtritt	Gremlin	GH	Voadkyn	Giantkin	GH
Grigg	Sprite	GH	Wood giant	Giantkin	GH
Kampfult	Plant, Carn.	GH			

	Drone	Larva	Cow
CLIMATE/TERRAIN:		Any/Subterranean	
FREQUENCY:	Rare	Rare	Very rare
ORGANIZATION:	Hive	Hive	Hive
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Non- (0)	Low (5-7)
TREASURE:	F	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	2-20	6-60	1
ARMOR CLASS:	3 (2)	6	7
MOVEMENT:	15	1, Sw 6	3
HIT DICE:	6	2-5	10
THACO:	15	2 HD: 19 3-4 HD: 17 5 HD: 15	11
NO. OF ATTACKS:	2	1	1
DAMAGE/ATTACK:	1-4 or by weapon type	2-7	3-18
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (6' long)	S (1½' - 3' long)	H (15' long)
MORALE:	Elite (13-14)	2-3 HD: Steady (11-12) 4-5 HD: Elite (13-14)	Elite (13-14)
XP VALUE:	650	2 HD: 65 3 HD: 120 4 HD: 175 5 HD: 270	2,000

Aspis are a race of insectoid creatures that dwell in underground nests not far beneath the surface. The majority of encounters with these unique beings are with the adult male drones; contact with or sightings of the larvae and cows are all but unheard of.

Aspis drones look much like giant weevils. They have hard, chitinous bodies that are gray or off-white in color and provide excellent protection from harm. Their heads have two multifaceted eyes, a pair of short, blunt antennae, and a long proboscis. Drones have six legs, each of which terminates in a cluster of fine manipulatory claws.

Aspis do not speak in the way that humanoid races do, although roughly 5% of them have been able to master a rough form of the common tongue. Among themselves, they have no spoken or written language; they communicate via a unique language of scents. The human olfactory system is wholly unable to detect the subtle changes of odor used by aspis in their conversations.

Combat: Almost all combat situations are dealt with by the drones, who are charged with protecting the nest and defending the larvae. If fighting to defend their cow, aspis warriors never check morale and fight to the death against any odds.

When an aspis drone does battle, it rises up on its rear two legs, leaving the other four limbs free to wield two weapons and hold two shields. When an aspis does this, its Armor Class is improved to AC 2.

The most common weapons employed by aspis in combat are short swords and hand axes. Although the structure of their bodies prevents them from using bows, they have been known to employ an unusual form of light crossbow in missile combat and are sometimes found with javelins and other throwing weapons.

The aspis is a very hardy creature, immune to attacks that use cold or electricity to inflict damage. In addition, fire-based attacks cause only half damage to an aspis.

When called upon to defend their nests, aspis drones place numerous traps in any area they are forced to withdraw from. Even

if they are caught off guard, the regions of the hive that surround the cow's chamber and the larvae rooms are always trapped as a precaution against trespassers. As a rule, aspis traps involve rockfalls, pits, and other crude devices. Delicate traps, like poisoned needles, are not encountered in aspis lairs.

Habitat/Society: Aspis drones have no sense of individuality, lacking even unique names or personalities. They are nothing more than cogs in the machine that is the hive itself. Despite their high intelligence, they take no actions on their own unless instructions from the cow are impossible to obtain.

An aspis nest is a collection of underground chambers connected by low tunnels bored out of soft rock or earth. A lair or nest always contains one to three egg chambers and as many as six grub hatcheries, which are inhabited by 1d10 larvae each. In order to feed the hive, there are also two to four granaries.

At the heart of each aspis lair is a huge central chamber in which the cow lives. The walls and floor of this room are covered with a thick, white liquid that is highly acidic and eats through metal or wood in a single round. If it comes into contact with living flesh, it inflicts 1d8 points of damage each round until washed off. As might be expected, all types of aspis are immune to this fluid.

The aspis knowledge of scents, musks, and perfumes is second to none. They are able to formulate and mix concoctions that simulate almost any odor; they use these compounds for many purposes. For example, a town that has taken action against a nearby aspis hive may find that its walls have been splashed with liberal doses of a sticky, yellow liquid that smells somewhat like chlorine. Imagine the surprise of the watch when they find that this substance not only attracts giant rats and similar rodents, but it also drives them into a wild fury. Such examples of aspis vengeance are not common, but they are numerous enough to be taken seriously by those who would molest the aspis.

Ecology: Because of the ferocity with which aspis drones defend their nest and its cow, this race has few natural enemies. They generally prefer to keep to themselves as much as possible. Most encounters with the aspis occur when hard times force a colony to begin raiding nearby human settlements for food and other supplies.

The acid that is secreted by the cow is highly prized by alchemists. In addition to its obvious uses as a corrosive agent, it is important in the preparation of magical inks and potions that relate to acids and corrosion.

Aspis are true omnivores as they eat almost anything. Their digestive systems are very efficient and they can derive nourishment from virtually any organic matter.

Aspis are able to domesticate other forms of giant insects via chemical cues and scents. The most common creatures they take as guardians are giant ants. In the average aspis lair, there are 1d10 such creatures, while on occasion (10%) there are ten times that many ants. It is not known for sure if the aspis are able to acquire control over other semi-intelligent insectoid races (like the cave fisher or giant hornet), but current wisdom speaks against this.

Larvae

All aspis begin their lives as larvae. In this state, they resemble giant maggots or grubs, being white or pale pink in color. Their soft

skin is easily cut through by swords and similar edged weapons. Aspis larvae are blind and deaf, but they sense potential food by vibrations in the ground and scents in the air. Aspis larvae can attack only with their jaws.

Aspis larvae have incredible appetites and are always eating. As a rule, they are kept only in the grub hatcheries of the nest, which resemble nothing more than vast sewage pits. Food scraps and other waste products are dumped into these chambers and form a sort of soup in which the larvae swim and feed. The stench of a grub chamber is so vile that non-aspis who enter it must roll successful saving throws vs. poison or become violently ill until removed from the odor.

Cows

Once in a great while, an aspis larva is selected by the drones of a nest and separated from its siblings. Fed a special diet and nurtured carefully, this larva does not mature into an adult drone, but instead becomes a cow.

Aspis cows look like huge larvae, reaching lengths of 15 feet when fully mature. They exude a dangerous corrosive that coats their bodies and adheres to the walls and floor of their chambers. Although they are slow and not at all agile, their great size makes their bite very dangerous.

CLIMATE/TERRAIN:	Tropical and subtropical/Forests
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	K, Q
ALIGNMENT:	Neutral (good)

NO. APPEARING:	2-12
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon (1-8 usually)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	80%
SIZE:	M (5' tall)
MORALE:	Steady (11-12)
XP VALUE:	270



Beastmen resemble short, slender humans, except for the fine layer of dark green or olive colored fur that covers their bodies. Underneath this is an inner coat of coarse black fur. As a beastman moves about, his body instinctively causes portions of the black fur to become erect, like the hair on a cat's back when it is frightened. By so doing, the beastman creates a pattern of stripes or spots that enables him to blend in with the hues and shadows of the forest around him. Because of this unique ability, beastmen seldom wear clothing or ornamentation of any sort.

The beastman language is very intricate, involving spoken elements, hand and body gestures, and changes in the patterns on the speaker's fur. While other races can learn the spoken and gestural portions of the language, they are unable to reproduce the color changes. Thus outsiders can speak in only the simplest terms.

Combat: The beastman's unusual ability to camouflage himself in the forest makes him a dangerous hunter or adversary. When he chooses to remain undetected, a beastman can hide in shadows with a 90% chance of success. This ability works only in places where the beastman's dark green and black coloration blends with the foliage. When he attacks an opponent who is not aware of his presence, the opponent suffers a -6 penalty to his surprise roll.

Although beastmen generally seek to avoid combat (or even contact) with outsiders, they certainly defend themselves and their tribes. When they engage in combat, their ability to camouflage themselves and their natural magic resistance make them dangerous opponents. In combat, beastmen employ a variety of spears, stone axes or knives, bolas, and blowguns. They create a special toxin for use in their blow gun darts—a weak form of class F poison (those who fail their saving throws vs. poison die in 2d4 rounds). Although just as lethal as other class F poisons, all saving throws made to resist its effects gain a +4 bonus.

Sometimes beastmen take opponents prisoner rather than kill them. In these cases, a large, weighted net woven from vines and creepers is dropped from above. Prisoners taken with such a net are often stripped of all possessions and then released far from the tribe. If, however, they are judged to be a threat even after this is done, they are put to a painless death.

Habitat/Society: Each beastman tribe consists of between 40 and 60 individuals, though most encounters occur with hunting parties of 1d6 + 4 individuals. Each tribe is lead by a chief who is not elected or appointed, but simply adopts the leadership roll as needed. A tribe's chief varies from one day to the next, as the situation warrants. For example, if the tribe is at war, the chief is the best warrior. In cases where one or more individuals are suited to the task, a competition of some sort decides the leader. It is not considered an honor to be the chief of the tribe, it is just a duty that many are called upon to carry out from time to time. Likewise, there is no shame in never being a chief, or in losing a competition for the leadership spot.

Beastman culture does not discriminate against either sex. The only exception to this rule are pregnant women who, because of their importance to the future of the tribe, are treated with reverence and excused from all heavy activity. Young are raised by the community as a whole. Ten percent of any tribe are young (10%-80% mature).

Beastmen live in houses woven from the living branches of the forest's treetops. Each such shelter provides a home for 1d4 + 2 adults of mixed gender who have a form of group marriage. In addition, there may be one or two children in the house.

Beastmen do not believe in magic, ghosts, spirits, or the supernatural. If they cannot see, hear, or touch something, then it does not exist. There are many who say that this is because of the beastmen's innate magic resistance. On the other hand, there are those who feel that the reverse is true; that this disbelief grants the beastmen their immunity to spells.

Ecology: Beastmen are skillful hunters, well adapted to survival in their forests. They are hunted by only the most cunning and powerful creatures. Although they are omnivores and gather fruits and nuts to eat, they practice no form of agriculture.

Beastmen have little that other cultures consider worth trading for. As their culture is self-sustaining, they have no need of or desire for outside trade.

CLIMATE/TERRAIN:	Death Watch	Slicer
FREQUENCY:	Temperate/Forests	Temperate/Forests
ORGANIZATION:	Very rare	Rare
ACTIVITY CYCLE:	Solitary	Solitary
DIET:	Any	Any
INTELLIGENCE:	Carnivore	Carnivore
TREASURE:	Animal (1)	Non- (0)
ALIGNMENT:	Nil	Special
	Neutral	Neutral

NO. APPEARING:	1	1-3
ARMOR CLASS:	3	3
MOVEMENT:	12	6
HIT DICE:	9	6
THACO:	11	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3-12	2-16
SPECIAL ATTACKS:	Death vibration	Dismemberment
SPECIAL DEFENSES:	Camouflage	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5' long)	S (3' long)
MOORE:	Elite (13-14)	Elite (13-14)
XP VALUE:	2,000	420

Death Watch Beetle

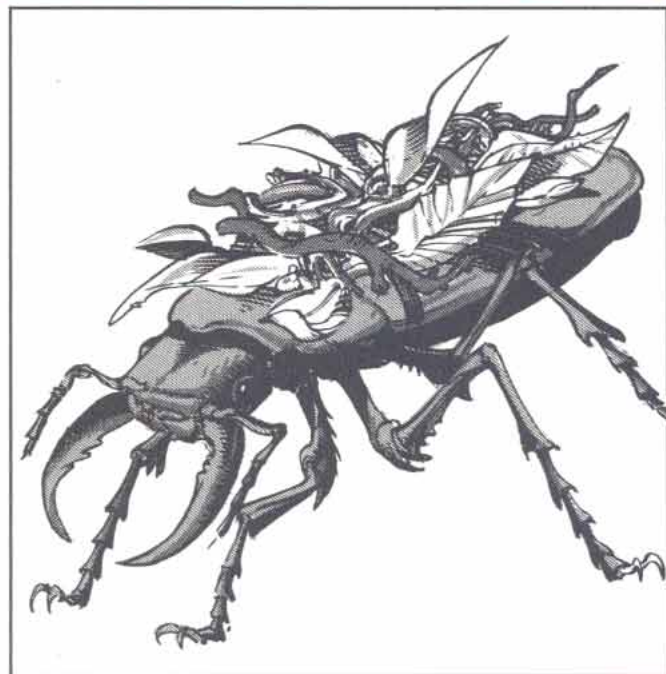
Death watch beetles are jet black in color, except for a single patch of white (on the back of their carapaces) that resembles a human skull.

Combat: The horrible death watch beetle is more feared than any other giant beetle for two reasons. The first, and lesser of its powers, is its cunning ability to disguise itself. When a death watch beetle finds a place to hunt, it gathers items from the area (mainly earth, fallen branches, and the like). As it acquires these things, it uses a natural form of cement created with its saliva and soil to affix them to its back. When it finishes this process, it is well camouflaged and can lie in wait for hours until prey passes near. When the death watch beetle makes its attack, its opponents suffer a -2 penalty to their surprise rolls.

Far more deadly than the death watch beetle's ability to surprise its foes, however, is its "death rattle" (a deadly sonic vibration). When the creature is in combat, it vibrates its carapace very rapidly, setting up an unusual clicking sound that resembles a gong. Victims are unlikely (only a 10% chance) to locate the beetle by this sound alone. This noise is very destructive at close range. One round after the beetle begins to make its rattle, anyone within 30 feet of it must roll a successful saving throw vs. death magic or be instantly slain. Those who succeed suffer 5d4 points of damage, as well as muscle pains and tingling sensations in their limbs for several hours after the battle.

The creation of the death rattle is very tiring to the creature, requiring it to rest for 1d4 + 1 hours before it can produce the horrible noise again.

Habitat/Society: Death watch beetles are solitary creatures that live in the temperate woodlands of the world. They do not particularly enjoy wetlands, but they can be found there on occasion.



The death watch beetle lives a nomadic life. It stops in one location only long enough to hunt and then moves on. In fact, it abandons a selected hunting location after 4d4 hours if there is no sign of prey in the area.

Ecology: While other beetles fulfil many roles in the ecological system, the death watch beetle is first and foremost a powerful hunter. It is high on the food chain, as few animals or monsters are capable of engaging it in combat with any hope of victory.

The wings of the death watch beetle are highly valuable to skilled armorers, who can fashion them into very effective shields. If an expert armorer is provided with both of a death watch beetle's wings, he can manufacture the equivalent of a *body shield* +1 (although it is not actually enchanted).

Slicer Beetle

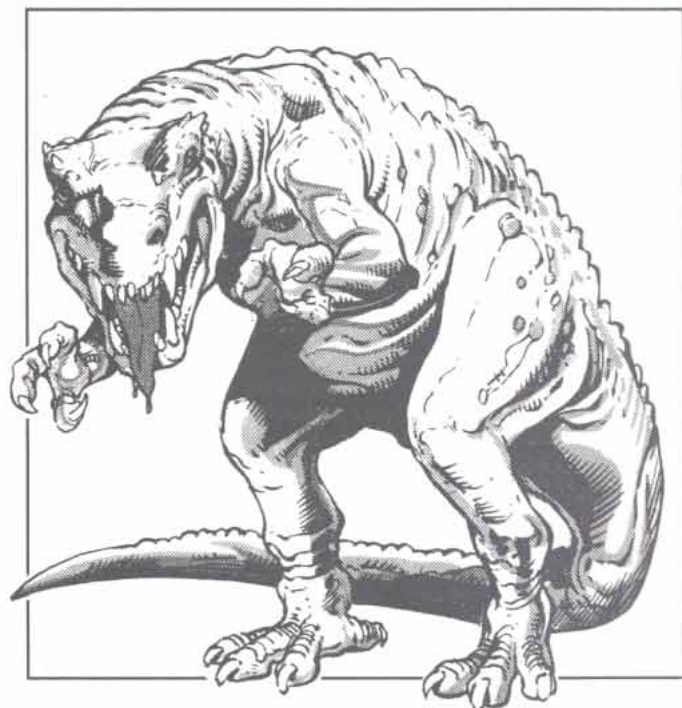
Slicer beetles are distant relatives of death watch beetles. Over the course of evolution, they have lost all traces of their wings and now look much like six-legged centipedes. Their bodies have developed a hardened exoskeleton that is more than adequate protection in combat. The slicer beetle is quite similar in many respects to the stag beetle (see Volume 1 of the *Monstrous Compendium*). It is generally black or very dark grey in color.

The mandibles of the slicer beetle are highly dangerous because of their powerful muscles and keen edges. When in combat, any natural 19 or 20 on the attack roll indicates that the slicer beetle has nipped off an adversary's limb.

If the slicer beetle is engaged in any combat that seems to be going against it, the creature grabs up any limbs it managed to sever and hurries away, hoping to evade its attackers.

CLIMATE/TERRAIN:	Tropical or subtropical/ Forests and swamps
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivorous
INTELLIGENCE:	Non- (0)
TREASURE:	C
ALIGNMENT:	Neutral

NO. APPEARING:	1-3
ARMOR CLASS:	4
MOVEMENT:	6
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Special
XP VALUE:	120



The dreaded bonesnapper is a fearsome beast descended from the giant carnivorous lizards that roamed the world many thousands of years ago. Known for its savage aggression, territorial protectiveness, and incredible stupidity, the bonesnapper is a dangerous beast.

Adult bonesnappers stand an average of five feet tall. They may weigh as much as 500 pounds. Their tough hide is not scaled, but it is very thick and leathery, providing them with excellent protection from all manner of physical attacks. As a rule, bonesnappers are dark green or olive in color, enabling them to blend in with their forest environment.

Combat: As has been noted, the bonesnapper is not a clever opponent. In combat it rushes straight at the nearest foe, often letting out a great roar in the charge. If it is attacked from another direction, the bonesnapper whirls about and pursues its new adversary.

The bonesnapper's primary attack mode is a bite with its powerful jaws and jagged teeth. Although the teeth are not unusually sharp, the strength of the jaw muscles is enough to inflict 1d8 points of damage with each bite (and the tail can be swept around to hit the same opponent for 1d4 points of damage).

Bonesnappers always fight to the death, as they are not smart enough to know when they should run away. Because they are so amazingly stupid, bonesnappers are easily distracted and can often be tricked or trapped with little or no risk to creatures stalking them.

Habitat/Society: Young bonesnappers, both male and female, are solitary creatures. They travel the wilds, living a nomadic existence and hunting when they can. As they grow older, however, they eventually stop wandering and seek out a mate.

Once two bonesnappers have mated, they take up residence in a large cave or similar lair and begin a new life together. Bonesnappers that have ceased their travels become very territorial, chasing away or killing any large carnivores that live near their lair.

In the spring of each year, the female makes a nest. She begins by digging a pit one foot in diameter and six inches deep in the ground. Once this is completed, she lines it with straw or other grasses and then deposits an egg into it. The egg hatches within a month and a young bonesnapper emerges. The baby spends the first month of its life in the lair with its mother while the male hunts for the family. In its second month, however, the young bonesnapper joins its parents in a family quest for prey. This pattern continues for about one year, when the half-grown bonesnapper leaves its parents. By its third birthday the baby bonesnapper will have reached full size.

The lair of a bonesnapper couple is always underground. Because of the creature's habit of dragging the bodies of its victims back to its lair before consuming them, the cave is always covered in bones. The creature's name is drawn from its habit of breaking victims' bones to get at the marrow. Although a bonesnapper periodically drags items like armor or backpacks out of its cave and leaves them scattered about the entrance, it never takes steps to clear out the bones.

Ecology: Bonesnappers are dangerous hunters, despite their low intelligence. As such, they tend to be the dominant carnivores in their territories. Wandering bonesnappers are given a wide berth by any creature familiar with them.

Because they are not far removed from their dinosaur ancestors, a spell that calls for the eye of a dinosaur can often be cast with the eye of a bonesnapper. Since the bonesnapper is easier to find and kill than most large, carnivorous dinosaurs, this is fairly common.

Lizard men find the flesh of bonesnappers quite tasty and often hunt them. Most other races, however, find bonesnapper hide far too tough to be enjoyable. It is worth noting that in many lizard man cultures, a hunter must seek out and kill a bonesnapper single handedly in order to enter adulthood. Although the bonesnapper is far more powerful than the average lizard man hunter, its limited intelligence makes the fight fairly even.

CLIMATE/TERRAIN:	Temperate to subarctic/ Inhabited regions
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	J
ALIGNMENT:	Neutral (chaotic good)

NO. APPEARING:	1-4
ARMOR CLASS:	7
MOVEMENT:	12, Fl 18 (A)
HIT DICE:	1/2
THACO:	20
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	10%
SIZE:	T (1' tall)
MORALE:	Average (8-10)
XP VALUE:	35



Bookas are delightful relatives of pixies, sprites, and fairies. Like most of the faerie folk, their time is taken up with a existence not unlike that of the brownie, though they tend to favor attics and eaves as living quarters.

Bookas average between 10 and 14 inches tall, with rare examples of the race reaching heights of 15 or even 16 inches. They have slender humanoid bodies with more or less human features. They are noted for having long, pointy noses and broad ears, which make them somewhat homely by most human standards. Their wings are slight and delicate, brightly colored like those of a butterfly.

Bookas have their own tongue, which is similar to that of the other faerie races. Roughly half of them are able to speak elvish, while one in four can converse in the common tongue of men. It is not uncommon to find at least one booka in a given area who is also familiar with the thieves' cant.

Combat: Bookas are, by and large, one of the most peaceful races known to man. They do everything possible to avoid entering into combat, for they are all but helpless in a fight.

While it is true that a booka can deliver a painful bite, there is no significant damage done by it. At worst, the booka's victim suffers a nasty welt with a minor loss of blood. In general, a booka bite is about as dangerous as a paper cut.

Bookas are able to become *invisible* at will. This power is so basic to them that they can do it at any time, even when engaged in another action. They use this ability to evade enemies or attackers.

If a booka has been angered by the actions of another creature, it may take steps to injure or even kill the offender. In such cases, very delicate and clever traps are set up.

Habitat/Society: Bookas make their homes in every region of the globe that is home to men. As a rule, they like rustic settings, especially farming communities, in warm climates. A family of

bookas selects a farming family that reflects their basically good natures and takes up residence in the home. In warm regions, they may be found in any portion of the house, while colder climes always find the bookas dwelling near the fireplace, stove, or other heat sources.

On bright, sunny days they spend their time seeking out wild flowers and enjoying the benefits of country living. On mornings when everyone in the house is quiet and the weather is nice, they often sweep and dust the home in which they dwell, as payment for their shelter. If the bookas are disturbed in their work, or if their nest is discovered, they quickly leave the house in search of a quieter place to live.

If a booka is captured or harmed in any way, its companions take steps to revenge this insult. This usually involves tricks and traps being placed around the offender's home, the severity of which is determined by the injury inflicted on their fellow. If the offence is minor, the bookas can be placated with a valuable offering of gold, jewelry, or magic, placed in a spot frequented by the bookas. If the injury was severe or even fatal to the booka in question, no bribes are accepted and the traps are lethal and quite ingenious. It is for this reason that many assassins use the term "booka bait" to describe someone who has been set up for execution with an unusually insidious trap.

Ecology: Because of their inability to engage in direct combat, bookas might be considered easy prey for larger creatures. Their natural ability to turn invisible makes them safe from most attacks, however. In addition, intelligent creatures know that the wrath of a booka family makes hunting them a very hazardous practice.

Although it is not a commonly used component, a lock of booka hair, freely given by the booka, has been known to be employed in the creation of magical inks for scrolls that deal with invisibility or the detection thereof.

CLIMATE/TERRAIN:	Temperate/Forests
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average to very (8-12)
TREASURE:	X
ALIGNMENT:	Neutral

NO. APPEARING:	5-20
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	T (2' tall)
MORALE:	Steady (11-12)
XP VALUE:	420



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

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

Brownies and buckawns speak the same tongue, although they find each other's accents to be quite horrid. Most buckawns can also speak one or more of the languages of sylvan creatures, such as pixies, sprites, nymphs, or satyrs.

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

Buckawns are very nimble creatures whose great agility makes them difficult targets in combat. While this accounts for their low Armor Class, it also enables them to hide in shadows or move so silently that they stand an 80% chance of success at either endeavor.

Buckawns have keen senses. Their hearing is far more sensitive than that of normal humans, and they know every sound of the forest around them, so unusual sounds are quickly detected. In fact, their hearing is so keen that anyone attempting to evade detection by moving silently near a buckawn does so with a -50% penalty. Their sense of smell, likewise, is highly refined—they can detect strange scents as quickly as a bloodhound.

While these other senses are fine indeed, buckawn vision is truly wondrous. Buckawn sight extends into the infrared band of the spectrum, giving them excellent vision in dark places. Further, they can detect invisible creatures at a glance without the slightest effort on their part. All these things combine to make it impossible to surprise a buckawn in the wilds.

Buckawns are able to employ a wide variety of magical powers in their own defense. Once each round they are able to invoke any one of the following powers: *audible glamer*, *change self*, *dancing lights*, or *turn invisible*. In addition, they are able to em-

ploy *entangle*, *pass without trace*, *summon insects*, or *trip* spells once each per day. In all cases, these powers are initiated with but a thought, requiring no recognizable casting of any sort. They take effect instantly and can be employed while the buckawn engages in another action. All buckawn spells function as if cast by a 6th-level caster.

Buckawns favor knives and darts in combat. They are quick to employ poison or other drugs on their weapons if they have some special hatred for their opponent. Buckawn poisons are among the most potent ones known to man, imposing a -4 penalty to all saving throws made against them.

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

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

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

Buckawn poisons are very valuable because of their great potency. While these are hard to come by, they are worth twice as much as normal poisons.

CLIMATE/TERRAIN:	Temperate/Forests
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	High to genius (13-18)
TREASURE:	O, P, Q, X
ALIGNMENT:	Chaotic evil (neutral)

NO. APPEARING:	4-16
ARMOR CLASS:	-3
MOVEMENT:	96
HIT DICE:	Normal: 1 + 1-4 hp Leaders: 3 Elders: 4
THACO:	Normal: 19 Leaders and elders: 17

NO. OF ATTACKS:	3
DAMAGE/ATTACK:	By weapon (1-3/1-2)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	T (2' tall)
MORALE:	Elite (13-14)
XP VALUE:	Normal: 2,000 Leaders: 3,000 Elders: 4,000

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

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

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

Quicklings speak a tongue very similar to that of brownies and buckawns, but they speak very quickly. To those unfamiliar with it, their speech is nothing but a meaningless stream of noise with individual sounds and words passing so quickly that no human can follow it. If quicklings wish to communicate with other beings, they must take care to speak very slowly. Many quicklings can speak either common, pixie, or halfling, while most of them (85%) can speak true brownie.

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

Quicklings are 100% invisible when not moving; when moving they are 90% invisible. In areas that enable them to rapidly move from cover to cover, like a forest or boulder-strewn field, they can use their speed to make their chance of invisibility 100%. If they are ever forced to roll a saving throw to avoid damage due to a hostile action, they may do so as if they were 19th-level priests.

In combat, quicklings employ their sleek, needle-like daggers



to cause 1d3 points of damage to medium-sized or smaller foes and 1d2 to larger ones. Quickling leaders (see "Habitat/Society") are 75% likely to employ poisoned blades that cause unconsciousness if the victim fails a saving throw vs. poison (must be rolled after each hit).

Quicklings have certain inherent magical powers they can employ at will. While these are truly spells, the quicklings need not preform any sort of casting ritual to invoke them. Quicklings simply will the spell to activate and it does so. Only one may be active at any given time. Once per day they may invoke the following powers: *ventriloquism*, *forget*, *levitate*, *shatter*, *dig*, and *fire charm*.

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

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

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

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

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

CLIMATE/TERRAIN:	Any/Tomb or grave area
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Very (11-12)
TREASURE:	Z
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Teleport
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	650

Crypt things are strange undead creatures that sometimes guard tombs, graves, and corpses. There are two types of crypt things—ancestral and summoned. The former type are “natural” creatures, while the others are called into existence by a wizard or priest of at least 14th level.

A crypt thing looks like nothing more than an animated skeleton, save that it is always clothed in a flowing robe of brown or black. Each eye socket is lit by a fierce, red pinpoint of light that is almost hypnotic in its intensity.

Combat: A crypt thing exists only to protect the bodies of those who have been laid to rest in its lair. It acts only to defend its crypt. Should grave robbers or vandals seek to enter and profane the sanctity of its tomb, the crypt thing becomes instantly animated.

A crypt thing's first line of defense is a powerful variety of teleportation, which it can cast once on any given group of adventurers. Each of those attacked with this spell must roll a successful saving throw vs. spell or be instantly transported away from the crypt. DMs should use the following table as a guideline, rolling 1d100 for each person who fails the saving throw, but they are free to use their own judgment as well:

01-20	1d10 x 100' north
21-40	1d10 x 100' east
41-60	1d10 x 100' west
61-80	1d10 x 100' south
81-90	1 dungeon level up
91-00	1 dungeon level down

Those teleported by the crypt thing cannot materialize inside solid matter, but they do not necessarily arrive at floor level. Particularly clever crypt things have been known to transport victims several hundred feet into the air or atop a vast chasm, leaving them to fall to their deaths.

Once it has employed this power, a crypt thing attacks by clawing with its skeletal hands for 1d8 points of damage.

A crypt thing can be hit only by magical weapons.

Like all undead, crypt things are immune to certain spells. It is impossible to employ a *charm*, *hold*, or *sleep* spell against a crypt thing with any chance of success. Crypt things are harmed by holy water or holy symbols, as are many undead creatures. The magic that roots them to their lairs is so powerful, in fact, that it also eliminates any chance for priests or paladins to turn them.



Habitat/Society: Crypt things are not a natural part of our world; they have no organized society or culture. They are found wherever tombs and crypts are located.

The most common crypt thing is the summoned variety. By use of a 7th-level spell (see below), any caster capable of employing necromantic spells can create a crypt thing.

Ancestral crypt things are the raised spirits of the dead that have returned to guard the tombs of their descendants. This happens only in rare cases (determined by the DM).

Ecology: The crypt thing is not a being of this world and, thus, has no proper ecological niche. It is rumored that the powdered marrow from a crypt thing's bones can be used to create a *potion of undead control*. In addition, anyone who employs the bones of a crypt thing to manufacture a set of pipes of haunting is 80% likely to create a magical item that imposes a -2 penalty to its victims' saving throws and has double normal effectiveness if the saving throws fail.

Create Crypt Thing

7th-level Wizard or Priest spell (necromantic)

(Reversible)

Range: Touch

Components: V,S

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 corpse

Saving Throw: None

This spell enables the caster to cause a single dead body to animate and assume the status of a crypt thing. This spell can be cast only in the tomb or grave area the crypt thing is to protect; the spell requires that the caster touch the skull of the subject body. Once animated, the crypt thing remains until destroyed. Only one crypt thing may guard a given tomb.

A successful *dispel magic* spell returns the crypt thing to its original unanimated state. Attempts to restore the crypt thing before this is done fail for any magic short of a *wish*.

The reverse of this spell, *destroy crypt thing*, utterly annihilates any one such being as soon as it is touched by the caster. The target is allowed a saving throw vs. death magic to avoid destruction.

CLIMATE/TERRAIN:	Temperate and subtropical/Mountains
FREQUENCY:	Uncommon
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Non- (0)/Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	Swarm of 200 + 1d100
ARMOR CLASS:	7
MOVEMENT:	Fl 6 (A)
HIT DICE:	50 hp
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Light beams
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	T (1' diameter)
MORALE:	Steady (11-12)
XP VALUE:	2,000

Crystalmists are interesting and unusual hive entities. Individual crystalmists look much like snowflakes, drifting about in the air and absorbing sunlight to power their crystalline structures. At the heart of each crystalmist is a pulsating pinpoint of light that gradually changes colors throughout the day.

When most people speak of a crystalmist, however, they are referring to the shape the swarm takes on when it is threatened. At such times, the various individuals drift together to form a sphere roughly one foot in diameter. The sphere throbs with a deep, ominous sound and radiates a shimmering white light. The statistics provided above are for this configuration; individuals are non-intelligent, AC 10, have 1 hit point (thus there are 50 individuals in a crystalmist community), no effective attack, and a movement rate of 18.

Individual crystalmists are not intelligent enough to have any language per se, but they are believed to have a rudimentary form of communication within their species based on color modulation.

Combat: While individual crystalmists have no combat capabilities, they can quickly form into a community being that is very dangerous. Coalescing into the larger form requires only one round, during which time the crystalmist can be attacked with impunity.

The globular crystalmist community can unleash a powerful beam of light each round, using the energy stored in the bodies of its component creatures. The beam has a range of 20 feet, beyond which limit it is too diffuse to cause injury. A normal attack roll is required for the crystalmist to hit a target with its beams. Each successful strike inflicts 1d6 points of damage.

If the crystalmist fails to hit its target, but still rolls above a 3 on its attack die, then the beam of light is assumed to have struck the target, but been deflected by armor, a shield, or some other object on the target's person (if possible). DMs should determine at random what has been hit, taking into account relative sizes and positions of objects.

Any flammable object (such as a wooden shield or padded armor) hit by the light ray must roll a successful saving throw vs. magical fire (see DMG page 39) or instantly ignite. Persons wear-



ing clothing that bursts into flames suffer 1d4 points of damage each round until they can extinguish the fire or remove the burning garb. Objects (such as lanterns) that contain very flammable materials may actually explode (10% chance), doing damage as the DM sees fit.

In addition to its light powers, the crystalmist is immune to a number of spells. It cannot be affected by *sleep*, *charm*, *illusion*, or other mind-altering spells. If the crystalmist is fighting in the presence of a bright light source (such as a *continual light* spell), the damage done by its beam is doubled to 2d6 points.

When a crystalmist suffers 10 points of damage, it fragments into its individual components. Each point of damage inflicted upon the community destroys one individual (thus 12 points of damage means the community fragments into its 38 remaining individuals). The remaining individuals cannot form another community for five rounds.

Habitat/Society: As the individual crystalmists that make up a crystalmist community have less intelligence than the average grasshopper, they have no recognizable society. Still, they do have a basic natural drive to remain with others of their kind and form communities of several hundred individual crystalmists.

Crystalmist individuals reproduce rarely, by binary fission like unicellular creatures.

Ecology: Crystalmists do not hunt, nor are they hunted. From time to time they may be scooped out of the air by a passing bat or avian in search of a few minerals to balance its diet, but as a rule they are ignored by the animals around them.

It is believed that the mysterious *timeglass of the mage* was crafted with ground crystalmists. While this has never been confirmed, it may indeed be true as the unique physiology of the crystalmist makes it very valuable to those who have an interest in arcane devices.

Other uses for the crystalmist include the creation of high quality *smoke powder* and *dust of illusion*. It is also rumored that the priceless *oracles of Greyhawk* are fashioned from crystalmist colonies captured and trapped forever by powerful magic.

The following information differs slightly from that published in previous volumes of the Monstrous Compendium. This information takes precedence over previously published material.

Dragons are an ancient, winged, reptilian race with many distinct subspecies. The ten best-known dragon subspecies are detailed in Volume 1 of the *Monstrous Compendium*. Each of these subspecies is known to exist in the Flanaess and environs. Four additional subspecies are listed here; each is best known in the Flanaess, but they might also dwell elsewhere.

Dragons range in size from several feet upon hatching to more than 100 feet after they have attained the status of great wyrm. The exact size varies according to age and subspecies. A dragon's wingspan is about equal to its body length; 15-20% of a dragon's body length is neck.

Dragons, especially older ones, are generally solitary. They distance themselves from civilization, which they consider to be a petty and foolish mortal invention.

Although dragons' goals and ideals vary among subspecies, all dragons are covetous. They like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and magical items as possible. They find treasure pleasing to look at, and they bask in the radiance of the magical items. For a dragon, there is never enough treasure. Those with large hoards are loathe to leave them for long, venturing out of their lairs only to patrol the immediate area or to get food. Dragons like to make beds of their treasure, shaping nooks and mounds to fit their bodies. By the time they mature to the great wyrm stage, hundreds of gems and coins are imbedded in their hides.

Dragons are fearsome predators, but they scavenge when necessary and can eat almost anything if they are hungry enough. Their metabolisms operate like highly efficient furnaces, consuming 95% of all the food the dragons eat. Their digestive system can also consume inorganic material; some dragons have developed a taste for such fare.

Generally, when multiple dragons are encountered they consist of a mated pair and young. Mated pairs are never older than the mature adult stage, and the young are of the young adult stage or younger. To determine the age of the young dragons, roll a six-sided die:

- 1 = Egg
- 2 = Hatchling
- 3 = Very young
- 4 = Young
- 5 = Juvenile
- 6 = Young adult

During the early part of a dragon's young adult stage, it leaves its parents to find a lair, start a hoard, and raise a family of its own. Sometimes, although rarely, juvenile dragons leave their parents to start their own lives. Once a pair of mated dragons ages beyond the mature adult stage, independence and the lust for treasure drives them apart and they split up. Older dragons of either sex sometimes raise young, but only on their own—the other parent leaves when the eggs are laid.

Although all subspecies of dragons are believed to come from the same roots tens of thousands of years ago, the present subspecies keep to themselves, working together only under extreme circumstances, though good dragons never work with evil dragons. When evil dragons of different species encounter each other, they usually fight to protect their territories. While good dragons of different subspecies are more tolerant of each other, they also are territorial, but they usually work out their differences in a more peaceful manner.

Dragon Senses: All dragons have excellent senses of sight, smell, and hearing. Their enhanced senses enable them to detect

all invisible objects and creatures (including creatures or items hidden in darkness or fog) within a radius equal to ten feet times their age category. All dragons possess a natural clairaudience ability with respect to their lairs; the range is 20 feet per age category. The dragon must concentrate on a specific section within its lair or surrounding area to hear what is going on.

Dragon Fear: Dragons can inspire panic or fear. The mere sight of a young adult or older dragon causes creatures with fewer than 1 Hit Die (as well as all noncarnivorous, nonaggressive creatures with fewer Hit Dice than the dragon) to automatically flee in panic for 4d6 rounds.

Trained war mounts, organized military units, and single creatures with 1 Hit Die or more, but with fewer Hit Dice than the dragon are not panicked, but they may be stricken with fear if they are within the dragon's fear aura. The aura's size varies with the dragon's age category. The aura surrounds attacking or charging dragons in the specified radius and in a path along the ground directly beneath a flying dragon whose altitude is 250 feet or less. Creatures not automatically panicked are entitled to saving throws vs. petrification. Creatures failing their saving throws are stricken with fear and fight with a -2 penalty to their attack and damage rolls. The aura increases in power based on the age category of the dragon; creatures subjected to the aura receive a saving throw bonus or penalty equal to the dragon's combat modifier. All creatures with Hit Dice equal to or greater than those of the dragon are immune to the fear effect.

Dragon Attacks: All dragons have a claw/claw/bite attack form and a breath weapon. The latter can be used three times a day, once every three rounds. Dragons also employ the attack forms of snatch, kick, tail slap, and wing buffet, if their age and the prevailing conditions allow it; dragons also may plummet if the DM decides to include it in the game (see following). Dragons frequently divide their attacks between opponents, using the more dangerous attacks, such as a bite, against the foes they perceive to be the toughest.

A dragon's physical attacks are subject to its combat modifier, which varies with the dragon's age category (the bonus applies to damage rolls only). The modifier also determines the level at which the dragon uses its magic. It also affects opponents' saving throws against certain dragon attacks.

A dragon's preferred attacks are, in order, its breath weapon, magical abilities (or spells), and its physical attacks. A dragon that breathes during a round of combat cannot also attack physically. Magical abilities (but not spells) can be used in addition to any attacks, except the breath weapon.

Claw: A dragon can attack creatures to its front and sides with its claws. If the dragon kicks with one rear leg, it can use only one claw (the other must be used to maintain balance).

Bite: Because of a dragon's long neck, it can bite creatures to its front or to either side.

Snatch: Only young adult and older dragons can snatch. This occurs when a flying dragon dives and attempts to grab a creature in one of its claws. A creature struck by this method is taken into the air. There is a 50% chance that a snatched creature has its arms pinned, and therefore cannot be physically attack the dragon. Snatched creatures are sometimes taken to great heights and dropped. The snatched creature can be squeezed in the claw for automatic claw damage each round, or transferred to the dragon's mouth (the transfer requires a successful attack roll). If the transfer succeeds, the victim automatically suffers bite damage each round; if it fails, the victim is dropped. Dragons of old age and older can carry a victim in each claw, and they can try to snatch two victims at once. Wyrms and great wyrms can carry three victims, but one of the first two snatched must be transferred from claw to mouth before the third can be snatched.

Dragons

Plummet: If the DM chooses to allow plummets, an airborne dragon, or a dragon jumping and descending from at least 30 feet above a target, can land on a victim. The dragon crushes and pins opponents using its claws and tail, inflicting damage equal to its bite. The dragon can crush as many creatures as its combat modifier. The dragon rolls a separate attack against each creature affected. Creatures that are missed are assumed to have escaped. Creatures that are crushed must roll successful saving throws vs. petrification or be pinned under the dragon, automatically suffering crushing damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, the victims must roll successful saving throws vs. petrification to get free. The dragon's combat modifier applies as a penalty to all saving throw vs. the crush. A dragon cannot take any other actions while plummeting or pinning.

Kick: Any dragon can kick creatures attacking it from behind. A kick delivers claw damage, and creatures struck must roll their Dexterity or less on 1d20 or be kicked back 1d6 feet, +1 foot per age category of the dragon. Creatures knocked back must roll successful saving throws vs. petrification (adjusted by the dragon's combat modifier) or fall. If the dragon attacks with one claw, it can kick with only one hind leg (the other must be used to maintain balance). A dragon cannot slap with its tail while kicking.

Wing Buffet: Young adult and older dragons can employ their wings in combat; targets must be at the dragon's sides. The damage inflicted is the same as a claw attack, and creatures struck must roll their Dexterity or less on 1d20 or be knocked prone.

Tail Slap: Adult and older dragons can use their tails to attack creatures to their rear and sides. A tail attack inflicts the same damage as two claw attacks and affects as many targets as the dragon's age category. The dragon rolls a separate attack against each creature. Creatures struck must roll successful saving throws vs. petrification (adjusted by the dragon's combat modifier) or be stunned for 1d4+1 minutes. A tail slap can smash a light wooden structure and even damage a *cube of force* (one charge per two points of combat modifier, round down).

Stall: Any dragon flying near the ground can halt its forward motion and hover for one round; it must land immediately thereafter. Once stopped, the dragon can attack with its bite and all four legs. It can use its breath weapon instead, but rarely happens since dragons can breathe on the wing. If a dragon stalls in an area with lots of dust or loose earth, the draft from its wings creates a dust cloud with the same radius as its fear aura. Creatures within the cloud are blinded, and no spell casting is possible. The cloud lasts for one round.

Spells: Dragons learn their spells haphazardly over the years. The DM should randomly determine which spells any particular dragon knows. If the random determination indicates the same spell more than once, the dragon can cast it more than once a day. Dragons do not possess spell books; they simply sleep, concentrate when they awaken, and remember their spells. Dragon spells have only a verbal component; the spells have a casting time of 1, regardless of level. Dragons cannot physically attack, breathe, use their magical abilities, or fly (except to glide) while casting a spell.

Dragon Defenses: A dragon's Armor Class improves as it gets older. Old or older dragons are immune to normal missiles, as their gem-encrusted hides deflect arrows and other small projectiles. Large missiles (from catapults, giants, etc.) and magical missiles affect them normally. Young adult and older dragons radiate a personal aura that makes them resistant to hostile magic. This aura gets stronger as the dragons age.

Dragon Flight: Despite their large size, dragons are graceful and competent fliers. This is only partially due to their powerful wings; a dragon's brain is imbued with a magical power that supplements the action of the wings.

Dragons can climb at half speed and dive at double speed.

A dragon can change direction quickly by executing a wingover maneuver. A dragon cannot gain altitude during the round it executes a wingover, but it may dive. The maneuver enables the dragon to make a turn of 120 to 240 degrees regardless of its speed.

Diving dragons can strike with their claws with a +2 bonus to their attack rolls. Dragons diving on land-bound opponents can also strike with both wings, but then must land immediately after attacking.

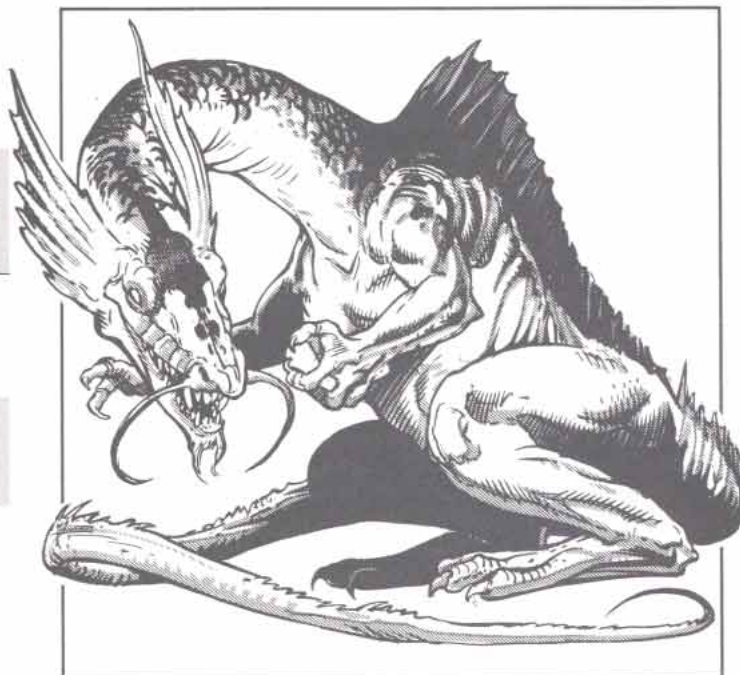
When engaging other flying opponents, dragons can either claw or bite, but not both. An airborne dragon must glide to cast spells (but innate abilities can be used any time). A gliding dragon loses 1,000 feet of altitude per round, and its forward speed is equal to one half its flight speed on the round before it began gliding.

Table 1

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

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate/Clouds and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	Special
ALIGNMENT:	Neutral

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	0 (base)
MOVEMENT:	6, Fl 39 (C), Jp 3
HIT DICE:	14 (base)
THACO:	7
NO. OF ATTACKS:	3+special
DAMAGE/ATTACK:	1-10/1-10/3-36
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (66' base)
MORALE:	Fanatic (17)
XP VALUE:	Variable



Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treas. Type	XP Value
1	11-24	4-8	3	2d6 + 2	Nil	Nil	Nil	3,000
2	24-41	8-16	2	3d6 + 4	Nil	Nil	Nil	6,000
3	41-58	16-22	1	4d6 + 6	Nil	Nil	Nil	8,000
4	58-71	22-29	0	5d6 + 8	1	Nil	1/2R, T	11,000
5	71-87	29-37	-1	6d6 + 10	1 1	25%	R, T	13,000
6	87-102	37-44	-2	7d6 + 12	2 1	30%	R, T	14,000
7	102-117	44-51	-3	8d6 + 14	2 2	35%	R, T	15,000
8	117-132	51-59	-4	9d6 + 16	3 2 / 1	40%	R, T, X, Z	17,000
9	132-148	59-66	-5	10d6 + 18	3 3 / 1 1	45%	R, T, X, Z	18,000
10	148-165	66-74	-6	11d6 + 20	4 3 / 2 1	50%	R, T, X, Z	19,000
11	165-184	74-82	-7	12d6 + 22	4 4 / 2 2	55%	R, T, X, Zx2	20,000
12	184-203	82-92	-8	13d6 + 24	5 4 / 3 2	60%	R, T, X, Zx2	21,000

Cloud dragons are reclusive creatures that dislike intrusions. They rarely converse, but if persuaded to do so they tend to be taciturn and aloof. They have no respect whatsoever for creatures that cannot fly without assistance from spells or devices.

At birth, cloud dragons have silver-white scales tinged with red at the edges. As they grow, the red spreads and lightens to sunset orange. At the mature adult stage and above, the red-orange color deepens to red gold and almost entirely replaces the silver.

Cloud dragons speak their own tongue and a tongue common to all neutral dragons. Also, 17% of hatchling cloud dragons can speak with any intelligent creature. The chance to possess this ability increases 5% per age category.

Combat: Cloud dragons are as likely to avoid combat (by assuming cloud form) as they are to attack. When attacking, they use their breath weapons to scatter foes, then cast *solid fog* and use their weather manipulation abilities to blind and disorient their foes. When very angry, they conjure storms with *control weather* spells, then they call lightning. They like to use *stinking cloud* and *control winds* spells against flying opponents.

Breath Weapon/Special Abilities: A cloud dragon's breath weapon is an icy blast of air that is 140 feet long, 30 feet high, and 30 feet wide. Creatures caught in the blast suffer damage from cold and flying ice crystals. Furthermore, all creatures three size classes or more smaller than the dragon are blown head over heels for 2d12 feet, plus three feet per age category of the dragon. Characters who can grab solid objects won't be carried away unless they fail Strength checks; creatures with claws, suction cups, etc., can avoid the effect if they have a suitable surface to cling to.

A cloud dragon casts its spells and uses its magical abilities at 6th level

plus its combat modifier.

Cloud dragons are immune to cold.

They can assume (or leave) a cohesive, cloud-like form at will, once per round. In this form, they are 75% unlikely to be distinguished from normal clouds; when in cloud form, their Armor Class improves by -3 and their magic resistance increases by 15%. Cloud dragons can use their spells and innate abilities while in cloud form, but they cannot attack physically or use their breath weapon. In cloud form, cloud dragons fly at a speed of 12 (MC: A).

As they age, cloud dragons gain the following additional powers: *Very young:* *solid fog* twice a day. *Young:* *stinking cloud* twice a day. *Juvenile:* *create water* twice a day (affects a maximum of three cubic yards [81 cubic feet]). *Adult:* *obscurement* three times a day. *Mature adult:* *call lightning* twice a day. *Old:* *weather summoning* twice a day. *Very old:* *control weather* twice a day. *Ancient:* *control winds* twice a day.

Habitat/Society: Cloud dragons lair in magical cloud islands where there is at least a small, solid floor for laying eggs and storing treasure. Very rarely, they occupy cloud-shrouded mountain peaks.

Cloud dragons are solitary 95% of the time. If more than one is encountered it is a single parent with offspring.

Ecology: Like all dragons, cloud dragons can eat just about anything. They seem to subsist primarily on rain water, hailstones, and the occasional bit of silver.

Because they lair in similar territories, cloud dragons come into conflict with silver dragons. Despite their higher intelligence, cloud dragons usually lose such confrontations because of the silver dragons' secondary breath weapons and ability to muster allies.

Dragon, Greyhawk



CLIMATE/TERRAIN:	Temperate/Cities (rarely) Temperate/Hills, plains, and forests)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	Special
ALIGNMENT:	Lawful neutral (good)

NO. APPEARING:	1
ARMOR CLASS:	0 (base)
MOVEMENT:	9, Fl 30 (D), Sw 6
HIT DICE:	11 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-10/1-10/3-30
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (25' base)
MORALE:	Fanatic (17)
XP VALUE:	Variable



Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treas. Type	XP Value
1	2-8	1-4	3	15'/1d4 + 1	Nil	25%	Nil	2,000
2	8-14	4-9	2	20'/2d4	Nil	30%	Nil	4,000
3	14-20	9-14	1	25'/2d4 + 1	Nil	35%	Nil	8,000
4	20-26	14-19	0	30'/3d4	4	40%	E, R	10,000
5	26-32	19-24	-1	35'/3d4 + 1	4 4	45%	H, R	12,000
6	32-38	24-29	-2	40'/4d4	4 4 4	50%	H, R	14,000
7	38-44	29-34	-3	45'/4d4 + 1	4 4 4 4	55%	H, R	15,000
8	44-50	34-39	-4	50'/5d4	4 4 4 4 4	60%	H, Rx2	17,000
9	50-56	39-44	-5	55'/5d4 + 1	4 4 4 4 4 4	65%	H, Rx2	18,000
10	56-62	44-49	-6	60'/6d4	5 4 4 4 4 4 / 2	70%	H, Rx2	19,000
11	62-68	49-54	-7	65'/6d4 + 1	5 5 4 4 4 4 / 2 2	75%	H, Rx3	20,000
12	68-74	54-59	-8	70'/7d4	5 5 5 4 4 4 / 2 2 2	80%	H, Rx3	21,000

Greyhawk dragons love to have human and demihuman companions, and, unlike other species of dragons, prefer to live amid the hustle and bustle of great cities. They often pose as sages, scholars, mages, or other intellectuals.

At birth, a Greyhawk dragon's scales are deep blue-gray with steely highlights. As the dragon approaches adulthood, its color slowly lightens to that of lustrous burnished steel. When these dragons take human form, they always have one steel-gray feature—hair, eyes, nails, or sometimes a ring or other ornament.

Greyhawk dragons speak their own tongue and a tongue common to all neutral dragons. Also, 19% of hatchling Greyhawk dragons can speak with any intelligent creature. The chance to possess this ability increases 5% per age category.

Combat: Greyhawk dragons favor repartee over combat. If pressed, they usually begin with a spell assault and avoid melee. If seriously harmed or threatened, they resume their dragon forms and use their breath weapons. They always breathe on any foe they plan to engage in melee, and they seek to keep their foes within the cloud until the gas loses its potency.

Breath Weapon/Special Abilities: A Greyhawk dragon's breath weapon is a cube of toxic gas. The dragon can monitor the amount of gas released so closely that it can make the cube as small as it wishes, or as large as shown in the table above. The listing is the maximum length of a side of the cube. Creatures caught in the gas must roll successful saving throws vs. poison, with a -2 penalty, or die instantly. The gas is quickly absorbed through the skin and is just as lethal if inhaled. Coating all exposed skin with lard or grease offers some protection (saving throw penalty negated). Victims who succeed with the save automatically suffer the indicated amount of damage unless immune to poison. In still air, the gas stays active for two melee rounds.

Greyhawk dragons are immune to all poisons.

A Greyhawk dragon can *polymorph self* five times a day. Each change in form lasts until the dragon chooses a different form. Reverting to the dragon's normal form does not count as a change.

Greyhawk dragons are immune to wizard spells of 1st-4th level.

As they age, they gain the following additional powers: *Young:* *cantrip* twice a day. *Juvenile:* *friends* once a day. *Adult:* *charm person* three times a day. *Mature adult:* *suggestion* once a day. *Old:* *enthrall* once a day.

A Greyhawk dragon casts its spells and uses its special abilities at 8th level plus its combat modifier.

Habitat/Society: Greyhawk dragons prefer human lodgings, but always ones that are well equipped with strong rooms or vaults to protect their treasures.

Greyhawk dragons prefer human form to their own, and they always have mortal companions. They are endlessly curious about human and demihuman art, culture, history, and politics. In their human identities, Greyhawk dragons often are well-known patrons of the arts. They always keep their true natures secret, but they are able to recognize each other.

Ecology: Greyhawk dragons prefer human food. Unlike other form-shifting dragons, they cannot live on such fare indefinitely, as they must eat enough to maintain their true bulk. Once or twice a month, they leave their adopted cities and go into the wilderness to hunt for food. They explain their absences in a way consistent with their human identities. For example, a dragon posing as a historian might claim to be out looking at ruins or questioning a grizzled survivor of an old battle.

Greyhawk dragons hate chaotic creatures who seek to disrupt life in cities or despoil their hunting grounds. In the city the dragons never hesitate to report troublemakers or to use their special abilities to hunt down criminals. In the wilderness, they prefer swifter forms of justice.

CLIMATE/TERRAIN:	Tropical and subtropical/Forests, lake shores, sea shores, and river banks
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Neutral

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	1 (base) or -2 (base)
MOVEMENT:	12, Fl 39 (C), Sw 12
HIT DICE:	11 (base)
THACO:	9 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	2-5/2-5/2-24
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Nil or 15%
SIZE:	G (54' base)
MORALE:	Champion (16 base)
XP VALUE:	Variable



Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treas. Type	XP Value
1	7-19	6-16	4	2d6 + 1	Nil	Nil	Nil	1,400
2	19-31	16-28	3	3d6 + 2	Nil	Nil	Nil	3,000
3	31-43	28-38	2	4d6 + 3	Nil	Nil	Nil	5,000
4	43-55	38-50	1	5d6 + 4	1	Nil	Y, Z	8,000
5	55-67	50-60	0	6d6 + 5	1 1	25%	X, Y, Z	10,000
6	67-80	60-70	-1	7d6 + 6	2 1	30%	X, Y, Z	11,000
7	80-93	70-84	-2	8d6 + 7	2 2	35%	X, Y, Z	12,000
8	93-106	84-95	-3	9d6 + 8	3 2 / 1	40%	X, Y, Zx2	14,000
9	106-120	95-108	-4	10d6 + 9	3 3 / 1 1	45%	X, Y, Zx2	15,000
10	120-134	108-121	-5	11d6 + 10	4 3 / 2 1	50%	X, Y, Zx2	16,000
11	134-148	121-133	-6	12d6 + 11	4 4 / 2 2	55%	X, Y, Zx3	17,000
12	148-162	133-146	-7	13d6 + 12	5 4 / 3 2	60%	X, Y, Zx3	18,000

Mist dragons are solitary and philosophical. Their favorite activity is sitting quietly and thinking. They hate being disturbed and dislike conversation.

At birth, a mist dragon's scales are shiny blue-white. As the dragon ages, the scales darken, becoming blue-gray with metallic silver flecks that sparkle in sunlight.

Mist dragons speak their own tongue and a tongue common to all neutral dragons. Also, 15% of hatching mist dragons can speak with any intelligent creature. The chance to possess this ability increases 5% per age category.

Combat: Mist dragons try to avoid encounters by assuming mist form. In combat, they quickly use their breath weapons, then assume mist form and hide in the vapor—where they launch a spell assault.

Breath Weapon/Special Abilities: A mist dragon's breath weapon is a cloud of scalding vapor that is 90 feet long, 30 feet wide, and 30 feet high. Creatures caught in vapor suffer can roll saving throws vs. breath weapon for half damage. In still air, the vapor persists for 1d4 + 4 rounds; on the second round, it condenses into a clammy, smothering fog that blinds air-breathing creatures for 1d4 rounds and inflicts 3d4 points of drowning damage per round for as long as the creature remains in the cloud (a successful saving throw vs. breath weapon negates both effects).

A mist dragon casts its spells and uses its magical abilities at 6th level plus its combat modifier.

Mist dragons are immune to fire and heat.

Mist dragons can assume (or leave) a cohesive, mist-like form at will, once per round. In this form, they are 75% unlikely to be distinguished from normal mist; in mist form, their Armor Class improves by -3 and

their magic resistance increases by 15%. They can use their spells and innate abilities while in mist form, but they cannot attack physically or use their breath weapon. Mist dragons in mist form can fly at a speed of 9 (MC: A).

As they age, they gain the following additional powers: *Very young:* water breathing twice a day. *Young:* wall of fog twice a day. *Juvenile:* create water twice a day (affects a maximum of three cubic yards [81 cubic feet]). *Adult:* control winds three times a day. *Mature adult:* wind wall twice a day. *Old:* solid fog twice a day. *Very old:* predict weather twice a day. *Ancient:* airy water twice a day.

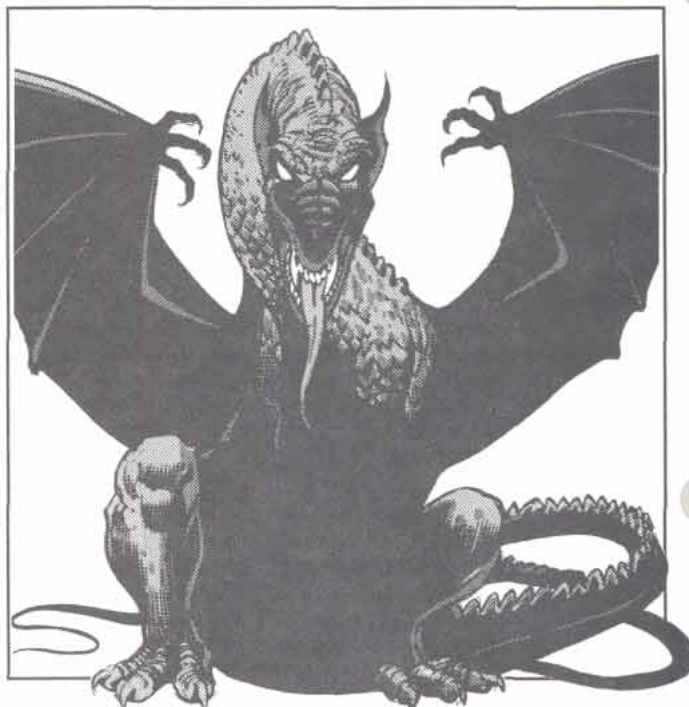
Habitat/Society: Mist dragons live near waterfalls, rapids, coastlines, or where rainfall is frequent and heavy. Their lairs are usually large natural caverns or grottoes that are mist-filled and damp. Forest-dwelling mist dragons occasionally come into conflict with green dragons. Mist dragons greatly resent the green dragons' attempts to intimidate or dominate them; they usually spend several months vainly trying to avoid a green dragon's advances before losing all patience and launching an all-out campaign to destroy or drive away the aggressor. Likewise, coastal mist dragons might have bronze dragons for neighbors. This, however, seldom leads to conflict as both dragons are content to leave the other alone.

Mist dragons are loners, and 90% of all encounters are with individuals. Group encounters are with parents and offspring.

Ecology: Mist dragons can eat almost anything, including woody plants and even mud. However, they draw most of their sustenance directly from natural mist or spray. They often lie in misty or foggy places, thinking and basking in the moisture.

CLIMATE/TERRAIN:	Non-arctic/Ruins, subterranean, and plane of Shadow
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Nocturnal (any on the plane of Shadow)
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	Special
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	-4 (base)
MOVEMENT:	18, Fl 30 (D), Jp 3
HIT DICE:	12 (base)
THACO:	9 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-6/1-6/3-18
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (21' base)
MORALE:	Champion (16)
XP VALUE:	Variable



Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treas. Type	XP Value
1	1-4	1-3	-1	1d4 +1	Nil	5%	Nil	4,000
2	4-11	3-8	-2	1d4 +2	Nil	10%	Nil	6,000
3	11-18	8-13	-3	2d4 +1	Nil	15%	Nil	8,000
4	18-23	13-18	-4	2d4 +2	2	20%	1/2 H, S	10,000
5	23-29	18-23	-5	3d4 +1	2 2	25%	H, S	11,000
6	29-36	23-28	-6	3d4 +2	2 2 2	30%	H, S	13,000
7	36-42	28-33	-7	4d4 +1	2 2 2 2 / 1	35%	H, S	15,000
8	42-48	33-38	-8	4d4 +2	2 2 2 2 2 / 2	40%	H, Sx2	17,000
9	48-55	38-43	-9	5d4 +1	2 2 2 2 2 / 3	45%	H, Sx2	18,000
10	55-61	43-48	-10	5d4 +2	4 2 2 2 2 / 3 1	50%	H, Sx2	19,000
11	61-67	48-53	-11	6d4 +1	4 4 2 2 2 2 / 3 2	55%	H, Sx3	20,000
12	67-74	53-58	-12	6d4 +2	4 4 4 2 2 2 / 3 3	60%	H, Sx3	21,000

Shadow dragons are sly and devious. They are instinctively cunning and are not prone to taking risks.

At all ages, a shadow dragon's scales and body are translucent, so that when viewed from a distance it appears to be a mass of shadows.

Shadow dragons speak their own tongue and a tongue common to all evil dragons. Also, 17% of hatchling shadow dragons can speak with any intelligent creature. The chance to possess this ability increases 5% per age category.

Combat: Shadow dragons prefer to attack from hiding, usually employing invisibility or hiding in shadows. They use illusion/phantasm spells to confuse and misdirect foes. Older dragons are especially fond of their non-detection ability.

Breath Weapon/Special Abilities: A shadow dragon's breath weapon is a cloud of blackness that is 40 feet long, 30 feet wide, and 20 feet high. Creatures caught in the cloud are blinded for one melee round and lose $\frac{3}{4}$ (round up) of their life energy (levels or Hit Dice); a successful saving throw vs. breath weapon reduces the loss to $\frac{1}{2}$ (round up). The life energy loss persists for a variable number of turns, shown on the table above. Negative plane protection spells prevent this life energy loss.

A character who is reduced to 0 or fewer levels lapses into a coma for the duration of the cloud's effect.

A shadow dragon casts spells and uses its magical abilities at 6th level plus its combat modifier.

Shadow dragons are born immune to energy draining and with the ability to hide in shadows with 40% chance of success; this ability increases 5% per age category to a maximum of 95%.

As they age, they gain the following additional powers: *Juvenile:* mirror image three times a day (1d4 +1 images). *Adult:* dimension door twice

a day. *Old:* non-detection three times a day. *Venerable:* shadow walk once a day. *Great wyrm:* create shadows three times a day. (This ability creates a mass of leaping shadows with a radius of 100 yards, duration one hour. All magical [and normal] light and darkness sources are negated for as long as they remain in the radius. Creatures able to hide in shadows can do so in these magical shadows even if under direct observation. Shadow dragons and other creatures from the plane of Shadow can move and attack normally while hiding in these shadows, effectively giving them improved invisibility. A successful dispel magic spell banishes the shadows.)

Habitat/Society: Shadow dragons hate both bright light and total darkness, preferring variegated lighting with patches of diffuse light and deep, inky shadows. On the Prime Material plane, their lairs are always places that provide shadowy light for most of the day. They prefer ancient ruins, where they can hide underground when the sun is bright and still find shadows above ground during dawn and twilight. In the plane of Shadow, they live in dense thickets of trees and brambles, fortified castles, or labyrinthine caves. In either plane, they prefer to locate their lairs near colonies of other creatures that can alert them to potential foes or victims. The dragons seldom actually cooperate with these allies, however, though the dragons commonly prey on them.

Shadow dragons love dark-colored, opaque gems, and especially prize black stones. They also collect magical items that produce shadows or darkness. They use these items to turn areas filled with total darkness or light into masses of shadows.

Ecology: Shadow dragons eat almost anything. Their favorite food is rotting carrion, though they often kill for sport. Slain victims are left to decay until they become suitably foul. These dragons are equally fond of frost-killed, waterlogged, or salt-poisoned plants.

Dragonfly, Giant

	Adult	Larva (Nymph)
CLIMATE/TERRAIN:	Tropical, subtropical, and temperate/Jungles, forests, and swamps	Tropical, subtropical, and temperate/Fresh water
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary or swarm	Solitary
ACTIVITY CYCLE:	Day	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	1-6	1
ARMOR CLASS:	3	3
MOVEMENT:	3, Fl 36 (B)	9, Sw 3 (jet 24)
HIT DICE:	7 (8+2-8)	6+1 (7+2)
THACO:	13 (11)	15 (13)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3-12 (4-16)	3-18 (4-24)
SPECIAL ATTACKS:	Initiative bonus	Surprise bonus
SPECIAL DEFENSES:	Darting	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6'-8' long)	M (4 $\frac{1}{2}$ '-6')
MORALE:	Steady (11-12)	Steady (11-12)
XP VALUE:	1,400 (2,000)	650 (975)

Giant dragonflies, like their smaller counterparts, are swift and deadly aerial hunters. While their smaller cousins are generally beneficial, the giant variety is a dangerous predator that attacks any creature its size or smaller.

Adult giant dragonflies are famous for their brilliant metallic colors; common hues are green, blue, and gold. Stripped and spotted individuals have been reported. All adult giant dragonflies have two identical pairs of transparent wings that show dark veins in an sparkling amber membrane. A dragonfly's six legs are long and delicate, so the insect can at best balance lightly on a tree branch or other perch. The legs are tightly bunched where they join the body, but spread out at angles so the dragonfly can clench them together to form a large basket.

Combat: A giant dragonfly's four wings enable it to hover and to dart with blinding speed. They gain a -3 bonus to all initiative rolls; if they win initiative, they can dart into melee and zip out of range before their opponents can make return melee attacks. A darting dragonfly also can avoid missile attacks. When a giant dragonfly has initiative, missile attacks directed against it suffer a -4 penalty. Even when the dragonfly loses initiative, missile attacks against it suffer a -2 penalty. When attacking creatures of tiny or small size, a dragonfly scoops its victim into its leg basket and devours it in midair. Once caught in the basket, the creature automatically suffers bite damage each round until completely devoured. When attacking larger creatures, a dragonfly darts in to bite with its mandibles.

Habitat/Society: Since they tend to attack and devour anything they see, giant dragonflies do not form organized groups. Nevertheless, several of them hunting in the same general area may attempt massed attacks against less agile opponents. After such a gang attack, however, any crippled dragonflies are likely to become the next victims.



Ecology: Giant dragonflies mate and breed on the wing and near water, where they prefer to hunt. However, they are strong fliers and often are encountered over dry land, miles from water. Generally, they prey on other flying giant insects, but they take warm-blooded prey when they can get it. Giant dragonflies cannot tolerate freezing temperatures, but they are found in nearly every non-polar climate except deserts. In tropical areas, giant dragonflies tend to be even bigger. These larger specimens use the statistics in parentheses.

Giant dragonfly eggs hatch in 12-20 days, depending on the temperature. Once hatched, a dragonfly remains in larval form for about a year. In temperate climates, the larvae hibernate through the winter, emerging as adults the next spring.

A giant dragonfly's wings have no special value, but its glittering, metallic skin is highly prized in some areas for use in apparel and decoration. Magically preserved skin can bring up to 600 gp per square foot (a typical specimen yields six square feet of skin; tropical specimens can yield about eight square feet).

Larvae

Dragonfly larvae are sometimes called nymphs. These creatures are every bit as voracious as the adults, but they are flightless and completely aquatic. They are poor swimmers, however. Instead they lurk on the bottoms of lakes or ponds, hiding in burrows, weed beds, or fallen debris and waiting to ambush prey. Their abdomens are equipped with organs that can expel a powerful jet of water once every two rounds. When jetting out of cover to the attack, a nymph surprises victims 50% of the time. Dragonfly nymphs are armed with mandibles even more formidable than those of adults. Furthermore, these mandibles are covered by a rubbery, lip-like organ when not in use; so even if the nymph is spotted before the attack, it often appears to be an inoffensive, toothless creature.

CLIMATE/TERRAIN:	Any/Non-arctic (mostly the Pomarj)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or band
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral (evil)

NO. APPEARING:	1-4
ARMOR CLASS:	Variable (typically 3)
MOVEMENT:	12, Fl 18 (C; D if mounted)
HIT DICE:	8 + 4
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/4-16
SPECIAL ATTACKS:	Tail slap (2-12)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (24')
MORALE:	Elite (13)
XP VALUE:	2,000



Dragonnel are distantly related to both dragons and pteranodons. Their four legs, huge wings, and long tails give them a dragon-like appearance, and from a distance it is easy to mistake a dragonnel for one of its more fearsome cousins. Nevertheless, dragonnels are a distinct species, not a dragon subspecies. Closer inspection reveals a dragonnel's toothy beak and warty, dinosaur-like hide.

At hatching, a dragonnel is glossy black with a red underbelly. As the creature ages, its underbelly fades to gray and its sides become dark red-violet. An adult dragonnel has long, maroon-colored spines on its back and white frills on its head.

Most dragonnels cannot speak, but 4% of wild adults can speak the tongue common to all evil dragons. Though not very bright, they tend to be evil, cunning, and malicious.

Combat: Dragonnels have no breath weapons; in battle, they strike with their clawed forefeet and bite with their beaks. If they do not attack with their claws, they can lash opponents behind with their tails.

Habitat/Society: Unlike their cousins, the dragons, wild dragonnels are mildly social, gathering for mutual defense, cooperative hunting, and to mate. Males in their prime stay away from other males, collecting small, semi-permanent harems of females. Females leave the band to lay eggs secretly, burying them in warm, moist earth. Once the eggs are laid, the females abandon them, often rejoining their old band, but sometimes remaining solitary until they find a new one.

Dragonnels are sometimes used as mounts for war and raiding; evil humans living among the humanoids of the Pomarj are the best-known dragonnel riders. Dragonnels carrying riders can fly at full speed if the total load does not exceed 360 pounds. However, if the load exceeds 100 pounds they lose maneuverability, which falls to the rating shown in parentheses. Dragonnels cannot (or will not) fly when carrying loads exceeding 360 pounds. Dragonnels can run at full speed carrying loads of up to 540 pounds, but if forced carry greater loads, they simply sit down and refuse to move. When serving as mounts they sometimes are

equipped with leather barding, which lowers their AC to 2. Leather dragonnel barding weighs 180 pounds and costs 600 gp.

Needless to say, dragonnels are difficult to train, and they serve as mounts only grudgingly. Wild, adult dragonnels cannot be trained, although evil beings might be able to entice talking dragonnels into cooperating. During such negotiations, dragonnels are as vain and greedy as their cousins, the dragons. Normally a prospective dragonnel trainer must find a clutch of eggs, hatch them, and train them for about five years.

A trained dragonnel is controlled with a short goad with a metal tip and a weighted butt, and with four reins, one pair attached to each of the creature's jaws. Even trained dragonnels are untrustworthy mounts; more than one careless rider has received a painful, if not fatal, bite when approaching his steed unwarily and without a sharp goad in hand.

Ecology: Dragonnels are at home in almost any climate except the coldest and driest. At one time, they ranged the Flanaess from the Kron Hills and the Glorioles to the Drachensgrab Mountains, but they are now virtually extinct everywhere except the Pomarj, where they are used as steeds.

Dragonnel eggs are laid in clutches of 1d6 + 2. If incubated under warm, moist conditions, they hatch in 12 weeks. Hatchling dragonnels can fly almost immediately and mature in about three years.

Wild dragonnels prefer to hunt and kill large animals, such as cattle, elk, horses, or even an occasional human or demihuman. However, when necessary they scavenge or hunt nearly anything living—rodents, fish, humanoids, or anything else they can catch. Unlike dragons, they are true carnivores and cannot eat plants or exotic foods like gems or minerals. Domestic dragonnels thrive only on red meat, usually the equivalent of two horses or cows every month.

Although they have no natural enemies, wild dragonnels are hunted by humans, whose herds and flocks they raid, and by all species of dragons. Good dragons abhor their stupidity and evil tendencies. Evil dragons simply resent the competition.

CLIMATE/TERRAIN:	Temperate/Deep forests
FREQUENCY:	Very rare
ORGANIZATION:	Bands
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Average to genius (11-18)
TREASURE:	N, Q
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	20-80
ARMOR CLASS:	6 (10)
MOVEMENT:	15
HIT DICE:	1+1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 (weapon)
SPECIAL ATTACKS:	+1 with bow and spear
SPECIAL DEFENSES:	Traps
MAGIC RESISTANCE:	90% to sleep and charm spells
SIZE:	M (4-5' tall)
MORALE:	Elite (13-14)
XP VALUE:	120

The grugach are wild elves, akin to sylvan or wood elves, but smaller, lighter, and very pale. When not in their tribal bands, they dress in leather armor decorated with the shapes of leaves or of the animals of the deep forest. Except where otherwise noted, grugach conform to the specifics of wood elves and of elves in general.

While it is true that many bands of wood elves are secretive and even dangerous when stumbled upon, it is the grugach who have given the wood elves a reputation for ruthless xenophobia. As a rule, a party that meets with a band of elves who do not speak common (grugach speak only elvish, treant, and certain other sylvan creatures' tongues) should consider themselves in trouble.

Combat: Grugach are fierce fighters, and they are the strongest of the elven races. Characteristically wide at the shoulders, grugach add +2 to their Strength scores (treat 19 as 18[01] and 20 as 18[51]). They are not as well-versed in the use of the sword as are other elves, as there's little space to swing a sword in the dense virgin woodlands where the grugach live. They make up for this by gaining a +1 bonus to their attack roll with a spear, as well as with a bow.

Grugach are very skilled at setting traps. These consist principally of pits and snares in and around their home territory. All such traps are well-concealed, and there is a 90% chance that creatures passing near the trap stumble into it. If characters passing through a trapped area examine their surroundings carefully (reducing their movement to 3, and taking pains to look where they step), the likelihood of triggering a trap is reduced to 30%. Once a trap is triggered, the character's chance to escape must be weighed on a case-by-case basis, depending upon the nature of the trap and the awareness the victim has regarding his danger. As a general rule, a character should have to roll a saving throw against breath weapon, with a -2 penalty.

Pit traps are normally ten feet deep and spiked at the bottom. Damage is 1d4 (fall onto the earth-floored pit), plus 1d4 + 2 spikes for 1d6 points of damage each, plus any poison that might have



been applied to the spikes. Snares are usually set to encircle and jerk creatures off their feet and suspend them five feet or more above the ground. Some snares can be deadfalls, where a heavy log crashes down for 6d6 of damage and pins the victim as well.

Poisoned spikes and deadfalls are usually employed in case the creature has actually entered the grugach's territory.

Grugach have no wizards, but there are multi-classed fighter/druids. These characters fight to keep the woods clean of civilization, and to keep unwanted strangers away.

Habitat/Society: Grugach are a type of wood elves who long ago withdrew into the deep forests. They welcome no intrusions on their territory, not even by other elves, or such woods-loving people as druids. Two old elven poems cite this as the reason that the grugach enjoy the effects of animal friendship with the animals of the forest. Indeed, grugach might ride stags as steeds.

Bands of grugach consist of about six family units of five to ten elves each, living in a wide-spread camp of several ground-level or tree-level huts. If intruded upon by well-meaning but innocent characters, the grugach immediately capture the intruders and lead them, drugged and blindfolded, to distant areas of the woods where the intruders might be released without endangering the security of the grugach. If the intruders are evil, or if they offer resistance to the grugach, the wild elves almost certainly attack to kill.

Grugach seem particularly attracted to platinum, a metal they find beautiful and well-suited for their jewelcraft. Grugach are sometimes hunted for their riches, but thieves who attempt this are usually disappointed by the small amount of treasure carried by grugach (thieves are also horrified by the dedication the wild elves demonstrate in hunting down such villains).

Ecology: The grugach live in harmony with their surroundings. They are the only intelligent race in their neck of the woods. They dedicate themselves to protecting the woods against intrusion by other intelligent races.

CLIMATE/TERRAIN:	Temperate/Hills
FREQUENCY:	Very rare
ORGANIZATION:	Bands
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High to supra-genius (14-20)
TREASURE:	M, N, (G, S, T)
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	10-40 or 20-240
ARMOR CLASS:	4 (10)
MOVEMENT:	12
HIT DICE:	1 + 2
THAC0:	19
NO. OF ATTACKS:	1 or more
DAMAGE/ATTACK:	1-8 (by weapon)
SPECIAL ATTACKS:	+1 with bow or sword
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	90% to <i>sleep</i> and <i>charm</i> spells
SIZE:	M (5-6' tall)
MORALE:	Steady (11)
XP VALUE:	420

Whether a separate race of elvenkind or simply an offshoot of gray elves, the elves of the Valley of the Mage have distinctive features and characteristics. In the WORLD OF GREYHAWK® fantasy world setting, they are found only in the immediate vicinity of the Valley of the Mage. They are known as valley elves to most races, but other elves use a derogatory term implying the status of slaves or created things rather than servants or allies.

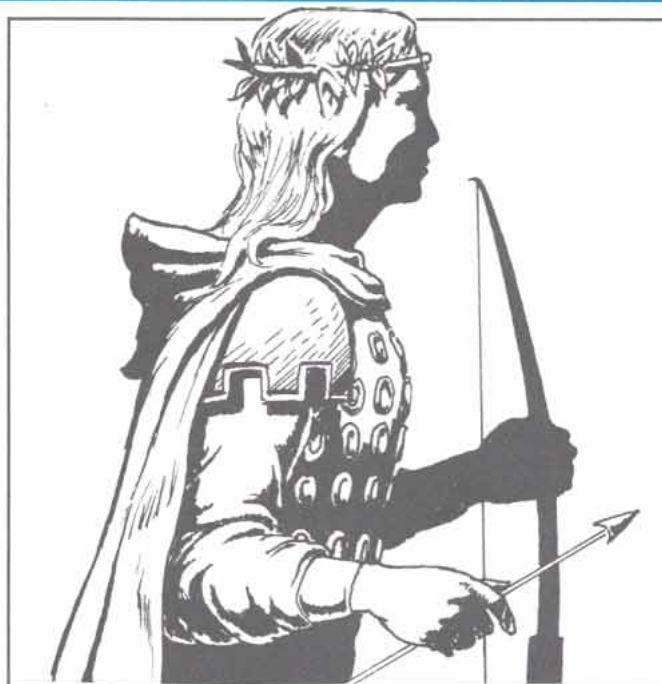
Other than the distinctive attributes described below, valley elves conform closely to the characteristics of gray elves, and of elvenkind in general.

Valley elves are as tall as most humans, but thin with sharp and pointed features. Their hair is pale yellow in the summer, darkening to a rich gold in the winter months. They dress in blues and greens, usually in garments that are loose and flowing. When necessary, valley elves can pass as humans. (Indeed, the Mage of the Valley is rumored to have valley elf spies and assassins arrayed in a network stretching across several kingdoms.) Like most other elves, their preferred weapons are the bow and the long sword. Many valley elves own and wear suits of chain mail.

Combat: The elves of the Valley of the Mage have been known to raid other territories, probably at the behest of their liege. They are also a loyal home guard, patrolling the Mage's lands, more or less in cooperation with gnomes and strange, fierce monsters. Wherever they are encountered, valley elves are quick to initiate combat.

The typical valley elf is a fighter/wizard of 1st/1st level (only 25% of the elves are unable to cast spells). Valley elves are most often encountered in squads of 10d4. Spell choice and weapon use is coordinated. (For example, a wall of sword-wielding elves will protect a second rank of archers and a third rank of elves wielding offensive spells.) However, once such simple coordination is worked out, valley elves have no feel for tactics. Fighters, particularly those carrying swords, are not inclined to worry much about group tactics in combat; each fighter's tactics are intelligent and well-thought-out, but they may not mesh well with the intelligent plans of his neighbor.

Valley elves are excellent horsemen, though they do not ride



other mounts. They rarely fight from horseback, preferring to ride up to a foe, dismount, and engage on foot.

For every five valley elves encountered, there is an additional fighter/wizard of 2nd/2nd level. For every ten, there is an additional leader of 3rd/3rd level. If more than 30 elves are encountered, the squad is led by an elf of 6th/5th level, with two assistants, each 4th/4th level. These leaders expect their orders to be obeyed; they can occasionally counteract the individuality displayed by valley elves at war.

Wandering bands of valley elves often (75%) have 1d4 cooshee (elven dogs) as guards.

Habitat/Society: The Valley of the Mage is a dangerous place, with wild monsters let loose to discourage visitors, subtle traps, and other hazards. Rather than being at risk, though, the valley elves are part of the danger. The elves obey their liege and his First Protector (a female drow in charge of defenses against unwarranted intrusions) and are in turn kept safe from the lands they patrol.

Occasionally, a visitor stumbles onto one of the bands of valley elves, settled among the hills. The elves know that none of the Mage's invited visitors is supposed to encounter them, and so they attack with intent to capture the intruders and take them to the First Protector. Communities have 2d4 cooshee, as well as a council leader, traditionally a valley elf of 5th to 8th level as a fighter, and between 4th and 7th level as a wizard. Valley elves are by nature reclusive and predisposed to resent most other races, except gnomes, whom they tolerate.

Other elves dislike valley elves, believing that they have sold out their most valued treasure, their independence, to the Mage. They are also less than enthusiastic about valley elves taking orders from a drow.

Ecology: The Mage provides for most of the valley elves needs, and they forage for the rest. In return they serve the Mage as agents and guards. They have raided Bessel, the Gran March, Ket, and the Duchy of Geoff.

Giant-kin, Voadkyn

CLIMATE/TERRAIN:	Temperate and subtropical/Forests
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	High to exceptional (13-16)
TREASURE:	E
ALIGNMENT:	Chaotic good

NO. APPEARING:	1-4
ARMOR CLASS:	8 (5 in armor)
MOVEMENT:	12
HIT DICE:	7+7
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 (weapon) +3 to +6 (Strength bonus)
SPECIAL ATTACKS:	-4 penalty to opponents' surprise rolls
SPECIAL DEFENSES:	Resistant to some spells
MAGIC RESISTANCE:	Nil
SIZE:	L (9½' tall)
MORALE:	Steady (11-12)
XP VALUE:	2,000



Wood giants (also known as voadkyn) are one of the smallest of the minor races of giants, looking somewhat like giant-sized wood elves. They are flighty, frivolous, and good friends with wood elves.

Standing 9½ feet tall, wood giants weigh around 700 pounds. They have the physical proportions of humans, which makes them thin and light for giants. They are completely devoid of facial and body hair, including eyebrows. Their heads seem overly large for their bodies, especially the jaws, chin, and mouth. Their ears are placed higher than on a human, almost completely above the line of the eyes.

Wood giants can be almost any shade of brown, mixed with yellow or green. They are fond of leather armor and ring mail. A wood giant carries two weapons—a two-handed sword and a giant-sized long bow with quiver. A special sheath for the sword is steel tipped, enabling it to be used as a walking stick. This does not in any way disguise the sword.

They wrap their ankles in leather strips almost up to the knee, although the foot itself is mostly bare. The only garments they wear are loose trousers or a short kilt. A wood giant always wears a leather forearm sheath to protect his arm from the bowstring. All of these items are frequently stained in forest colors of green and brown.

Combat: Voadkyn do not fight unless forced to defend themselves or allies. Their favorite weapon is their huge, non-magical long bow. They get a +1 bonus to attack rolls and 50% better range because of its unusual size. The matching arrows are over four feet long and cause 1d8 points of damage. Wood giants do not hurl rocks or boulders. If pressed into melee, they wield their two-handed swords with one hand.

When encountered, the Strength of the voadkyn must be determined by rolling percentile dice. The resulting number is the 18/(roll) value for their strength. This gives them a +3 to +6 damage bonus. They do not receive any attack roll bonus for Strength. These giant-kin are usually in the company of 1d4 wood elves (60%), 1d4 dire wolves (30%), or both (10%).

Wood giants are 90% resistant to *sleep* and *charm* spells; they have infravision up to 90 feet.

The only magical skill voadkyn have is the ability to poly-

morph into any humanoid figure, from three to 15 feet in height. They cannot become a specific individual, only a typical specimen of that race. They have been known to use this ability to join a party and trick it out of treasure.

Wood giants can move silently in a forest, despite their great height, thus imposing a -4 penalty to opponents' surprise rolls. They can blend into forest vegetation, becoming effectively invisible. Only creatures able to detect invisible objects can see them. Although they are not invisible while attacking, they are extremely quick (Dexterity 16) and can move out of hiding, launch an arrow, and move back into hiding in the same round. These arrows seem to come from nowhere unless the target is looking at the wood giants' hiding spot.

Habitat/Society: Wood giants inhabit the same forests as wood elves. They have no lairs, choosing to live under the stars or with the wood elves for a time. Wood giants encountered in the forest are mostly male (90%). Female wood giants usually remain at a makeshift camp or with the wood elves at their lair. Offspring are rare, as each female gives birth to only 1d4 children in her lifetime. The young are born and raised deep in the woods among the wood elves, away from prying eyes.

The strong bond between wood elves and wood giants goes back further than either race can remember. This may account for the elven abilities of the giants. They do not mix or treat with any other intelligent creatures, although they tolerate any good elf. Like the elves, wood giants are fond of finely cut gems and well-crafted magical items.

Humans who have had contact with wood giants describe them as friendly enough, but flighty and frivolous, and never in a great hurry to do anything other than eat and drink large amounts of wine. Treants (with whom they occasionally converse) consider them irrational, foolish, and occasionally obnoxious, but enjoyable company.

Ecology: The jaw of the voadkyn is large because of the oversized grinding teeth in it. These teeth are completely unsuited for eating meat, but they are perfect for vegetables and other plants. Wood giants can eat the leaves and roots of many plants that are inedible to humans. They especially enjoy nuts and seeds.

Giant-kin, Spriggan

CLIMATE/TERRAIN:	Any/Wilderness
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to exceptional (8-16)
TREASURE:	A
ALIGNMENT:	Chaotic evil

NO. APPEARING:	3-12
ARMOR CLASS:	3 or 5 (10)
MOVEMENT:	9 or 15
HIT DICE:	4 or 8 + 4
THAC0:	17 or 11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-8/2-8 (weapon) +7 (Strength bonus)
SPECIAL ATTACKS:	Spells, thief abilities
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall) or L (12' tall)
MORALE:	Champion (15-16)
XP VALUE:	Male: 4,000 Female: 3,000

These ugly, dour cousins of gnomes are able to become giant-sized at will.

In either size, spriggans look basically the same. They are ugly, thick-bodied humanoids, with pale or dull yellow skin, brown or black hair, and red eyes. On rare occasions a spriggan may have red hair, which they believe is a symbol of good luck. Their noses are large and bulbous, but not beyond the human norm. They are very fond of mustaches and bushy side burns, but they never clean or comb them. This same policy of uncleanness extends to their bodies and any other possessions. Spriggans smell of dank earth, stale sweat, and grime.

Outside of their lair they always wear armor and carry weapons, usually polearms, although they have been known to carry swords or maces. Spriggans never use shields. They like to carry several nasty little daggers concealed in various places in their armor. Spriggans never wear jewelry or other ornaments. They prefer to keep these things with their hoard, where they brood over them at odd moments.

Combat: Spriggans are tricky and tough in battle. They have a wide variety of options for combat. Their major ability is to change from small to giant size at will. Weapons, armor and other inanimate objects on their person shrink and grow with them. This action takes the whole round, during which they can move up to 30 feet but not fight. When small, spriggans can use the following spell-like effects: *affect normal fires*, *shatter*, and *scare* (with a -2 penalty to the saving throw, due to their ugliness). They can perform any one of these instead of fighting, once in any round, as often as they want. When giant-sized, spriggans cannot perform magic, other than to shrink again. In this form they are as strong as hill giants (19).

In either size, they have 8th-level thief abilities like those of a gnome with an 18 Dexterity. This high Dexterity enables them to use a weapon twice each round. They can pick pockets (75%), open locks (78%), find or remove traps (70%), move silently (77%), hide in shadows (64%), hear noise (35%), climb walls (81%), and read languages (40%). Keep in mind that their size may affect these chances indirectly. For example, it is difficult for a 12-foot-tall giant to hide in a six-foot-tall shadow. They can



backstab only while in small form, and they inflict triple damage if successful.

Spriggans can never quite get organized as groups. In fact, they are sometimes encountered with part of the group giant-sized and part of them gnome-sized. On an individual level they are very clever and use their abilities to the fullest to accomplish their goals. These goals are usually to cause great havoc and mayhem amongst other races. They seem to take great pleasure in destroying property and hurting innocent creatures.

Habitat/Society: Spriggans usually travel in packs, all of them male. The females keep to dismal burrows or secret dens in forgotten ruins, rarely venturing out farther than necessary to gather food. A female has the same combat abilities as a male except that they have only 7 + 4 Hit Dice in giant form. The females mate with males from packs that wander nearby. The children are cast out upon reaching maturity, the males to join up with packs and the females to find a place to lair. Spriggan infant mortality is high, with the males (80%) surviving more often than the females (60%).

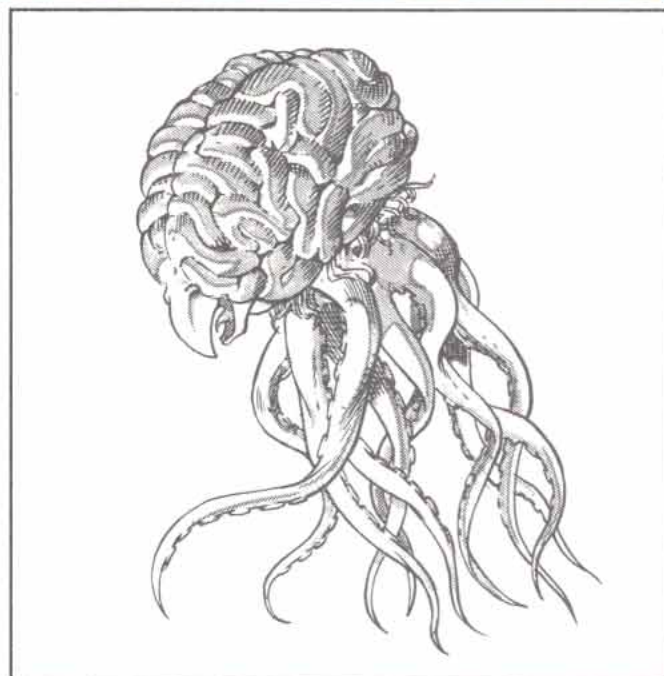
Spriggans hate gnomes more than any living creatures, but they truly love none but those of their own ilk. Perhaps it is the similarity of the true gnomes to their race that drives their hatred. They like to terrorize, rob, and otherwise work vile deeds. They do not hesitate to attack or steal from traveling groups or small settlements in their area. All of their possessions, including their armor and weapons, are stolen from their victims. They greatly fear large groups of organized humans and demihumans, and they avoid such parties.

Ecology: The roving packs of males tend to be meat eaters, preferring to hunt or steal their food. As such they must keep moving and establish wide areas of control. The females tend to eat fruits and grains that can be easily gathered near their dens. They eat meat only when offered by a male as part of the mating ritual.

Spriggans are too mean and nasty to have any natural predators, although gnomes attack them on sight unless faced with overwhelming odds. It usually takes a well-armed party to root out a band of spriggans.

CLIMATE/TERRAIN:	Any/Subterranean or ruins
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	Fl 12 (D)
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	11
DAMAGE/ATTACK:	1-4(x10)/1-6
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	Immune to electricity
MAGIC RESISTANCE:	Nil
SIZE:	M (5' diam.)
MORALE:	Elite (13-14)
XP VALUE:	2,000



The grell is an underground-dwelling, levitating jellyfish. This fearsome carnivore is feared for its ability to strike quickly before any defense can be set up.

The body of a grell is basically spherical and about five feet in diameter. It is clearly divided into two lobes, left and right. Its drab olive colored flesh is streaked with white. Various lumps, ridges, and veins give the appearance of an exposed brain. A ten-inch-long beak protrudes from one side, just above the base and directly on the major division of the lobes.

The base of the body is fringed with hundreds of one- to three-inch-long tentacles. Ten six-foot-long tentacles trail from the bottom of the body. Each pale green tentacle is as thick as a man's arm, and has many small spines along the inner surface.

The grell cannot talk, but it does emit bird-like squeaks and squawks. It is completely silent in motion and when attacking. It has a light, musky smell; its lair has a foul reek of stale carrion.

Combat: The grell has an average human intelligence, which it uses to decide on strategy and tactics in combat. It will not attack a party or individual that would obviously kill it.

Its most common strategy is to float up out of sight near a ceiling and wait. It can move sideways at a movement rate of 4 by waving its tentacles to create small air currents. If it can contact a surface, the extra purchase grants it the full movement rate. It rises or falls at its stated movement rate.

When a victim walks underneath it, the grell drops down silently, usually with surprise (-3 penalty to opponent's surprise roll). It attacks with all ten tentacles. Each tentacle that hits gets a grip on the victim and remains anchored. For each hit, the victim must roll a saving throw vs. paralysis, with a +4 bonus. If two or more tentacles are gripping the victim, the grell can lift its prey into the air (at half its normal movement rate). Once its prey is paralyzed, the grell floats up out of sight to devour it. The grell automatically hits paralyzed prey that is in its grasp without needing an attack roll. Captured prey lives for only a few rounds once paralyzed and whisked up out of sight.

During combat rounds in which its victim is not paralyzed, it will use a minimum of two tentacles to flay whomever is in its

grasp, and the remainder to flail at any other attackers. It can attack with its beak, but only against paralyzed creatures in its grasp. Remember that the grell is smart enough to make good decisions about how to allocate its ten tentacles for combat.

Any hit on a tentacle will sever it, or at least render it unusable. The tentacles are AC 4, just like the body. However, damage done to the tentacles do not count against the creature's hit points. If left alone, the grell can regenerate lost tentacles in one to two days.

The grell is immune to electrical attacks, such as lightning.

Habitat/Society: The grell chooses to live in underground realms or ruins. Its only known method of sight is by infravision, so it prefers areas of perpetual darkness. It is subject to the whims of strong air currents, so enclosed areas away from winds are sought.

The grell is a solitary creature choosing to live apart from others of its kind. The only time it is found with other grells is when mating. It never bargains with other creatures willingly, but it is smart enough to cut a deal if the alternative is death. The grell has no interest in treasure or other trappings of humanoid civilization. Its den is usually a cave or ledge well above the floor. Frequently the grell sits just outside its den waiting for prey.

Ecology: The grell is a trapper/hunter and eats only freshly killed prey, though just about any being is considered palatable. It can sustain itself for weeks without a kill. It is particularly vulnerable to attacks from above and behind. Its paralytic venom cannot be extracted from the body because there is no sac in which it is stored. A part of its flesh can be used as an ingredient for spells and effects granting levitation or immunity to electricity.

Grells mate but once in their 30 to 40 year life span. The pair remains together for only a couple of days, and then separate, never to see each other again. A clutch of a half dozen or so eggs are laid in a high, out-of-reach place and then abandoned by the mother. The young start out as 1 Hit Die monsters and gain a Hit Die every two months. They are born active and completely self-sufficient.

	Gremlin	Fremlin	Galltrit
CLIMATE/TERRAIN:	Any/Land	Any/Land	Any/Non-arctic land
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Pack	Pack	Pack
ACTIVITY CYCLE:	Night	Day	Night
DIET:	Omnivore	Herbivore	Blood
INTELLIGENCE:	Very (11-12)	Average (8-10)	Average (8-10)
TREASURE:	Q, X	X	Q
ALIGNMENT:	Chaotic evil	Chaotic neutral	Chaotic evil
NO. APPEARING:	1-6	1-4	1-4
ARMOR CLASS:	4	6	2
MOVEMENT:	6, Fl 18 (B)	3, Fl 12 (B)	3, Fl 18 (B)
HIT DICE:	4	3+6	2 hit points
THAC0:	17	17	20
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-4	1-4	1-2
SPECIAL ATTACKS:	Nil	Nil	Blood drain
SPECIAL DEFENSES:	+1 weapon needed to hit	+1 weapon needed to hit	Nil
MAGIC RESISTANCE:	25%	Nil	Nil
SIZE:	T (18" tall)	Tiny (1' tall)	Tiny (6" tall)
MORALE:	Unsteady (5-7)	Unsteady (5-7)	Average (8-10)
XP VALUE:	650	270	65

Often mistaken for imps, gremlins are small, winged goblinoids. There are many varieties of gremlins, but they are all chaotic and mischievous. Their skin color ranges from brown to black to gray, frequently in a mottled combination. Their ears are very large and pointed. A pair of bat-like wings enables them to fly or glide. Gremlins never wear clothing or ornamentation.

Combat: Gremlins are worthless in real combat. At any opportunity they flee rather than fight face to face. What gremlins like to do best is cause trouble. The angrier their victims are, the happier the gremlins are. Their favorite tactic is to set up a trap to humiliate an opponent and maybe even cause him to damage a valued possession or hurt a loved one. If he gets hurt as well, that's just fine. For example, they might set a trip wire across a doorway that pulls down a fragile vase onto the victim's head. A building infested by a gremlin pack can be reduced to a shambles in a single night. In melee, gremlins have only their weak bite. They can fly quite well (MC: B), but they usually stay close to the ground or well over their opponents' heads, where they are difficult to fight. They can be hit only by magical weapons, and they are 25% resistant to magic. Despite these defenses, they are cowards and fight only if cornered.

Habitat/Society: Gremlins are magical creatures originally from an unknown other plane of existence. They are highly susceptible to mutation and can interbreed with any goblinoid species. This has resulted in several different gremlin races, each with slightly different abilities and natures.

Gremlins travel in small packs, complete with a pecking order. Each gremlin knows who is above him in the pecking order, and who is below. As a rule it is ordered by hit points, but an aggressive gremlin with lower hit points may be above larger gremlins in the pecking order. Males and females are indistinguishable to all but other gremlins. Both sexes participate equally in all things. Offspring are left to fend for themselves from birth, which they are fully capable of doing. With a month, the gremlin is a fully matured adult. Fortunately they don't mate very often.

These obnoxious creatures usually look for a building or estate to infest. Although they flee individual combat, they will not leave the building or grounds they are infesting until it is no more fun (everything is broken and the inhabitants have fled), or their lives are in danger. Since the gremlins take great pains to not be seen, except as fleeting shadows, the inhabitants are frequently convinced that the place is haunted.

Ecology: Gremlins are not a natural part of the ecology. Their immunity to normal weapons protects them from normal predators. Unmolested, they live for centuries.

Fremlin

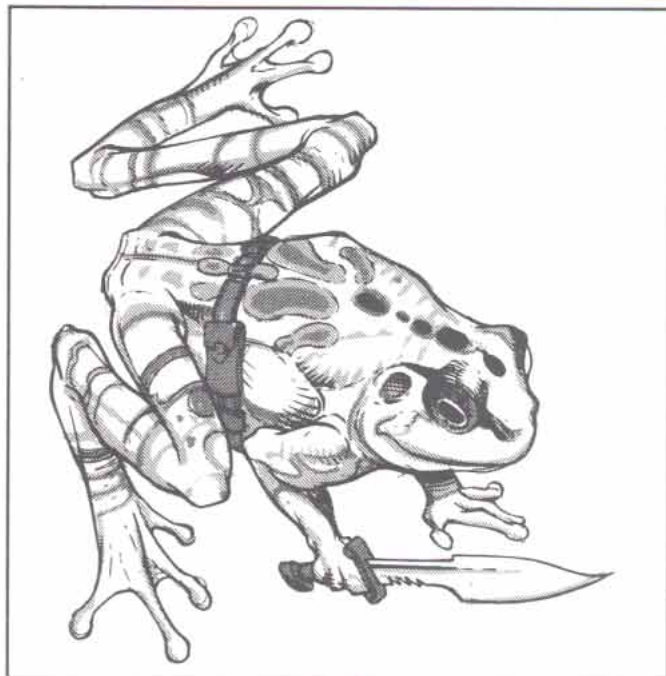
These friendly gremlins are quite harmless. They tend to be plump, whiny, and lazy, but otherwise look like small, slate-colored gremlins. Occasionally they become tolerable companions if they take a liking to someone and are well fed and entertained. Even in this case, they never assist in combat and may in fact hinder it by giving away the location of hiding characters or making other such blunders.

Galltrit

These nasty little stone-gray creatures live in areas of dung, carrion, or offal. Because of their small size and coloration, they are detected only on a 1 in 8 chance (1 in 6 for elves). They attack anything that disturbs them. They attempt to get surprise and bite (with a +3 bonus to the attack roll if they have surprise) somewhere unobtrusive. An anesthetic in their saliva prevents their victims from feeling the bite, rather like a vampire bat. Once locked on, galltrits suck 1 hit point of blood per round for a full turn if undisturbed. If challenged in any way, the galltrits flee. This loss of blood reduces the victim's Constitution by a point for every four hit points of blood lost. If the victim loses three or more points of Constitution, usually due to multiple galltrits, he faints from the sudden blood loss. It takes two full turns to awaken and two weeks to regain the lost Constitution points.

CLIMATE/TERRAIN:	Tropical/Swamps and jungles
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very to high (11-14)
TREASURE:	Qx4, I
ALIGNMENT:	Neutral

NO. APPEARING:	1-10
ARMOR CLASS:	9
MOVEMENT:	9, leap 15
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 (weapon)
SPECIAL ATTACKS:	-3 penalty to opponents' surprise
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2½' tall)
MORALE:	Average (8-10)
XP VALUE:	Normal: 65 Tribe mother: 270 Mates: 175



Grippli resemble small, intelligent, humanoid tree frogs. They are have a primitive culture and are nonaggressive.

They stand two-and-a-half feet tall and weigh 25 to 30 pounds. Their bodies are shaped like those of frogs, except for the human-like hands and hand-like feet. Their eyes are yellow with vertical slit pupils. Their skin is gray-green with camouflage stripes and swirling patterns. Although their skin looks wet and shiny, it is actually dry to the touch. Grippli smell of old, wet vegetation.

They love bright colors and eagerly acquire any such items. They wear clothing only for decoration or for a particular functional purpose, such as for pockets. A normal encounter with grippli outside of the village finds them wearing only thin belts or loin cloths to hold weapons or acquired items.

They speak a language of croaks, groans, clicks, and squeaks. In a tribe there is usually at least one member that can speak either common, elvish, or some other jungle humanoid's language. When speaking any language but their own, they are barely understandable because of the croaking resonances in their speech.

Combat: Because of the grippli's coloring, opponents suffer a -3 penalty to their surprise rolls. Grippli defend themselves with snares, nets, poisoned darts, and the occasional sword or dagger. Any metal weapons must be manufactured elsewhere for the grippli, so swords are rare. They can adapt to use any weapons, and they have been known to use spears and blowguns on rare occasions. They never wear armor. Generally speaking the grippli prefer small weapons that don't get in the way of climbing.

A grippli can climb trees or non-sheer rock at its normal movement rate, thanks to its unusual hands and feet. When keeping still among vegetation, a grippli's natural camouflage causes a -3 penalty to its opponents' surprise rolls. They have infravision good up to 10 yards, which means they can operate at night almost as well as during the day.

They are very capable of formulating strategies and tactics to overcome a larger, more powerful force. Grippli prefer ambushes and traps to most other strategies. By trapping their opponents in snares and nets, they can hurl darts at them safely from high in

the trees. If unprovoked, they attack only to steal various brightly colored baubles.

Habitat/Society: A grippli tribal village is made of small huts of wood and mud built on the ground, in the deep shadows of large trees. On rare occasions, a grippli village is found in the strong limbs of the trees. Each village is led by a tribe mother (AC 7, HD 3, 1d6+1 points of damage with a weapon). Once per day the tribe mother can emit a musk cloud, which is treated as a *stinking cloud* spell. She looks like any other grippli, except for being almost four feet tall. She has 1d3 mates of larger than normal size (AC 8, HD 2, 1d4+1 points of damage with poisoned weapons), standing three to three-and-a-half feet tall. The tribe mother is supposed to have a touch of the blood of their god in her.

A typical village has 5d6 males capable of defending it. There are an equal number of noncombatant females and 1d6 offspring, also noncombatants. They have basic family units, just like humans, and each family has its own hut. The tribe mother's hut doubles as a temple to their small, frog-like deity. Other deities in the pantheon include evil snake gods and spider goddesses.

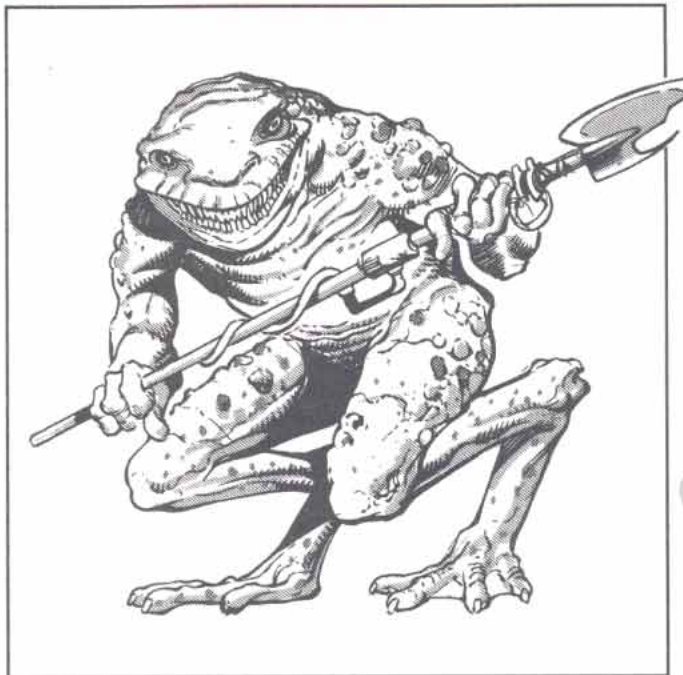
Their natural high intelligence enables them to learn new devices and weapons quickly and easily. As a race they have no desire to manufacture such items themselves. However, they will trade for them with other races. Trade items usually include rare fruits or other hard-to-get jungle specimens. They are extremely cautious and only develop trade relations with groups that they trust completely, such as good elves or the rare village of good humans in their area.

Ecology: Grippli's eat fruit and insects. They trap small insects in large quantities and hunt the giant varieties like humans hunt stags. They are in turn hunted by most large, ground- and tree-based predators. Giant snakes and spiders in particular are fond of grippli as meals.

Grippli are rare in the world, mostly because of their low birth-rate. They live to be 700 years old, but give birth to only six or so young in that time. Because of this, the grippli defend their young ferociously.

CLIMATE/TERRAIN:	Tropical and subtropical/Swamps
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	C
ALIGNMENT:	Lawful evil

NO. APPEARING:	4-48
ARMOR CLASS:	7
MOVEMENT:	9, Sw 12
HIT DICE:	1+2
THACO:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3 (bite)/1-6 (weapon)
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Elite (13)
XP VALUE:	Normal: 120 Tadpole: 7 Juvenile: 35 Shaman, 1st or 2nd: 175 Shaman, 3rd: 270



Grung are highly territorial, toad-like humanoids that dwell in swamps and marshes.

Standing about three feet tall, grung have lower bodies that strongly resemble those of giant frogs or toads, with powerful legs and large webbed feet. Their upper bodies, however, are more developed, with muscular forelimbs, opposable thumbs, and smaller, more humanoid looking heads. They stand upright and move in rapid, short hops. They are incapable of the prodigious leaps and jumps of frogs, toads, or bullywugs.

While evolution has given them intelligence and forelimbs capable of using tools, it has taken away the prehensile tongues of frogs. In its place, the grung's wide mouths are full of the sharp teeth needed by carnivores. Grung have the slick, wet skin of other amphibians. Since they breathe through their skin, they must keep it moist. Their coloration is like that of bullfrogs—dappled green and brown on their backs, shading to white or yellow on their bellies. Their eyes—smaller than those of frogs and toads and protected by bony ridges—are red with black pupils. Males are slightly smaller than females.

Combat: Because they're small, grung prefer ambush to frontal assaults. Their favorite tactic is to lie concealed until their enemies—whether travelers or a party of grung from another tribe—have wandered well into range, then open fire with short bows and spears. These attacks are particularly deadly against non-grung, because the creatures invariably poison their arrowheads and spear tips. This poison is the sticky fluid constantly secreted by the grung's skin. Before using a weapon, the grung wipe the tip on their skin to rub on the poison. The poison is highly toxic; those who fail the saving throw die in four rounds (no damage if the saving throw is successful). The grung are immune to this particular type of poison (but not to other poisons). The poison breaks down within ten rounds when exposed to air.

Although they prefer to use their bows and spears, grung can deliver a nasty bite. Their saliva contains a weakened form of the same poison their skin secretes. The victim receives a +2 bonus to his saving throw, but he dies in six rounds if the saving throw fails.

Grung die if their skin dries out. They must immerse them-

selves in water at least once every three hours for a full round or they suffocate.

Habitat/Society: Grung are war-like, territorial creatures. They typically claim all territory within at least a mile of their tribal settlements. Anyone unwise enough to enter this territory is a target for immediate attack. Grung from other tribes are also fair game; nasty little border wars between neighboring tribes are the rule, not the exception. Most encounters with grung are with wandering war bands looking for trespassers. Grung are always hostile and cannot be negotiated with.

Grung settlements are untidy collections of crude shelters, sometimes concealed inside large dead trees. Tribes number 10d6 + 40 individuals, with young comprising 25% of that number (AC 10, Sw 12, HD 1/2, #AT 1, Dmg 1 [no poison], SA nil). Grung lay eggs, and their offspring go through a tadpole stage. For this reason, grung settlements are always next to open water. Within three months of hatching, the tadpoles absorb their tails, develop limbs, and climb out of the water and join the tribe as immature grung. These young grungs have 1-1 Hit Dice but otherwise have the same abilities as adults. They reach full maturity in another six months.

Grung tribes are matriarchal. War chiefs are all female, and the tribal chieftain is the strongest fighter among the war chiefs. Rising through the ranks is by duels to the death, with the victor getting the title. Each tribe also has a single female shaman of up to 3rd level. Her spheres are All, Animal, Combat, Healing (reversed spells only), and Plant.

Ecology: Grung eat swamp-dwelling mammals, such as rats, unwary travelers, even other grung. They have few natural predators due to the toxicity of their flesh. Giant poisonous snakes are usually immune to grung poison and actively hunt grung.

The water around grung settlements is tainted by their poisonous secretions. Any non-grung drinking the water must roll a successful saving throw vs. poison (with a +3 bonus) or become nauseated for 2d4 rounds. Nauseated creatures fight with penalties of -1 to their attack rolls and +1 to their Armor Class.

Grung poison is almost impossible to bottle (as any exposure to air causes it to decompose in ten rounds).

CLIMATE/TERRAIN:	Any/Non-arctic
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	E
ALIGNMENT:	Chaotic evil

NO. APPEARING:	3-30
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	1+2
THACO:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6 (weapon)/1-3 (bite)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' tall)
MORALE:	Steady (11-12)
XP VALUE:	Normal: 35 Sub-chief: 65 Chief: 120



Distant relatives of hobgoblins, norkers are nasty little humanoids with a war-like disposition. They are intelligent and aggressive.

Norkers are small, wiry humanoids. Their skin is any shade from reddish brown to dark gray. Unlike their hobgoblin cousins, they have no hair, just tough, leathery skin. Their faces are a brighter shade of their skin color. The males have brightly colored blue or red noses. Norkers' eyes are yellow, as are their teeth. These are easy to see, because the two canines protrude three inches down from their upper lips. It should come as no surprise that they have foul-smelling breath. As you would expect, their bodies are equally odorous, smelling of stale sweat and years of avoiding any liquid with soap in it.

Armor is not worn by norkers, because their skin is as tough as most armor. For clothing they wear only loin cloths or other hip gear. Trophies and other adornments are hung from the belt. Norkers like red and blue over other colors.

Norkers do not have their own language, but speak a dialect of hobgoblin that is difficult, but not impossible, for even hobgoblins to understand. They also can speak with orcs, goblins, and such. Their voices are low and gravelly.

Combat: A typical force of norkers is armed with clubs or other bludgeoning weapon. They don't use shields or armor. When attacking, norkers swing their weapons and then bite with their fangs. Disarmed norkers have no effective claw or fist attack.

A band of norkers attacks using swarming tactics. They swing with their weapons and then leap in to sink their fangs into their victims. From there they cling if possible and keep on swinging and biting, eventually dragging their prey down by sheer numbers.

Habitat/Society: A tribe of norkers is a disorganized bunch of thugs. The strongest member rules, but only within the immediate reach of his arm.

A typical tribe of norkers has 2d10x10 adult male warriors. In addition, for every 20 warriors there is a leader norker of maximum hit points (10) that dominates them. Any tribe with over 100 warriors has a sub-chief of 3 Hit Dice and an AC of 1. Back in the lair there is a chief, who has 4 Hit Dice and an AC of 0. He usually has 2d4 sub-chief bodyguards and 3d4 leader bodyguards. In addition to the warriors in the tribe, there are 150% as many females and three times as many young as warriors.

Most (80%) norker lairs are underground or deep in old ruins. The rest are surface villages, usually taken by conquest and then fortified if necessary. Norkers cannot cooperate long enough to build more than a large fence around the village with a walkway at the top and a gate. While sunlight is not harmful to norkers, they dislike it and are most active after the sun goes down. These villages tend to stink, because the norkers do not understand sanitation.

Norkers negotiate with strong parties, but always look for some way to double-cross. At best they are unreliable allies. Different tribes of norkers rarely meet each other, but when they do it is constant guerrilla warfare between them. Each side kills the individuals of the other whenever it can, keeping the fangs for trophies. However, they always stop short of all-out warfare.

Powerful, well-equipped bands of hobgoblins can command the dubious loyalty of a norker tribe for a while, as the norkers respect and fear their larger cousins.

Ecology: Norkers eat anything that moves or bleeds. If desperate, they can survive on grains or other edible plants. They dislike working to get their next meal and steal rather than hunt if possible. Norkers are hunted by the larger predators in their area. The hide is tough to get through, but the flesh is edible.

CLIMATE/TERRAIN:	Any/Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	P
ALIGNMENT:	Neutral

NO. APPEARING:	2-12
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/2-12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9' tall)
MORALE:	Steady (11-12)
XP VALUE:	175



The hook horror is a bipedal, underground-dwelling monster that looks like a cross between a vulture and a man with hooks instead of hands.

The hook horror stands about nine feet tall and weighs almost 350 pounds. It has a tough, mottled grey exoskeleton, like that of an insect. Its front limbs end in 12-inch-long hooks. Its legs end in feet that have three small hooks, like long, sharp toes. Its head is shaped like that of a vulture, including the hooked beak. Its eyes are multifaceted. It is thought that the hook horror is distantly related to the cockroach or cave cricket.

Hook horrors do not have a smell to humans and demihumans, but an animal would detect a dry musty odor. They communicate in a series of clicks and clacks made by the exoskeleton at their throats. In a cave, this eerie sound can echo a long way. They can use this to estimate cavern sizes and distances, much like the sonic radar of a bat.

Combat: Hook horrors have acute hearing and are surprised only on a roll of 1. They always know their territory, and they try to ambush unsuspecting travelers or denizens. Each round they swing with both hooks. If in any round both hit, during that round their beaks hit automatically. They automatically inflict 2d6 points of damage each round with the beak until at least one of the hooks is dislodged.

The eyesight of the hook horrors is very poor. They are blinded in normal light. They use their extremely acute hearing to track and locate prey. Since their eyesight is so poor anyway, they suffer no combat or movement penalties if blinded or in complete darkness. They attack silenced opponents with the penalties others suffer when attacking blind.

Hook horrors are natural climbers, as their hooks give them excellent purchase on rock surfaces. They can move at normal speed up vertical surfaces that are not sheer. Their great weight means that they cannot hang from the ceiling like other insects.

Habitat/Society: The obvious penalty for having hooks instead of hands is that hook horrors cannot use weapons or tools. They can only pick up items in their beaks. This severely restricts their ability to amass large treasures.

A clan of hook horrors most often lives in caves and underground warrens. The entrance is usually up a vertical or steeply sloped rock wall. Each family unit in the clan has its own small cavern off a central cave area. The clan's eggs are kept in the safest, most defensible place. The clan is ruled by the eldest female, who never participates in combat. The eldest male, frequently the mate of the clan ruler, takes charge of all hunting or other combat situations and is considered the war chieftain.

Members of a clan rarely fight each other. They may quarrel or not cooperate, but they rarely come to blows. Clans sometimes fight each other, but only when there is a bone of contention, such as territorial disputes. It is rare for a clan of hook horrors to want to rule large areas or to conquer other clans.

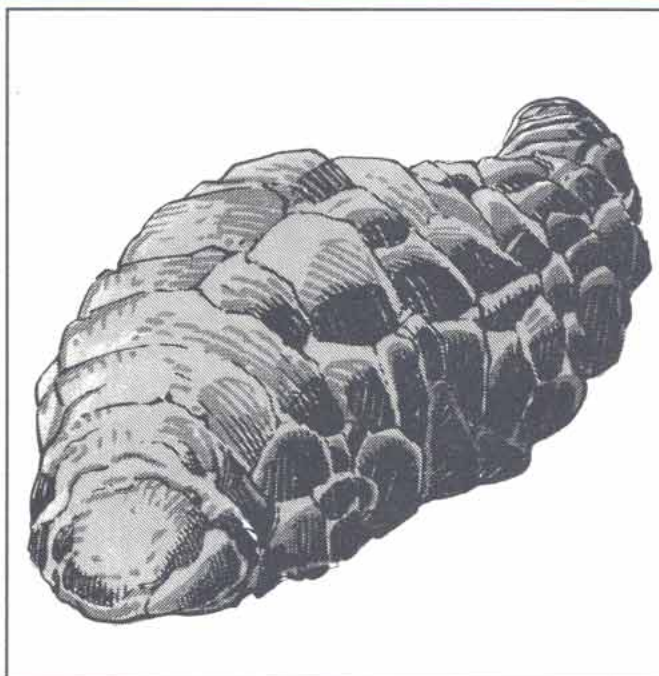
Hook horrors have poor relationships with other races. Although they do not foolishly attack strong parties, generally other creatures are considered to be meat. They retreat when faced with a stronger group. Hook horrors do not recognize indebtedness or gratitude. Their simple language does not even have a term for these concepts. Just because a player character saves the life of a hook horror does not mean that it will feel grateful and return the favor.

Ecology: Although hook horrors are basically omnivores, they prefer meat. They can eat just about any cave-dwelling fungus, plants, lichens, or animals. Hook horrors are well acclimated to cave life. They have few natural predators, although anything that managed to catch one would try to eat it.

The hook horror's exoskeleton dries and becomes too brittle for use after a month or so.

CLIMATE/TERRAIN:	Any/Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Rocks or earth
INTELLIGENCE:	Semi (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	-10 (head is AC 0)
MOVEMENT:	3
HIT DICE:	30 to 100
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	20-80
SPECIAL ATTACKS:	Squirt acid
SPECIAL DEFENSES:	Intense heat
MAGIC RESISTANCE:	Nil
SIZE:	G (30'-100' long)
MORALE:	Fearless (19-20)
XP VALUE:	30 HD: 26,000 (add 1,000/HD above 30)



This immense and powerful creature eats its way through solid rock, creating tunnels, passageways, and caverns in its wake. When not in motion, a horgar resembles a lava formation. In motion it looks like a giant, black rock slug. It is an oblong lump with a thick skin of true stone (five feet thick in an adult). Great cracks in the skin divide it into large plates that shift and slide when the horgar is moving. The only exposed part is the head, located at one end of the oblong, which is just a lump of softer-looking stone.

The horgar smells like the super-heated acid that it secretes from between its rock plates, somewhat like ammonia. These gases make other creatures' eyes water and irritate their mouths and nasal passages. The only sounds it makes are the grinding of its skin against the tunnel walls and the hiss of acid and heat melting rock.

Combat: The horgar is not an aggressive creature. The main problem is that it does not recognize most living creatures at all. If unprovoked, it goes its own way, whether or not somebody is in the way. If attacked, it tries to leave. The tunnels it leaves behind are dangerously hot for the first three hours, causing 2d10 points of damage if touched by bare flesh. Wood or paper that comes in contact with a hot wall ignite instantly; metal that is in contact with the wall for one turn can cause 2d10 points of burn damage. The walls are still hot, but not dangerous, for a full 24 hours after the horgar passes. The tunnel is also littered with pools of acid, which cause 1d4x10 points of damage to bare flesh. Other objects must roll successful saving throws vs. acid or be destroyed.

This creature is immune to acid, fire, and electrical attacks. Striking it with physical weapons is like hitting a granite boulder. Edged weapons cause only half damage and must roll saving throws vs. crushing blow. All weapons must roll saving throws vs. acid, which means edged weapons must roll two saving throws for each hit. Failure of either saving throw means the weapon is destroyed, either shattered or dissolved.

If the horgar can't run away from attackers, it turns and fights. Its only weapon is to squirt acid from its head up to 20 feet away. At the first opportunity, it again tries to flee. Horgar are so hard to hurt, and so dangerous, that most creatures just leave them alone.

Habitat/Society: Horgar live in the deep, hard-rock regions of the earth. On rare occasions they can be found closer to the surface or in softer rock. They do not have any society of their own, but they have affected many other societies. The name horgar is dwarvish, while the gnomes call them storgin; both names translate loosely to stone-eater.

For all the ages that the horgar have been tunneling in the Underdark, thousands of miles of tunnels and caverns are left behind. Other natural conditions, such as running water, have eroded most of them, giving them a natural look. These caverns have become homes to many races.

Some of the more primitive races of the Underdark worship the horgar as gods. Others, such as the dwarves, duergar, drow, gnomes, and the deep gnomes use them as work beasts. The horgar are kept in reinforced, glass-lined pits. They can be driven by slipping thin, glass-sheathed spears between the plates of their skin. This causes no damage, but irritates them sufficiently to make them move away from that side. The handler, called horgarin in dwarvish, must be skilled and quick to avoid having his spear snapped by the sliding plates of the skin. The dwarves have a saying, "as unlucky as a horgarin without a spear."

Every 500 years, a horgar splits off 2d10 small parts of itself in a deep, hidden cave with only a single entrance. Each egg that is laid subtracts 1 Hit Die from the horgar. They radiate heat and slowly ooze acid. In the next two years the eggs mature into 30-Hit Die infants and become active, hungry, and mobile. After that they grow 1 Hit Die per year until they reach adulthood at 100 Hit Dice. Horgar are roughly one foot long for each Hit Die.

Ecology: The horgar are vital to the ecology of the Underdark. The byproducts of the stone-eaters are breathable gases, acids and other fluids, and various mineral deposits. Without the tunneling horgar, life would not be possible in the Underdark. The bodies of the horgar provides nothing of value, except to wizards—some parts of it are used for spells involving earth, stone, digging, and molten heat.

Hound, Yeth

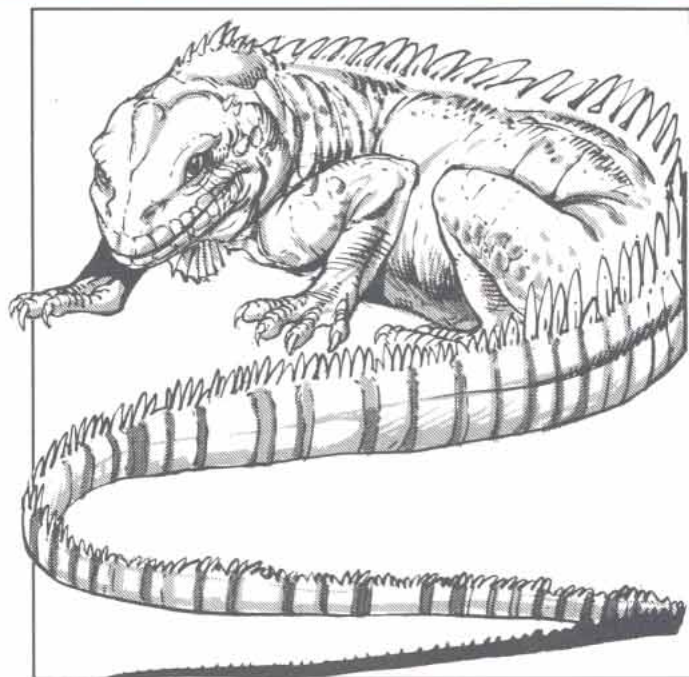


CLIMATE/TERRAIN:	Any/Land
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore



CLIMATE/TERRAIN:	Temperate and subtropical/Forests
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
ALIGNMENT:	Neutral

NO. APPEARING:	1 or 2-12
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	6 + 2
THACO:	15
NO. OF ATTACKS:	1 bite
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Swallows whole
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-10' long)
MORALE:	Average (8-10)
XP VALUE:	420



The giant iguana is a large, omnivorous reptile found in wilderness forests.

This large lizard looks just like a normal iguana, except that it is eight to ten feet long in the body with a long, thin tail ten to 15 feet long. It is green and black in color, and more or less spotted and barred. The neck and back bear a high, serrated crest, and there is a large sac under its chin. The long-toed feet have strong talons, which are used for climbing and running but not combat.

Combat: The giant iguana attacks only if cornered or hungry. It can stand in any position unmoving for great lengths of time. Even its breathing is not noticeable. Its coloration provides camouflage in darkened undergrowth, where it causes a -3 penalty to opponents' surprise rolls. Any attacks to its tail cause pain, but inflict no damage on the lizard. The tail can even be severed clean

pletely immobile iguana.

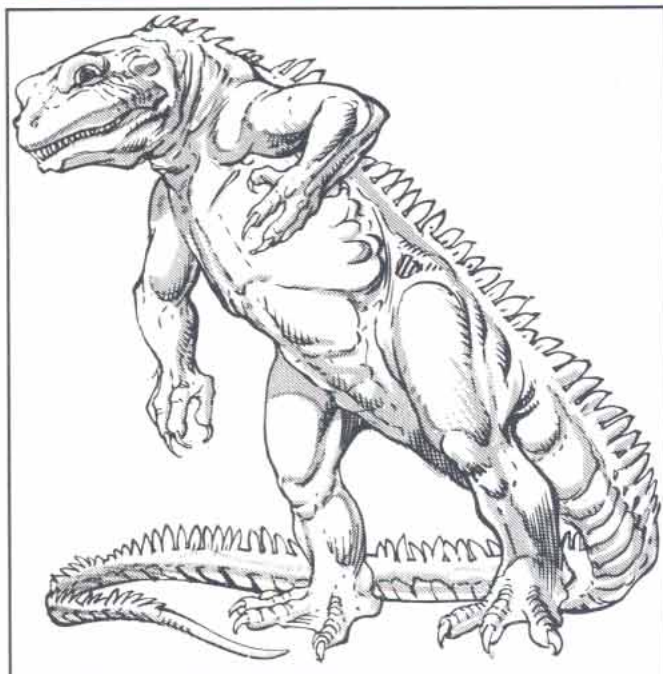
Unlike their smaller, herbivorous cousins, giant iguanas eat both meat and plants. They prefer insects to mammals, although they hunt both, and prefer grasses to bushes or tree leaves. They do not need to eat very often, only once every other day.

The giant iguana can climb any slope up to 60 degrees that has reasonable grip at normal speed. It can even climb large trees if necessary. Unlike the smaller variety, the giant iguana cannot leap.

Ecology: Iguana meat is tender and tasty to most humanoid creatures. Some plainsmen even keep small herds, although they are much more trouble than placid cows and sheep. Fences and even rock walls are not much of an obstacle to them, and they are much more dangerous.

CLIMATE/TERRAIN:	Temperate/Forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	D
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	6
HIT DICE:	3+2
THACO:	17
NO. OF ATTACKS:	2 claws, 1 bite
DAMAGE/ATTACK:	1-6/1-6/1-12
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Average (10)
XP VALUE:	420



The ingundi is an intelligent humanoid reptile that can cloak itself in illusion to fool its prey.

In its true form, the ingundi is similar in appearance to a small lizard man—a lightly built, bipedal reptile standing five to six feet tall, with a tail that balances its upper body. Its mouth is wider than a lizard man's, however, and is filled with sharp, rending teeth. Its forelimbs, though slimmer and weaker, bear long and hideously sharp claws. Ingundi skin color ranges from a light green on the back to a pale yellow on the creature's belly. Its small eyes are yellow with large black pupils. The ingundi wears no clothes or ornaments of any kind.

Ingundi have no language, but they communicate telepathically.

Combat: The ingundi rarely appears in its true form. It has a powerful form of *ESP*, a well-developed *change self* power, and typically appears as some other, more innocuous, creature. It can be any creature from the size of a large dog to that of a bear. It can disguise itself this way twice a day; the disguise lasts for 1d10 + 10 rounds.

When hunting humans or demihumans, it takes on the appearance of an attractive individual of the same race as its victim but of the opposite sex. The physical details of the illusion are picked right out of the mind of its prey. It always picks out a figure greatly desired, but frequently unattainable, by the victim. The *ESP* power can be blocked by magical spells, such as *mind blank*. With intelligent creatures there is always the danger of appearing as somebody who would not reasonably be there.

In this form, the ingundi approaches its victim and tries to engage him or her in flirtatious conversation. In the case of animal prey it uses courtship rituals. Unknown to the victim, the ingundi's side of the conversation is all telepathic. Anybody else witnessing the two hears only a one-sided conversation.

During the talk the ingundi casts a powerful, telepathic *charm person* or *monster* (as the case may be) spell. The victim gets a saving throw vs. spell with a -2 penalty. If the *ESP* ability cannot

read the victim's mind, the ingundi cannot *charm* him. If it is successful, the ingundi leads the victim away from prying eyes, where it convinces its victim to remove all armor. During the first round, it attacks with a +4 bonus to its attack roll and automatic surprise. After this initial round, the charm is dispelled, the bonus is lost, and its victim can strike back. If anything goes wrong, such as a failed charm or somebody intervening, it flees. It fights only if cornered.

Habitat/Society: An ingundi typically makes a small lair inside a dead tree or among exposed tree roots. Individuals approach each other only to mate, once a year during the depths of winter. The single egg the female lays is hidden and forgotten. Twelve weeks later it hatches. The newly hatched ingundi has full powers, but it hunts only small animals until it is full grown six months later.

The normal prey for ingundi are forest animals of a size that it can imitate through illusion, such as deer. It is not afraid of humans and hunts them if they are the nearest prey. It usually hunts only once every few days, a single kill being enough to feed it for that long.

Ingundi have no known culture or civilization.

Ecology: The ingundi is a highly efficient predator. It has no natural enemies. Its magical abilities are used defensively, the *ESP* warning it of stalkers. When one is detected, it merely changes into a creature that the hunter would not hunt, or even into a similar creature of the opposite sex. In this case the hunted becomes the hunter.

The ingundi produces nothing of value for humans or animals. Some ingundi take giant iguanas, *charm* them, and use them as mounts. They are controlled telepathically and obey their rider completely. Ingundi are believed to be responsible for many myths and legends about evil creatures that hunt wicked people. This is a common rationale when folk disappear without a trace and no natural cause can be found.

CLIMATE/TERRAIN:	Tropical to subarctic/Forests
FREQUENCY:	Rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	B
ALIGNMENT:	Neutral evil

NO. APPEARING:	2-8
ARMOR CLASS:	4
MOVEMENT:	15 (6 climbing)
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-5/2-5/1-6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (11-12)
XP VALUE:	650



Kech are forest fiends that prey on humans and demihumans.

A kech is monkey-like in gait and appearance, with a fang-filled mouth, protruding lower jaw, and fiery blue eyes. The frame is slim and finely muscled. Kech are equally at home in trees or on the ground. Their toes are long and prehensile, enabling them to grasp limbs and swing from branch to branch. In trees kech move 60 feet per round. On the ground, kech run like baboons, using their knuckles and back legs to spring after opponents. Their skin is tough and leathery, with leaf-like wrinkles and a natural green camouflage coloring. Kech have average intelligence but are cunning and crafty. They speak their own language, common, and a smattering of local tongues.

Combat: Kech are wily hunters. They move through forests with a 50% chance of absolute silence. This, combined with their natural coloring, imposes a -5 penalty to opponents' surprise rolls.

They prefer traps to outright attacks, constructing pit falls, snares, and so forth, to catch unwary travelers or weaken large parties of adventurers. Kech speak common clearly and sometimes fake cries for help to attract their victims. In melee, kech deliver a vicious bite while raking and tearing with their two front claws.

Kech respect but do not fear humans and demihumans. They prefer lone targets but will attack a large, well-armed party at night. During combat, kech usually concentrate on one or two members of the party (most likely the guards), trying to dispatch them quickly before the others awaken. The kech then disappear into the forest dragging their kill with them.

Kech pass through the forest almost without a trace. There is only a 50% chance, at best, of a ranger being able to follow a fresh kech trail (-25% per hour).

Habitat/Society: Kech bands roam all woodlands from tropical rain forests to subarctic pines. A band contains 2d4 adults and 1d3 young (noncombatants).

Kech prey on human and demihuman forest settlements, which they find by tracing trails and paths back to their sources. When a

kech band finds a village, they immediately build a tree nest three to five miles away. At night, kech adults leave the nest, prowling along the trails leading into the village, and setting up snares. Their victims are usually lone workers, wandering elderly, or young couples out on late-night strolls.

Kech hunt an area until they make four or five kills, then move on before armed resistance develops. The kech band follows one of the roads leading from the settlement in hopes that it leads to another village.

Young kech cling to the backs their elders while traveling. At night, when the adults hunt, the young stay hidden in carefully camouflaged tree nests. Tree nests are 90% invisible from the ground, so kech rarely leave a guardian behind.

Most kech bands live evil lives. These beasts kill and maim deliberately, terrorizing nearby settlements and tormenting their victims for pleasure before killing them. Occasionally several evil bands join together to rampage through a settlement. These attacks always occur on cloudy or moonless nights. Rampaging bands show no mercy and sometimes slay entire villages.

A few kech bands (10%) may be neutral instead of evil.

Ecology: Neutral kech prey on humans, elves, and half-elves. If starvation is imminent they'll also eat orcs. Evil kech eat all of the above along with monkeys, gorillas, carnivorous apes, and other kech.

Kech bands keep their numbers small, to match the food source in the area. A band that grows too large will split into two smaller units.

Kech are not deliberately hunted by any carnivore because they are too elusive to provide a steady food source. Still, humans and demihumans sometimes kill kech for their leathery skin. The skin of a kech, when carefully tanned, makes an especially thick and durable set of leather armor (treat as AC 7).

Kech keep no treasure, but their nests sometimes contain items from previous victims. They live 40 years on average.

CLIMATE/TERRAIN:	Any/Usually subterranean or ruins
FREQUENCY:	Very rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Living beings
INTELLIGENCE:	Low (5-7)
TREASURE:	One in group Q; others nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-3
ARMOR CLASS:	10
MOVEMENT:	9
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Regeneration & see below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Special
XP VALUE:	1,400

Sons of Kyuss are horrible undead beings that convert living humans and demihumans into cursed undead like themselves. Sons look similar to zombies and are often (75%) mistaken for them when seen from a distance. Putrid flesh hangs loosely from their bones. Their skulls are completely devoid of skin, with only a few strands of hair and fungus remaining. Most revolting of all, writhing green worms crawl in and out of every skull orifice. Their clothing is usually filthy, tattered rags, but recent converts occasionally have fine garments.

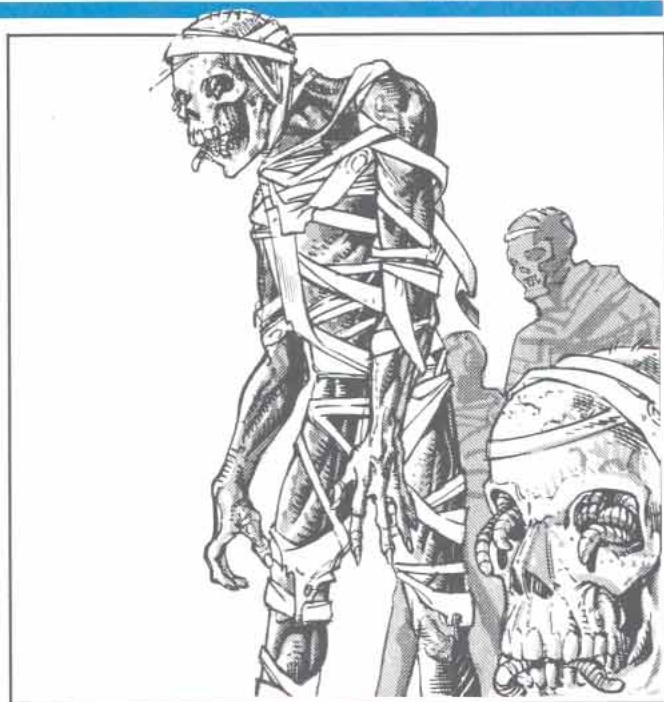
Combat: Sons of Kyuss are surrounded by a spherical zone of fear that is 30 feet in diameter. Those who fail saving throws vs. spell when entering this zone flee in terror for one turn. Fleeing characters are 60% likely to drop whatever they are carrying in hand.

Sons can be turned by priests. Treat them as mummies on the Turning Undead table.

Sons regenerate 2 hit points per round. Their limbs also regenerate, even if severed. Sons reduced to 0 or fewer hit points collapse as if dead but continue to regenerate normally; they stand up to fight when their hit points reach 1 or more. Fire, lightning, acid, and holy water cause permanent damage to sons of Kyuss. Pouring holy water or touching a holy symbol to the wounds of sons stop them from regenerating; these procedures destroy them if undertaken while they are at 0 hit points or less.

Sons are exceptionally strong. They attack in melee with a double-handed flailing of fists, causing 1d8 points of damage. Each hit has a 25% chance of inflicting a rotting disease on the victim. This disease is fatal in 1d6 months. Each month that the disease progresses, the victim loses 2 points of Charisma permanently. The rotting disease can be cured only by the priest spell *cure disease*. Victims suffering from the disease heal wounds at 10% of the normal rate. The disease also negates all *cure wound* spells cast upon the victim.

In addition to flailing fists, one worm per round attempts to jump from a son's head to a character the son is meleeing. The worm needs only to roll a successful attack roll (same THAC0 as the son) to land on the victim. The worm burrows into the victim on the next round unless killed by the touch of cold iron, holy water, or a blessed object. After penetrating the victim's skin, the



worm burrows toward the victim's brain, taking 1d4 rounds to reach it. During this time a *remove curse* or *cure disease* spell will kill the worm, and *neutralize poison* or *dispel evil* will delay the worm for 1d6 turns. If the worm reaches the brain, the victim dies immediately and becomes a son of Kyuss. Decay and putrefaction set in without further delay.

A *cure disease* or *remove curse* spell will transform a son into a zombie, but both spells require that the priest touch the son. Any character voluntarily touching a son is attacked by 1d4 worms. These worms must roll a successful attacks to land on the character.

Sons travel in pairs or threes, stalking ruins or dungeons in search of victims. They attack unceasingly using their sphere of fear to scatter their victims and then hunt them down individually.

Habitat/Society: Kyuss was an evil high priest who created the first of these creatures, via a special curse, under instruction from an evil deity. Since then the number of sons has increased dramatically.

Sons are completely insane. There is no pattern to their wanderings. Some stalk the dungeon or ruin where they died, others conceal themselves within crypts, a few walk the land in broad daylight attacking settlements without hesitation.

Rumors persist that high-level evil clerics sometimes use sons to spread terror, promising the sons eternal rest for their cooperation.

Ecology: The worms are tied to the curse of the sons but exactly how remains a mystery. It is known that the worms cannot survive apart from a victim or on a son. Worms that fail to burrow into a victim die as soon as they touch the ground. Any worm removed from a son dies within one round of separation from the son who carried it. When a son is killed permanently, the worms die with him. Some sages have proposed that the worms might not be living creatures per se, but incarnations of the curse. Sons keep no treasure hoard, but dungeons inhabited by sons often contain items dropped by fleeing and past victims. Some sons still wear precious items that they carried when they were transformed.

CLIMATE/TERRAIN:	Non-arctic/Swamps and subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Average (8-10)
TREASURE:	(D)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-3
ARMOR CLASS:	4 (8 when substantial)
MOVEMENT:	12 (6 when substantial)
HIT DICE:	3
THACO:	See below
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5'-8' tall)
MORALE:	Elite (13-14)
XP VALUE:	270



These gaseous monsters prey on all living creatures, enveloping them with their gaseous tendrils, then draining the blood for food.

Vampiric mists appear as thick, billowing clouds, five to eight feet in diameter. Color ranges from pale pink when hungry to crimson red when sated. Vampiric mists speak no language, but they communicate through a limited form of telepathy. These creatures reek of old blood and are often smelled before seen.

Combat: Vampiric mists automatically sense the presence of any warm-blooded creature within 50 feet. Hungry mists take the shortest route possible to the victim, navigating by touch, flowing easily over water or through narrow cracks. Their path can be blocked by nonporous obstacles, but vampiric mists are intelligent and if any reasonable path exists they will find it.

All vampiric mists have maximum hit points (8 per die) when full, but they are almost never encountered in this state. For each 12 hours a mist goes unfed, it loses 1 hit point. Vampiric mists whose hit point totals reach 0 due to starvation die. To regain hit points, vampiric mists must drain fresh blood from living victims (hence the mist's name). For each 2 hit points of blood drained, the mist regains 1 hit point.

A vampiric mist may attack one victim per round by reaching out with a gaseous tendril. Targets of a vampiric mist are treated as AC 10. Modify this number by the victim's Dexterity, and by the magical protection worn (+1, +2, etc.) but ignore magical shields. The touch of a vampiric mist drains 1d8 points of blood. A hit 4 above the needed to hit number means the mist has enveloped its victim. Enveloped victims are automatically hit each round until either the mist dies, finishes feeding, or retreats. Attacks by other characters against an enveloping vampiric mist divide their damage evenly—half against the mist, half against the victim. Only the enveloped victim may attack the mist without harm to himself. However, because of the disorienting effect of rapid blood loss, enveloped victims may not use any spells or magical devices that require concentration.

While blood draining is mainly used to feed, the ability can also be used in defense by sated vampiric mists. Extra blood is simply dumped upon the ground.

Normally, a vampiric mist is damaged only by magical weapons

or by spells that effect air. *Lightning bolt* and *magic missile* are also effective. However, immediately after reaching maximum hit points a vampiric mist takes on substance. This substantial stage last 1d6 turns. During this time the mist's movement rate slows to 6, its AC drops to 8, and it may be hit by normal weapons.

Blood draining is not a form of regeneration; a mist that loses hit points in combat must heal those points normally. Keep track of a mist's current hit points and its maximum possible for that combat (this total starts at 24 and goes down with damage caused to the mist). Each time the mist is wounded, reduce both the current hit points and the maximum. If the current hit point total ever reaches 0, the mist dies. Hit points gained by draining blood are added to the current hit points, which cannot exceed the maximum total (24 minus damage to the mist). Hit points lost due to starvation are subtracted from the current hit points only. The current hit points may never exceed the mist's maximum hit point total. (After the current battle is over, the maximum hit point totals for any surviving mists return to 24.)

Habitat/Society: These dread monsters inhabit both swamps, where they creep along mixing in with morning and night fog, and subterranean caverns, where they stalk prey in absolute darkness. Vampiric mists attack at night or early morning, flowing over the ground in search of warm-blooded victims. They prefer lone victims, but hungry mists sometimes raid towns at night, slaying livestock and draining victims in their sleep, before slipping out at dawn.

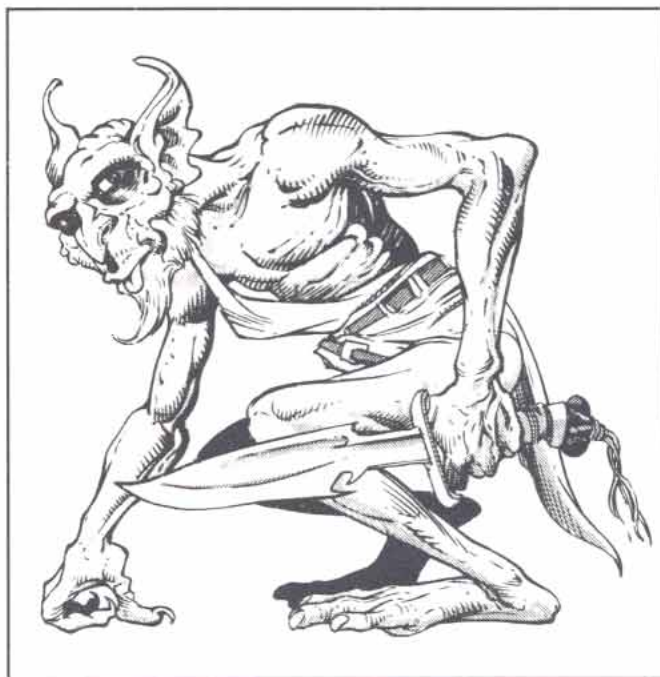
Ecology: First thought to be immature forms of crimson death, it is now known that these fiends were deliberately created by a powerful vampire wizard.

Vampiric mists reproduce via division. A mist is 10% likely to divide during its substantial stage immediately after feeding. The two mists created have 3 Hit Dice each, but only 4 hit points per die (thus they are born ravenously hungry).

Vampiric mists prey on all warm-blooded creatures. No animals hunt vampiric mist deliberately, though stiches, leeches, and other bloodsuckers are sometimes drawn (fatally) to their smell. Vampiric mists have no known life span. They live until they starve, are slain, or reproduce.

	Mite	Snyad (Pestie)
CLIMATE/TERRAIN:	Any/Subterranean	Any/Subterranean
FREQUENCY:	Rare	Uncommon
ORGANIZATION:	Tribe	Family
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	K (C)	J (I)
ALIGNMENT:	Lawful evil	Neutral

NO. APPEARING:	6-24	1-8
ARMOR CLASS:	8	-4
MOVEMENT:	3	21
HIT DICE:	1-1	1-1
THAC0:	20	20
NO. OF ATTACKS:	1	Nil
DAMAGE/ATTACK:	1-3	Nil
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	See below
MAGIC RESISTANCE:	Nil	See below
SIZE:	T (2' tall)	T (2 1/2' tall)
MORALE:	Average (8-10)	Average (8-10)
XP VALUE:	35	65



Mites, and the related snyads, are tiny, mischievous humanoids that waylay dungeon adventurers for fun and profit.

Mites have hairless, warty skin varying in color from light gray to bright violet. Their heads are triangular with bat-like ears and a long, hooked nose. Male mites sport a bone ridge down the center of their skulls and short goatee beards. Many wear filthy rags stolen from previous victims. Their voices are high-pitched and twittersy, conveying only the simplest ideas to each other.

Combat: Mites try to catch lone travelers and stragglers using pit-traps (1d6 points of damage), nets (successful saving throw vs. paralysis or caught), and trip wires (successful Dexterity check or fall prone). Prone or netted victims are swarmed over and whacked at with weighted clubs (2% cumulative chance, per club, of stunning the victim, but only if he's in armor worse than splint mail). The mites then bind their unconscious victim from head to foot, then drag him down into their lair. Once inside the victim is teased and twittered at for 1d4 days, the mites get bored with him. They then stun their victim again, steal all his possessions and deposit him at another point in the dungeon.

Habitat/Society: Mite lairs consist of dozens of tiny, interconnecting corridors built above and below the main corridors of the dungeon. Numerous entrances connect the mite tunnels to the dungeon, but all are hidden by carefully placed stones (check for secret doors to find a mite tunnel entrance). Mite corridors are tiny by human and demihuman standards. Larger creatures, such as men, have a -4 attack roll penalty and a +4 AC penalty when fighting in a mite tunnel.

Mites are small and quick. They scurry to and fro through their tunnels, stopping briefly to spy on the main tunnel, always chattering and twittersy to themselves.

Deep inside the mite tunnel system is a single, large, low-ceilinged chamber. The mite king lives here, sitting on his tiny throne, dressed in baggy clothes stolen from previous victims. The mite king is a fierce (by mite standards) warrior with 1 + 1 Hit Dice. His bite causes 1d4 points of damage. Also in the chamber are 4d6 mite women and 4d6 mite children. The women have 1-2 Hit Dice and bite for 1-2 points of damage. The children are non-combatants.

The chamber itself is filthy and strewn with captured weapons, armor, and clothes. Coins and such are carelessly thrown about, but mites love bright, shiny gems. These are kept by the king, who is allowed to play with them anytime he wants.

Mites are mischievous and curious. They pore for hours over every little stolen item, poking and prodding, bending and tasting, until either they grow bored, or, more likely, the item breaks. They delight in wearing clothes several dozen sizes too large. Mites are fond of bones, and they sometimes drag the skulls of great monsters into their lair.

Ecology: Mites hunt vermin and other pests. They love iron rations. Mites are viewed as bite-sized snacks by most monsters. Evil giants sometimes feature them as appetizers.

Snyad

Snyads are distant relatives of mites. Their love of treasure often compels them to steal from humans and demihumans. Snyads resemble mites, but they are slightly larger (2 1/2 feet tall), have full, though messy, heads of hair, and are light brown in color.

Snyads speak no known language but seem to communicate with mites successfully. These two creatures sometimes team up, with the mites distracting the victim, while the snyads dart in and grab things.

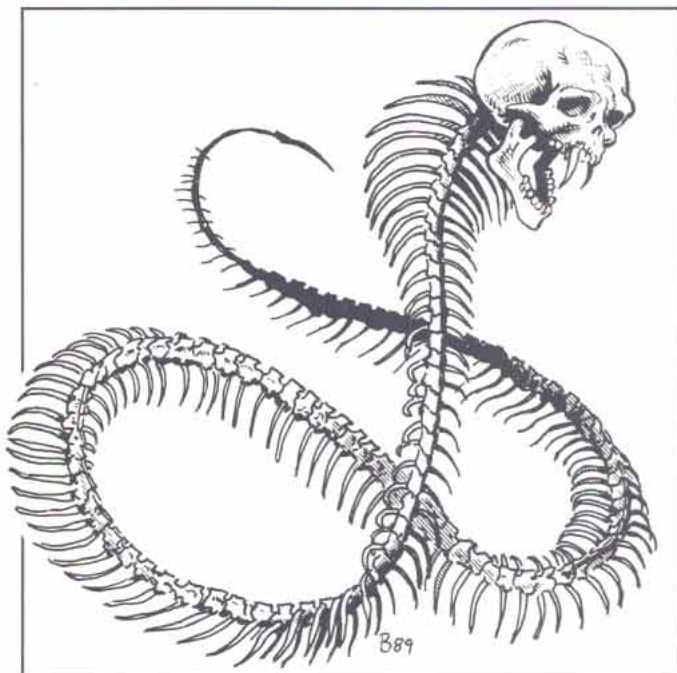
Snyads steal with great skill, surprising their targets 90% of the time, often snatching items directly from a person's hand, then zipping back into their hole and hiding until the pursuers leave. Spotting the entrance to a snyad lair requires a successful search roll: a 1-in-3 chance for elves and a 1-in-4 chance for all others.

Snyads never attack, relying on their amazingly quick reflexes to escape combat. They are not particularly strong, and any human or demihuman character with a Strength of 12 can capture a snyad with a successful attack roll. Captured snyads kick and scream, squirming and twisting to get away, but never bite, (for fear that the captor might bite back). Because of their high Dexterity, snyads gain a +3 bonus to their saving throws vs. dodgeable spells.

Snyads live in immediate families, marrying for life.

CLIMATE/TERRAIN:	Any/Land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average (10)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Paralyzation and see below
SPECIAL DEFENSES:	Immune to poison and see below
MAGIC RESISTANCE:	Nil
SIZE:	L (12' long)
MORALE:	Fearless (19-20)
XP VALUE:	270



The necrophidius, called the "death worm" by some, is an artificial creature, built and animated by a wizard or priest for a single task, such as protecting a particular treasure or assassinating a specific target.

The necrophidius resembles a bleached-white skeleton of a giant snake, topped by a fanged human skull with constantly whirling, milk-white eyes. The death worm's bones are warm to the touch. The necrophidius is nearly undetectable to most senses. It is absolutely silent; it may open a door and cause the hinges to creak, but it makes no noise whatsoever even when slithering across a floor strewn with leaves. The necrophidius has no odor. The necrophidius keeps up a constant motion, moving with a macabre grace.

Combat: Whenever possible, the necrophidius attacks with surprise. The creature's silence imposes a -2 penalty to its opponents' surprise rolls. If it is not itself surprised, it executes a movement commonly referred to as the Dance of Death, a hypnotic swaying, backed by minor magical effects. The Dance of Death rivets the attention of any victim observing the necrophidius, unless he rolls a successful saving throw vs. spell. In this condition, an intelligent opponent is unable to make any action, as per the effects of the *hypnotism* spell. This enables the necrophidius to advance and attack without opposition.

Its bite causes 1d8 points of damage and requires another saving throw vs. spell. A character who fails this saving throw is paralyzed for 1d4 turns. This effect is magical, and while a *dispel magic* would end its effects, a *neutralize poison* would not. The victim is not conscious during the paralysis.

The intelligence of a necrophidius is magically imbued; the monster does not have a real mind. As such, mind-influencing spells, such as *sleep* or *cause fear*, have no effect on a necrophidius. It is not alive in any sense of the word, and poisons have no effect upon it. It does not require sleep or any sustenance. Despite a number of characteristics to the contrary, a necrophidius is not an undead creature and cannot be turned.

Habitat/Society: A necrophidius is created for a single purpose. It may be created in one of three ways. The first is via a magical tome, akin to a *manual of golems* can provide secrets of the ne-

crophidius's construction (the *Necrophidicon*, as it is sometimes called, must be burnt to ashes, which provides the animating force for the monster). Alternatively, a wizard can create a necrophidius by his own means. This process is long and complex, and requires that the wizard be able to cast *limited wish*, *geas*, and *charm person* spells. The third method enables a high-level priest of some Powers to build a necrophidius. Again, the method is long and tedious. It requires the spells *quest*, *neutralize poison*, *prayer*, *silence*, and *snake charm*. Whichever method is used, the monster requires the complete skeleton of a giant snake (either poisonous or constrictor) slain within 24 hours of the enchantment's commencement. The construction takes 500 gold pieces worth of herbs and ointments per hit point of the necrophidius; and ten days are required.

A necrophidius is built for a specific purpose (which must be in the spellcaster's mind when he creates it), such as "Kill Ragnar the Bold" or "Keep the Scepter of Trystom safe on this altar." The necrophidius has a reasonable intelligence, and does not seek to twist the intent of its maker, but its enchantments fade when its task is done or cannot be completed, for example, when it kills Ragnar, or when the owner decides to use the Scepter of Trystom.

The crafter must want the necrophidius to serve its purpose. He could not, for example, build a death worm to "Sneak into the druid's hut and steal his staff," if the crafter really intended for the necrophidius to merely provide a distraction. He could not build more than one death worm and assign each of them to kill Ragnar, since he could not imbue in the second death worm a task that he intended the first one to complete. For this reason, necrophidii are almost never seen working as a team.

There are rumors, not well-founded, that there were once methods to make a necrophidius that conformed to all current specifications except that it gained 1 Hit Die every century it was pursuing its purpose.

Ecology: The necrophidius does not eat, nor does it provide any useful ecological function. It is effectively outside the ecosystem around it.

CLIMATE/TERRAIN:	Temperate/Forests
FREQUENCY:	Very rare
ORGANIZATION:	Grove
ACTIVITY CYCLE:	Day
DIET:	Photosynthetic carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	G
ALIGNMENT:	Neutral

NO. APPEARING:	5-50
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	3 + 4
THACO:	17
NO. OF ATTACKS:	1 or 1-6
DAMAGE/ATTACK:	3-12 or 1-2
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (12)
XP VALUE:	120



This wood-dwelling, intelligent form of plant life has many similarities to a zombie, but it is in fact neither animal nor undead.

Needlemen appear ruddy green, mottled with browns and reds in autumn. They do not grow dormant in winter, as they lack roots to hold sap. Instead, they turn deep brown, to change to green again in the spring. Their eyes are coal-black, and their skin is covered with masses of small, sharp needles. When needlemen attack, they growl and shout in a gurgling, choking language that is incomprehensible to anyone else.

Needleman physiques are exclusively male. (Actually, like all complex plant life, needlemen are hermaphroditic, and can cross-pollinate.) From a human standpoint, most needlemen are emaciated. Some wear white woolen robes, but as this garment interferes with both the needleman's combat abilities and its skills at hiding in dense undergrowth, most needlemen shun these (perhaps ceremonial) robes in favor of a tight-fitting yellow breechcloth.

Combat: A needleman attacks with its small, sharp needles. The traditional attack is a slap. The slap itself causes only 1d4 points of damage, but the sharp needles triple this injury for a total of 3d4 points. This damage should be treated as impaling, and large creatures with thick hides suffer only 2d4 points of damage.

Needlemen are also able to fire their needles at a distance. One of these creatures can launch a volley of 1d6 needles, each causing 1-2 points of damage (only 1 point to larger-than-man-sized opponents). A needleman has a range of 20 feet with this attack. For practical purposes, a needleman's supply of needles is infinite.

The creature is particularly vulnerable to magic. Attacks on it by magical means inflict triple normal damage, though it receives a saving throw. For example, a *magic missile* that would normally cause only 1d4 + 1 points of damage would inflict 3d4 + 3 points on a needleman. But it is only direct magical attacks that the needleman finds himself vulnerable against. A magically en-

larged or strengthened character wielding a *sword* +2 finds the weapon's damage bonus (but not attack roll bonus) tripled to +6, but neither the weapon's normal damage nor the additional damage caused by the character's greater Strength would triple.

Spells of a nonoffensive nature, like *charm plants*, are triply effective against needlemen. Of course, the fact that it is a plant makes it immune to certain spells. Needlemen are intelligent and can be affected (at triple potency) by mind-influencing spells.

When amidst heavy undergrowth or conifers, needlemen are nearly undetectable (75% hidden from active searchers, or 40% against elves and thieves). In such areas, they impose a -5 penalty to their opponents' surprise rolls (-2 to elves and thieves). It is freakishly rare to encounter this creature outside of its natural habitat.

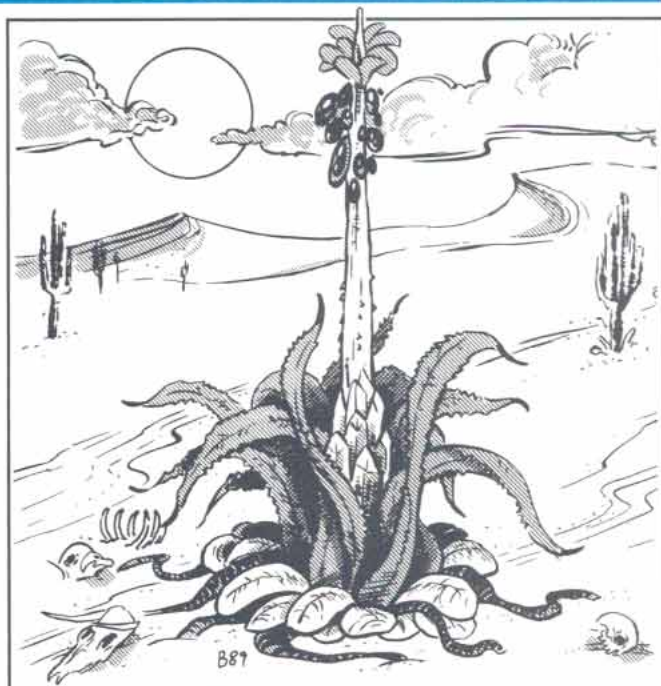
Habitat/Society: Needlemen lack the intelligence for a true society. They wander about their forests, picking up shiny trinkets (some few of which may be valuable) and moaning sadly to one another.

One clue to their origin is the virulent hatred needlemen have for elves. Needlemen can smell elves at a quarter-mile, and attack them furiously. One theory holds that needlemen were originally a band of humans who happened upon wood elves or grugach in their home communities. If the elves had attempted to kill or incapacitate the intruders, as is likely, the humans might have invoked supernatural aid. And a evil or twisted trickster deity, such as Ralishaz, might have transformed the humans into woodland creatures better suited to battle elves.

Ecology: Needlemen derive most of their sustenance from sunlight, but they require water and nutrients as do most humanoids. They usually kill small creatures like squirrels, but, naturally, prefer the taste of elves.

CLIMATE/TERRAIN:	Cactus, Vampire
FREQUENCY:	Any/Deserts
ORGANIZATION:	Very rare
ACTIVITY CYCLE:	Solitary
DIET:	Any
INTELLIGENCE:	Special
TREASURE:	Non- (0)
ALIGNMENT:	Incidental
	Neutral

NO. APPEARING:	1-3
ARMOR CLASS:	6 (core), 7 (leaf), 8 (thread)
MOVEMENT:	0
HIT DICE:	3 (core), 1+1 (leaf), 4 hp (thread)
THACO:	17
NO. OF ATTACKS:	12
DAMAGE/ATTACK:	1-2 x 12
SPECIAL ATTACKS:	Blood drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Medium (5'-6' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	650



Vampire cacti are plants of the deep desert that supplement their water supply by draining liquids from animals that come within range.

Vampire cacti resemble century plants, with 12 fleshy leaves, each tipped with a sharp needle about one inch long. Sprouting from the plant's central core is a single spike rising to a height of five to six feet. The leaves are about five feet long, but droop toward the ground so the main body of the plant stands about three feet high. The leaves are dusty green with a narrow band of yellow around their margins. The needles on their tips are white. The central spike is golden yellow. Once every midsummer a single small flower blooms at the top of the central spike. This flower is blood-red in color. After this flower has been pollinated, a small blood-red fruit forms. The fruit is moist and sweet-tasting, almost irresistible to most birds.

The plant itself is rooted to one spot, but it can move its leaves rapidly. Vampire cacti are usually surrounded by the skeletons and drained corpses of warm-blooded denizens of the desert (kangaroo rats, etc.).

Combat: The vampire cactus attacks by shooting the needles at the tips of its leaves into its victim. These needles have a range of three yards. They remain attached to the leaves by a thick, rubbery thread that unreeles from within the leaf. This thread is the vessel through which the plant drains its victim's bodily fluids.

The needles inflict 1-2 points of damage when they strike. Each subsequent round, the plant drains 1d3 points of liquid (i.e., blood) through each needle that remains in its victim's flesh. The victim can tear free or pull the needles loose, but they are viciously barbed and pulling them out of flesh causes 1d3 points of damage each. The plant can fire all 12 needles simultaneously, but no more than six can be directed at a single target. Any needle that fails to penetrate its target is reeled in and is ready to be fired again by the beginning of the next melee round. Once a target is dead, the plant reels in the needles from that target and readies them to fire at any other victim that presents itself. The plant becomes satiated after draining 50 hit points. When it reaches satia-

tion, it reels in all its needles and does not attack anything again for 48 hours.

The threads connecting the needles to the leaves are AC 8 and can suffer 4 points of damage before being severed. The leaves are AC 7, and each has 1+1 Hit Dice. Damage to threads or leaves does no permanent harm to the plant, since it can regrow a damaged leaf in 1d4+1 days (although destroying a leaf or severing a thread decreases the plant's number of attacks, of course). The only way to kill the plant is to destroy its core. The core is AC 6 and has 3 Hit Dice. Damage done to the leaves doesn't count against this total. Because the core is surrounded by leaves that move, any attack directed at the core has a 75% chance of hitting a leaf instead (providing, of course, that all of the leaves have not already been dealt with).

Vampire cacti are immune to lightning and electrical attacks (they ground the electricity into the desert through their roots). They're very vulnerable to fire, however, and fire-based attacks inflict double damage. Since they have no minds, *sleep*, *charm*, *illusion*, and other mind-affecting spells have no effect.

Habitat/Society: Creatures of the Bright Desert, vampire cacti evolved their blood-draining ability to help meet their water needs. Other adaptations to life in the deep desert include the dusty-looking surface of their leaves (to help slow down evaporation), the single small bloom (to minimize water loss), and a conductive root system (vampire cacti are often the tallest objects around, and hence frequently struck by desert lightning). Migrating birds seem to have carried the seeds of vampire cacti to the margins of the Dry Steppes, and even to the forbidden Sea of Dust, because some of these deadly plants are found there.

The only treasures to be found near a vampire cactus are the possessions of any unlucky victims.

Ecology: Nothing eats the vampire cactus; its tissue is too tough and bitter (in contrast to its fruit). Anything warm-blooded is a potential victim for the cactus.

CLIMATE/TERRAIN:	Kampfult Any/Subterranean	Polyp, Giant Any/Subterranean water
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	Incidental	Incidental
ALIGNMENT:	Neutral (evil)	Neutral evil

NO. APPEARING:	1	1
ARMOR CLASS:	4	6
MOVEMENT:	3	0
HIT DICE:	2	7
THACO:	19	13
NO. OF ATTACKS:	6	24
DAMAGE/ATTACK:	1	1-2 per tentacle
SPECIAL ATTACKS:	-3 penalty to opponents' surprise	Paralyzation
SPECIAL DEFENSES:	Nil	Sharp spines
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (stump-like)	L (10' tall)
MORALE:	Steady (11-12)	Champion (15-16)
XP VALUE:	175	2,000

These two species of deadly plants are considered to be corrupted offshoots of treants. As such, these creatures tend to resemble withered, decrepit old trees of various species common to the local area.

Kampfult

The kampfult, also known as the sinewy mugger, has a rope-like body with a central core that resembles the decayed stump of a cut-down tree.

A kampfult has six attack appendages of about six feet in length and six movement appendages of one foot in length. These are spaced along the four-foot-long, stump-like body segment. Several creatures can be attacked at the same time. Once hit by an appendage, the victim is wrapped up until either the kampfult is slain or the victim frees himself (those with a Strength of 16 or more can free themselves automatically in one round; others must roll a successful Strength check). Only the central section of the creature need be attacked to kill the beast, but severing its tentacles can succeed in rendering a kampfult harmless. Each tentacle requires 2 points of cutting damage to sever and causes 1 point per round of constriction damage. All portions of a kampfult are considered AC 4.

The monster can hold out or pull in its appendages in order to disguise itself, and when doing so it imposes a -3 penalty to its opponents' surprise rolls. The kampfult originally inhabited thick woodlands where it disguised its rope-like body among vines and creepers.

Unsuspecting prey would then be trapped as the kampfult looped its coils of vine-like appendages around the victim, crushing and strangling it to death. Actively hunted down by humans, the few remaining monsters of this kind are now typically found in ruins or dungeons. There, appearing to be ropes or nets, the monsters surprise the unwary.

Kampfults are carnivorous but relatively weak. They prefer to attack small, solitary mammals, as these are usually the most vulnerable and require the least amount of work to secure. A kampfult spends much of its day capturing mice and squirrels for food; it rarely snags anything larger.



The underside of a kampfult's central core is soft and very porous. This portion of the monster is placed directly on top of any killed prey, and the kampfult accelerates the absorption process by spraying a decay catalyst on its food. This catalyst affects nothing but organic tissue, so any incidental treasure left over from deceased victims is always found beneath the stump area of a kampfult.

Giant Polyp

This large, tree-like creature is a semi-sentient, gigantic variety of polyp, similar to a sea anemone.

Much like the kampfult and other deadly plants, the giant polyp attacks with tentacles attached to a strong central core. Every giant polyp has 24 tentacles with which to attack, but their even placement around the central core makes it impossible for more than three tentacles to attack any man-sized target. Each 15-foot-long tentacle causes 1-2 points of damage when it hits; a saving throw vs. poison must be rolled with a +2 bonus. If the save is failed, the victim is paralyzed for one turn, during which time the monster drags the helpless victim into its huge mouth (located at the very bottom of the trunk, usually concealed). It takes two rounds for the victim to reach the mouth, and five rounds later the victim is completely digested by the immensely powerful digestive agents within.

Each tentacle can receive 4 points of cutting damage before being severed; severed tentacles regenerate fully in 2d6 days. The only way to permanently kill a giant polyp is to attack the trunk, which is protected by hundreds of razor-sharp spikes. Any character who engages in melee with the trunk is struck by 1d4 of these spikes, and each spike causes 1d4 points of damage.

By all accounts, the best way to deal with a giant polyp is by spellcasting, most notably fire spells. All fire-based attacks add 2 to each die of damage rolled. Tentacles suffer damage as well, should a *fireball* or like spell encompass the entire creature.

Giant polyps grow in dark, subterranean chambers filled with pools of dark, stagnant water. Otherwise, they conform rather closely to the habits of their distant cousin, the kampfults.

CLIMATE/TERRAIN:	Camprat Any/Barrens and hills Common	Vapor Rat Any/Cloud islands
FREQUENCY:		Rare
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Night	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Animal (1)	Low (5-7)
TREASURE:	Nil	Incidental
ALIGNMENT:	Neutral	Chaotic neutral

NO. APPEARING:	11-30	2-16
ARMOR CLASS:	6	6 (or special)
MOVEMENT:	15	12, Fl 6 (Gaseous 1)
HIT DICE:	1-2 hp	2
THACO:	20	19
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1	1-2
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Stinking cloud
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (8" long)	T (1' long)
MORALE:	Unsteady (5-7)	Unsteady (5-7)
XP VALUE:	7	35

Camprat

Camprats are rodents with voracious appetites that belie their small size. They're generally harmless, but their ability to get their teeth into anything edible is aggravating to travelers.

Camprats are similar in appearance to prairie dogs or small gophers. Their fur is light, sandy brown, shading to dark brown or even black in a streak down their spine. They have a tiny stub of a tail. Their eyes are small and beady, and their front teeth are long and exceedingly sharp. The creatures move very quickly, and can climb just about anything.

Combat: Camprats are timid creatures, and fight only if cornered. If they must fight, however, their razor-sharp front teeth can pierce leather as easily as thin cloth. The creatures would much rather flee than fight—climbing, jumping over, or gnawing through obstacles. Unlike normal rats, camprats are clean and carry no significant risk of disease. Because they can move so swiftly, they're difficult to hit (thus their relatively high Armor Class).

Habitat/Society: Like rats, camprats live in loosely-bonded packs, with males and females in roughly equal numbers. There is no pack leader and no organization to speak of.

Camprats are fast-moving and can make astounding leaps; up to eight feet horizontally and three feet vertically. They can climb any surface that offers the slightest purchase to their tiny claws. Their front teeth grow constantly, and the creatures must gnaw on things to prevent them from growing too long. This gnawing also keeps the teeth sharp. Camprats can chew through thick cloth (for example, a sack in five seconds, thin leather in 15 seconds, and thick leather in 30 seconds). Even wood presents little problem: they can gnaw through one inch of wood in 60 seconds (soft wood) to 90 seconds (hard wood).

The camprat's diet is simple: they eat anything that's not on fire. They're continuously scavenging, and go to great lengths to steal food. Typical precautions taken by travelers—storing food overnight in thick leather sacks or hanging it from tree branches—won't deter camprats, making them a major irritant for people traveling through barrens and hills.

Knowledgeable travelers are often warned of the presence of



camprats by dead trees in the area; the creatures gnaw on the bark, frequently to the extent of banding and killing the trees. Camprats are irritatingly common in most hills and barrens, including the Hestmark Highlands, the Abbor-Alz, and the Kron Hills. In fact, there are tales that a gnomish king of centuries ago spent a decade trying to rid the Kron Hills of camprats (with no success, of course).

Ecology: Camprats are pure scavengers; they eat anything they can find, but they don't hunt. They have reason to be timid: Many large carnivores consider camprats to be delicacies. Ogres love live camprats, and young red dragons often breathe fire into camprat holes, then dig out the cooked appetizers within.

Vapor Rats

Vapor rats appear to be nothing more than large, gray, giant rats. Their habitat, however, includes areas not common to giant rats, for these creatures also dwell in and on the substantial cloud islands that frequently serve as the abode of cloud giants and cloud dragons.

If angry, hungry, or cornered, vapor rats attack by scurrying in and delivering a sharp bite. Whenever one is killed, it gives off a small puff of noxious fumes. This gaseous release is the equivalent of the *stinking cloud* spell, but it affects only one individual within eight feet of the vapor rat. The rat always directs its release toward its opponent, and the gas dissipates to harmlessness beyond eight feet. Thus, while it is safe to slay these creatures at a distance, they are particularly dangerous in close proximity.

It is possible for vapor rats to alter the substance of their bodies and assume a gaseous form. In this condition they appear to be wisps of cloud or similar vapors. In their vaporous condition they are able to direct their movements much as a ship would steer before the wind, and they are thus able to move from cloud to cloud around the sky.

Wounded or seriously threatened vapor rats always assume gaseous form. In such a state they can be harmed only by attack forms that cause their vapors to be destroyed. These include very hot or magical fire, lightning, and exceptionally strong winds (see the *potion of gaseous form* for more details).

CLIMATE/TERRAIN:	Ordinary Any/Land	Huge Any/Land	Giant Any/Land
FREQUENCY:	Common	Rare	Rare
ORGANIZATION:	Flock	Flock	Flock
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Animal (1)	Semi- (2-4)	Low (5-7)
TREASURE:	See below	See below	See below
ALIGNMENT:	Neutral	Neutral (evil)	Neutral (evil)

NO. APPEARING:	4-36	2-8	4-16
ARMOR CLASS:	7	6	4
MOVEMENT:	1, Fl 36	1, Fl 27	3, Fl 18
HIT DICE:	1-2 hp	1-1	3+2
THACO:	20	20	17
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1	1-2	3-6
SPECIAL ATTACKS:	Eye peck	Eye peck	Nil
SPECIAL DEFENSES:	Not surprised	Not surprised	Not surprised
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (2'-4' span)	M (4'-6' span)	L (6'-10' span)
MORALE:	Average (8-10)	Steady (11-12)	Elite (13-14)
XP VALUE:	15	35	175

Ravens and crows are large, black birds known primarily as one of nature's primary scavengers. They are often mistaken as bad omens by superstitious farmers and peasants. In fact, popular mythology supports these views, as many religions speak often of the "evil black" raven and the "trickster" crow.

Ravens and crows have their own limited language. Certain ravens, including some huge and most giant specimens, can speak as many as 100 words of the common tongue and can communicate in meaningful phrases (depending on intelligence, of course). For this and other reasons (like their usefulness as garbage disposals, guardians, and vermin hunters), most ravens and crows make very fine house and yard pets.

Combat: Because of the use of scouts within the flock of birds (see below), ravens and crows cannot be surprised during daylight conditions. Ravens and crows attack with both their strong claws and their long, sharp beaks. However, the claws are used mostly for balance and often to obscure the sight of the victim, so only the beak causes actual physical damage. Therefore, ravens and crows employ a grab and peck approach to combat.

Because of their intelligence, these birds are 10% likely to attack an opponent's eye. In other words, whenever an attack roll indicates a hit, there is a 1 in 10 chance of an eye attack and a resulting loss of that organ.

Ravens and crows are not adverse to teaming up against a single foe, and the chance of blinding a potential victim increases dramatically as the number of birds attacking increases. Fortunately, the rules for multiple attackers in the *Dungeon Master's Guide* apply to these creatures as well.

Habitat/Society: Ravens and crows are found from cold-temperate to tropical climes. All birds of this type travel in flocks. Any that are encountered alone are actually scouts. As soon as any approaching creature that could threaten the flock is seen or detected, the scouts give warning cries, screen themselves, and maintain a safe distance while keeping track of the creatures and reporting events to the flock by means of raucous calls. In any case, all ravens and crows are fiercely loyal to the few friends they make in a lifetime.

Ravens and crows are principally scavengers, but, being omnivorous, they also raid crops, nests, or unattended caches of food. Tales of giant ravens spiriting off babes from their cribs are more likely frightening myths than proven fact, but this feat is possible nonetheless.

All birds of this sort love objects that glitter and shine. Thus they are 25% likely to have several small metal objects, gems, and the like in their nests. In general, the larger the raven (or crow) and the greater the size of the flock, the more valuable and wondrous the small treasures found within.

In fact, some of these birds have been trained to recover such objects with startling results. More than a few simple bird trainers have acquired enough minor magical rings and precious stones to retire in wealth and comfort. Naturally, the specific training methods employed are closely guarded secrets.

Huge Ravens

Huge ravens tend toward malicious dispositions and are known to serve evil masters when opportunity permits. However, not all raven familiars and consorts are evil, as the alignment of the master is a decisive factor in such arrangements.

Giant Ravens

Giant ravens are both pugnacious and easily raised (if trained from fledglings), and so are often used as guards and messengers. While they are decidedly too small to be used as mounts by all but the smallest of humanoids (i.e., faerie folk and characters under the effects of a *potion of diminution*), the strength of these powerful birds is enough to carry even an adult halfling on an aerial journey. Fortunately, these journeys are rarely more than dangerous pranks, as giant crows, like their smaller brethren, are not fond of dining on meals that are still wiggling. However, more than a few halflings and gnomes have found themselves high atop a barn or mountain ledge with no safe means of descent (much to the amusement of their comrades).

CLIMATE/TERRAIN:	Any/Land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Evil (lawful, neutral, or chaotic)

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	6
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	1 + gaze
DAMAGE/ATTACK:	1-6 + charm
SPECIAL ATTACKS:	Charm (see below)
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Elite (13-14) (if conscious)
XP VALUE:	1,400



Scarecrows are powerful enchanted creatures made from the same materials as normal scarecrows. They are non-intelligent but capable of following simple instructions from the priest who created them.

Each scarecrow is unique in appearance but all share several common characteristics. Their bodies, arms, and legs are always made of cut wood (such as a broom stick or garden stake) and bound together with hemp rope. Tattered rags cover the frame and are sometimes stuffed with grass or straw. A hollow gourd with a face carved into it serves as head. Once animated, a fiery light burns in the scarecrow's eye sockets. They are always of malign intent.

Scarecrows are light but slow. Their leg and elbow joints bend both ways, causing them to move with an uneven, jerky gait. The head spins freely.

Scarecrows speak no language, but cackle hyena-like when attacking.

Combat: Once every round, a scarecrow may gaze at one creature within 40 feet. Any intelligent human or demihuman meeting this gaze becomes charmed unless he rolls a successful saving throw vs. spell. The charm is one of absolute fascination rather than obedience to command. While charmed the victim stands transfixed, arms hanging limply, allowing the scarecrow to strike again and again (automatic hit each round). The charm lasts until either the scarecrow leaves the area for one full turn, or it is killed.

The touch of scarecrows causes 1d6 points of damage and has an identical charm effect (saving throws apply). Because of their construction, scarecrows are especially susceptible to fire. All fire-based attacks gain a +1 bonus to the attack roll and a +1 damage bonus per die of damage. They are unaffected by *sleep*, *charm*, *hold*, or *suggestion* spells, and they are immune to cold-based attacks.

A scarecrow attacks one victim at a time, striking the first person it charmed repeatedly until he is dead. While slaying its victim, the scarecrow uses its gaze attack to charm as many other

opponents as possible. Scarecrows always attack until destroyed or ordered to stop.

Habitat/Society: Scarecrows have no preferred habitat or society. They exist only to serve the priest who created them. They follow any simple one- or two-phrase order to the best of their ability, without regard to their own safety.

To create a scarecrow, either a special manual must be used or a high-level priest must employ the following spells: *animate object*, *prayer*, *command*, and *quest*. The construction requires three weeks work, but material costs are small—one gold piece per hit point the scarecrow possesses. The final step of the process, casting the *quest* spell, is done during a new moon.

Scarecrows can be constructed to kill a specific person. To do so, the clothes worn by the scarecrow must come from the intended victim. Once the scarecrow is animated, the priest need only utter a single word—"Quest." The scarecrow then moves in a direct line toward the victim. Upon reaching the victim, the scarecrow disregards all other beings and concentrates its gaze and attacks entirely on the person it has been quested to kill. After slaying its victim, a quested scarecrow's magic dissipates and it collapses into dust.

Ecology: As constructs, scarecrows have no life span. The magic that created them keeps their tattered parts from decomposing and shields them from the effects of cold.

Conscious Scarecrows

Most scarecrows disintegrate upon the death of their creator, however a few (10%) become conscious. These scarecrows have low intelligence but possess a devilish cunning. They stalk the land committing acts of evil by night and hiding during daylight hours. Because scarecrows hate fire and are unaffected by cold, conscious scarecrows try to reach colder climes. During the trek the scarecrows kill all they encounter, including those who pose no threat. Conscious scarecrows hate all life and kill humans and demihumans whenever possible.

CLIMATE/TERRAIN:	Any/Subterranean and ruins
FREQUENCY:	Rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	Living beings
INTELLIGENCE:	Low (5-7)
TREASURE:	F
ALIGNMENT:	Chaotic evil

NO. APPEARING:	4-16
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Slow, surprise
SPECIAL DEFENSES:	+2 or better to hit
MAGIC RESISTANCE:	See below
SIZE:	M (4'-6' across)
MORALE:	Special
XP VALUE:	650

Slow shadows are undead creatures that prey upon humans and demihumans. They are similar in many ways to shadows and, like shadows, exist primarily on the Negative Material plane.

Slow shadows appear as pitch-black blobs, with amorphous twistings to their outlines, which make them appear to grow or shrink (from four to six feet across) as they move. Slow shadows are 90% invisible in dusky or moderate light, such as torchlight, and 50% undetectable in full daylight. In darkness slow shadows are invisible to normal vision, but stand out against warm surfaces when seen with infravision.

Combat: Slow shadows impose a -6 penalty to their opponents' surprise rolls. They attach themselves to their victims with a successful attack roll. Attached slow shadows inflict 1d4 points of cold-based damage and slow their victim as per the spell (no saving throw allowed). Every round thereafter, the victim automatically loses another 1d4 points until either the victim dies, the slow shadow dies, or it is driven off. Multiple slow shadows attached to a single victim inflict cumulative damage. The slow effect, however, is not cumulative.

Slow shadows are not affected by cold, lightning, hold, charm, or weapons of less than +2 enchantment. They can be turned by a priest. A single *haste* spell drives 2d10 slow shadows away, if cast before they attach themselves to their victims.

Humanoids killed by slow shadows become lesser slow shadows within one turn. Lesser slow shadows have all of the abilities of slow shadows but must remain within 40 feet of where they changed or within a 40-foot range of the shadows who slew them. Concentrations of 20 or more lesser slow shadows are very rarely found. The change can be prevented by casting *remove curse* on the body. Once the change has taken place, recovery is practically impossible.

Slow shadows roam through dungeons and ruins searching for humans and demihumans to transform. They can sense such creatures up to 100 feet away. Once a victim is found, the slow shadows withdraw into the surrounding cracks and corners and wait for the victim to come to them. When the victim passes, by the shadows rush out and attack.



Habitat/Society: Slow shadow bands have no discernible organization. They wander freely throughout the dungeon or ruin they haunt, attacking all humans who come within range. They are violent and aggressive, but they withdraw if confronted by a superior foe.

Slow shadows despise all living creatures; they find the mere presence of living creatures painful. They hate treasure, as it reminds them of the comforts of life, and they destroy or hide all precious items that fall into their hands.

Slow shadows never travel outdoors unless an extended period of time (ten years) goes by without a human entering the dungeon they haunt. Even then, the slow shadows travel only at night, flitting swiftly across the land in search of a new dungeon to wander.

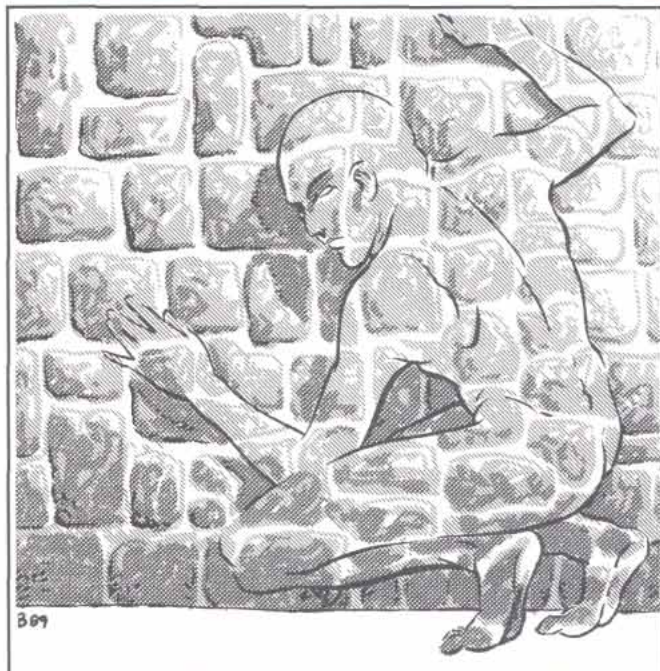
Ecology: Slow shadows, like shadows, are believed to be a race of long-dead people cursed to madness and a split existence on the Prime and Negative Material planes. This curse drives slow shadows to hunt and transform living humanoids and demihumans into slow shadows like themselves.

Sages speculate that shadows and slow shadows, when they lived, were bitter enemies. Their cruel, wicked ways and constant warfare brought down a terrible curse upon both races. Now the two people continue their ancient battle, never dying, cursed to insanity, recruiting new shadows and slow shadows from the living. On rare occasions, battles between shadows and slow shadows have been witnessed and it seems that vanquished slow shadows become shadows and vanquished shadows become slow shadows.

As with shadows, no one has ever successfully removed the curse from a slow shadow. If a way is ever found, however, and a slow shadow can be spoken to, it may be possible to break the curse that created the two races of shadows. Removing this curse would free all shadows from their wanderings and the Prime Material plane from the terror of slow shadows and their shadow kin. It is not known, though, whether removing the curse would grant the shadowkind eternal rest.

CLIMATE/TERRAIN:	Temperate to tropical/Woodlands and subterranean
FREQUENCY:	Rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	(F)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-8
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Backstab
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Unsteady (5-7)
XP VALUE:	120



Skulks are an extremely cowardly, evil race of humanoids with the chameleon-like ability to blend in with any background. They survive on the edges of civilization by theft and murder.

Skulks stand five to six feet tall and are completely devoid of hair. They are elf-like in stature, with graceful limbs, soft facial features, and pink or blue eyes. A skulk's skin is smooth but leathery tough. Its natural color is light gray, but skulks can change skin color instantly, either to flesh tone or, more commonly, to match the surrounding environment.

Skulks speak common and 20% of skulks speak one additional demihuman language, usually elvish or dwarf.

Combat: Skulks are cowardly fighters who run away at first wounding or if the odds are less than two to one in their favor—whichever comes first.

They move quickly and quietly, freezing into immobility at any sign of danger and blending into the background. Immobile skulks are 90% likely to be passed by unnoticed. Creatures looking directly at the skulks when they change color are not fooled.

Skulks never engage in direct combat unless trapped. Their favorite attack is backstabbing. Skulks move with absolute silence and impose a -3 penalty to opponents' surprise rolls. Skulks that surprise their opponents usually backstab. This attack gains a +4 bonus to the attack roll and damage is tripled (as 5th-level thieves). Base damage is determined by weapon type, usually a dagger (60%) or short sword (40%).

Skulks can pass through forest and in subterranean settings almost without a trace. Anyone following a skulk in these surroundings has 1/5 their normal chance to track successfully.

Habitat/Society: Skulks survive by thievery and murder. They live in small bands, moving often, and camping in deep forests or underground lairs. They hide by day, but emerge at night to raid nearby human or demihuman communities. Their favorite tactic is to murder an entire family, then ransack the house at their leisure.

A skulk lair is usually a shallow cave with two or more entrances, located just outside (or sometimes beneath) the town.

Skillfully placed branches and leaves cover the entrance. A successful find secret doors roll is required to find the entrance to a skulk lair. Inside are a number of sleeping mats. During the day 1d3 skulk children are found here, usually unguarded. There is a 10% chance that one of the children is less than two years of age. In that case a single skulk female will be in the cave. If the cave is discovered, the skulk female will flee, leaving the children to their fate.

Skulks often try to disrupt the society they prey upon. A common ploy is to murder a low-level political official (judge, council member, town steward, etc.), then leave behind false clues stolen from a local thieves' guild or orc tribe. Once suspicion is diverted, the skulks can go about their business, murdering and looting with impunity.

Most skulks are panic prone, but very rarely (1%) a leader is born. Skulk leaders are demanding and cruel. They have 3 Hit Dice and can speak two additional languages. Skulk leaders are masters of disguise and sometimes pose as half-elves or humans. While in this disguise, skulk leaders mingle freely with the outside world, casing a town before leading an attack on it. Normal skulks will abide by a leader's commands so long as they aren't too daring. Skulk leaders sometimes deal with other creatures, particularly dopplegangers or assassin guilds.

Ecology: Skulks eat whatever they find in the pantry of their victims. In hard times, skulks steal livestock, leaving a hole in the fence so it appears the animal escaped accidentally.

In addition to food, skulks steal whatever strikes their fancy. Female skulks often take gold, jewelry, and fine cloths. Male skulks are apt to lug furniture back to their camp. Disputes over property are common but infighting is rare. Instead, skulks steal from one another at the first opportunity.

All monsters who hunt humans and demihumans hunt skulks, but their camouflage ability makes skulks difficult prey. Skulks are despised by intelligent creatures; any skulk captured by a demihuman or human community is dealt with in the harshest manner allowable—usually death.

CLIMATE/TERRAIN:	Flail Any/Subterranean	Sea Any/Large bodies of salt water
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	Any
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Low (5-7)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	1	1
ARMOR CLASS:	4 (see below)	6 (see below)
MOVEMENT:	3	3
HIT DICE:	4-6	12
THACO:	4 HD: 17 5-6 HD: 15	9
NO. OF ATTACKS:	1 per tentacle	1
DAMAGE/ATTACK:	1-8	2-16
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	See below	Paralysis (see below)
MAGIC RESISTANCE:	See below	Nil
SIZE:	L (8' tall)	H (15' tall, 20' long)
MORALE:	Elite (13-14)	Elite (13-14)
XP VALUE:	975	10,000

Flail snails are silicon-based gastropods distantly related to ordinary garden snails. Their shells average eight feet high at the crown and are masses of neon blues, reds, greens, and yellows. Flail snails get their name from the four to six club-like tentacles that grow from their heads. Each tentacle ends in a ten-pound mass of hardened flesh covered with knobs. Short sensor tentacles grow from either side of the head. These sensors detect motion up to 20 feet away. Their flesh is rubbery and gray-blue in color.

Combat: A hit by a single tentacle causes 1d8 points of damage and can smash a one-inch-thick piece of wood. A four-tentacled snail makes four attacks as a 4 Hit Die creature, a three-tentacled snail makes three attacks as a 3 Hit Die creature, and so on. These attacks may be against one or two opponents. Both opponents must be in front of or to the side of the snail.

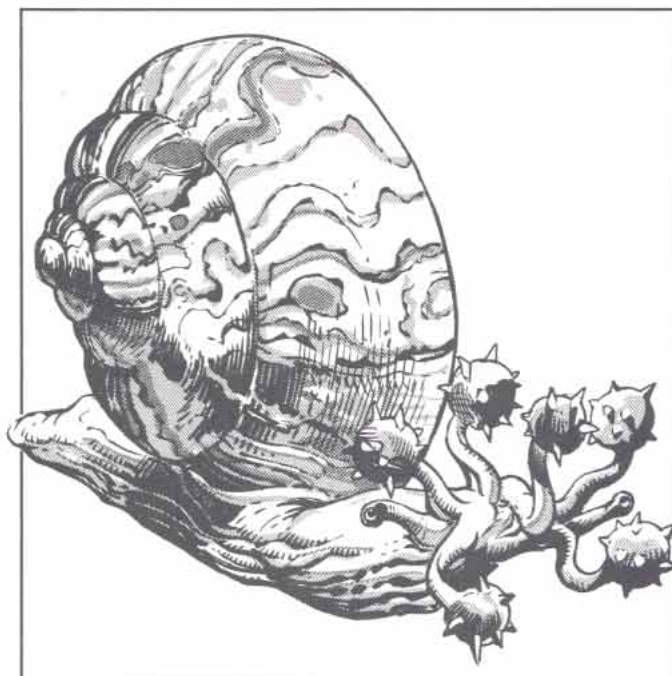
Flail snail tentacles have 1 Hit Die apiece. Treat each tentacle as a separate creature. When a tentacle is reduced to 0 hit points it is useless. Flail snails attack until all of their tentacles are dead. Once this happens the monster withdraws into its shell and dies 1d3 turns later. During these turns the snail utters pitiful cries that are 50% likely per turn to attract a wandering monster.

The body has hit points equal to the combined total of all the tentacles, but it is nearly impossible to attack because it is protected by the creature's shell. The effective Armor Class of the body is -8.

Flail snails are protected against magic by their colorful shell. Whenever the snail is attacked by magic, the effects are variable—40% chance of the spell malfunctioning, 30% chance of it functioning normally, 20% chance of it failing to work at all, and a 10% chance that the spell is reflected back at the spellcaster. A spell that malfunctions has its effect altered slightly (DM discretion). The altered spell then affects the creature nearest the snail (saving throw if applicable).

Flail snails are immune to fire and poison, but they shun bright light.

Habitat/Society: Flail snails live peaceful lives crawling up and



down dungeon and cavern corridors. Normally quiet, flail snails aggressively defend themselves, chasing attackers until they withdraw from the snail's 20-foot sensing range.

Ecology: Flail snails live off lichen and algae growing on dungeon floors. Glands in their mouth secrete a substance that loosens the plants. The mouth then scrapes up the loosened plants.

Females give live birth to 1d3 young. The young remain with the mother for two years, until their tentacle knobs reach a weight of five pounds. Flail snails mature at age four and live up to 20 years. These peaceful beasts are frequently hunted for their shells. A single shell weighs 250 to 300 pounds and retains its magical powers for 1d6 months after the occupant's death. A skilled armorer can try to fashion 1-2 +2 shields from a single shell. These shields affect spells as did the original shell until their magic fades (1d6 months). After the magic fades, the shields become nonmagical +2 shields. In addition, freshly ground snail shell is needed to create a *robe of scintillating colors*. One robe may be made from a single shell. Shells sell for 5,000 gold pieces on the open market.

Sea Snail

These behemoths of the deep measure up to 20 feet in length. Sea snails are a variety of giant conch. Their skins are rubbery (AC 6), but their shells are incredibly thick (AC -4).

Sea snails live in all seas and oceans. Their shells vary in color from bright red to flat white with a pink interior.

Giant snails are sometimes tamed by tritons.

If attacked, sea snails withdraw into their shell and release a vicious neurotoxin into the surrounding water. This poison affects all creatures within 20 feet, paralyzing them for 1d6 hours unless they roll successful saving throws vs. poison with a -3 penalty. If the attack continues, the sea snail will wail. The round following the wail, 1d10 *charmed* tritons arrive. Each round thereafter 1d10 more tritons arrive until a total of 50 are on the scene. These tritons fight to the death in defense of the sea snail.

The value of the snail's shell depends on the shell quality. The base price is 4,000 gp, doubled for an unblemished shell.

	Atomie	Grig	Sea
CLIMATE/TERRAIN:	Temperate/Forests	Temperate/Forests	Tropical/Coral reefs
FREQUENCY:	Rare	Very rare	Rare
ORGANIZATION:	Tribe	Band	Community
ACTIVITY CYCLE:	Night	Night	Day
DIET:	Herbivore	Herbivore	Omnivore
INTELLIGENCE:	Average to very (8-12)	Low to average (5-10)	Very (11-12)
TREASURE:	M (X)	M (X, Y)	(D)
ALIGNMENT:	Chaotic neutral	Neutral (good)	Chaotic neutral
NO. APPEARING:	30-120	2-12	5-40
ARMOR CLASS:	4	2	6
MOVEMENT:	12, Fl 24 (A)	6, Leap 12	6, Sw 24
HIT DICE:	1 $\frac{1}{2}$	1 $\frac{1}{2}$ +1	1
THACO:	20	20	19
NO. OF ATTACKS:	2	3 or 2	1
DAMAGE/ATTACK:		By weapon type (see below)	
SPECIAL ATTACKS:	See below	See below	Spell use
SPECIAL DEFENSES:	See below	See below	Nil
MAGIC RESISTANCE:	20%	30%	5%
SIZE:	T (1' tall)	T (1 $\frac{1}{2}$ ' tall)	T (2' tall)
MORALE:	Steady (11-12)	Steady (11-12)	Elite (13-14)
XP VALUE:	175	175	175

There are several races of sylvan creatures related to sprites. Among these are the forest-dwelling atomie and grig, as well as the sea sprites who make their homes in warm coral reefs. Each race is detailed separately below.

Atomie

Atomies are cheerful woodland beings who live in secluded forests. They avoid most serious-minded creatures, but mix freely with the carefree grigs and are 20% likely to be found in their company. The lightest and quickest of all the sprites, atomies rarely surpass one foot in height. They are thin of face and body, with twin dragonfly-like wings on their back. Atomies have elfen features, with slender, pointy ears, straight noses, and wide clear eyes. Their skin is pale, but with a hint of woodland green. Atomie clothing is innately magical, as it is bright and festive on the one hand, while at the same time, blending well with woodland surroundings.

Atomie senses are developed beyond that of normal folk. They hear things at twice the range of humans; they possess infravision out to 90 feet. Their voices are high-pitched, almost bee-like. Atomies speak their own language and often those of sprites, pixies, and some broken common. They can also speak with both plants and animals.

Combat: In battle, atomies use their amazing speed to flit in and out, poking and jabbing at their enemy. Atomies attack as 3rd-level fighters.

Twenty percent of atomies encountered are armed with tiny crossbows and spears. Atomie crossbows have a 30-foot range and inflict 1d3 points of damage. Atomie spears cause 1d4 points of damage. The remaining atomies are armed with either spears (40%) or tiny swords (40%). Treat atomie swords as daggers that cause 1d3 points of damage. Atomies have the following spell-like abilities: *blink*, *invisibility*, *pass plant*, *speak with animals*, and *summon insects*. These abilities can be used at will, one per round, at 5th-level ability.

Atomies are only 10% likely to be surprised and 90% likely to surprise. Upon hearing an intruder, atomies disappear and try to lure the intruder away using false lights, chattering voices, and pesky summoned insects. Repeat intruders are warned with a well-placed crossbow bolt. If combat is inevitable, or the intruders are orcs, the atomies regroup and attack in a group. If sur-

prise is achieved, the atomies with spears (60% of the force) fly in and dive on their opponents (usually aiming at their rears). Diving attacks inflict double damage (2d4).

Habitat/Society: Atomies live in the upper branches of old hardwood trees (usually oaks), one family per tree. Each family hollows out a series of tiny rooms from their tree, decorating each room with walnut chairs, woven pine-needle rugs, acorn dishes, and the like. A winding network of balconies, landings, and sturdy rope bridges connects the community together, forming a village high above the forest floor. A typical atomie village houses 3d4x10 adults and 4d6 children.

At night, atomies issue forth from their tree village, flitting about in the moonlight, playing songs and games, gathering nuts and berries, and dancing on the forest floor. Atomies almost never bother with outsiders, including sprites (whom they view as tedious and overly serious), but they occasionally help a child in distress. A rescued child is well cared for and entertained before being returned to the outside world.

The concept of pets is unknown, but atomies often grow mushroom "friends" in their living rooms.

Atomie leadership is loose and unclear. A chieftain exists, but he is seems to be chosen for storytelling and singing ability more than anything else.

Ecology: Atomies are strict herbivores and find the eating habits of their sprite cousins repulsive. They favor nuts above fruit, but prefer honey when they can convince (i.e., trick) bees into giving them some.

Atomies make a perfect bite-sized morsels for most creatures, and sometimes fall prey to evil animals, such as worgs. Good-aligned animals never hunt atomies.

Atomies have no known life span limit. They never grow ill or old (though a few are slightly greyer and wiser than others). It is believed that the only way for an atomie to die is through accidents or combat.

Atomies view magic as something connected with life and are fascinated by inanimate objects that possess magic. Thus, atomies collect magical items, hoarding them as curios and prominently displaying them in their homes or, if the items are too large, hiding them in the boles of large trees. Nonmagical treasures are considered unnecessary clutter and are either thrown away or given to forest creatures who value such things.

Sprite

Grig

Grigs are mischievous, lighthearted relatives of sprites. They have no fear of big people and take great joy in playing tricks upon them.

Grigs have a bizarre appearance. Their head, torso, and arms are those of sprites, while their legs and tiny wings are those of crickets. These legs, combined with their wings, give grig tremendous leaping ability. Their heads are sprite-like, but two antennae grow from their forehead. Grigs have light blue skin, forest green hair, and brown hairy legs. They usually wear tunics or brightly colored vests with buttons made from tiny gems. Grigs speak atomie, brownie, pixie, sprite, and common. They have double the normal hearing range and powerful infravision (180-foot range).

Combat: Fierce (by sprite standards), each grig carries six small darts and a tiny short sword. Darts thrown by grigs gain a +2 bonus to the attack roll. Damage is as a normal dart when thrown by grigs, but only 1 point when thrown by non-grigs. Likewise, their short swords inflict normal damage when used by grigs, and only 1 point of damage when used by non-grigs.

Grigs have the following spell-like abilities: *change self*, *entangle*, *invisibility*, *pyrotechnics*, *trip*, and *ventriloquism*. Each may be used at will, one per round, at 6th-level ability.

Grigs move with absolute silence in woodlands, surprising opponents 90% of the time and being surprised only 10% of the time. Grigs avoid strangers whenever possible, or, if necessary, divert the intruders with their magical abilities. Evil or malicious creatures are attacked with surprise, with half the grigs springing onto the intruders while the other grigs pelt the opponents' faces with a volley of darts. In addition, one grig fiddler (grigs never go anywhere without a fiddle), plays a song that is 25% likely to have the same effect as *Otto's Irresistible Dance*. If successfully played, all non-sprites within 30 feet of the fiddler must dance until the grig ceases playing (successful saving throw negates effects), or until they drop from exhaustion. Grigs can play for hours.

Habitat/Society: Grigs roam the forests in small bands. They have no permanent homes but often sleep in the limbs of treants, or near unicorns (who protect grigs even unto death).

Grigs love to sing and dance, joining atomies in their nightly forays. If one grig band is encountered there is a 30% chance of additional grigs or atomies (out of the 30%: 1%-15% = 5d10 grigs, 16%-25% = 1d12 grigs and 3d4x10 atomies, 26%-30% = 5d10 grig and 3d4x10 atomies). Grigs are cautious but trusting. They delight in pulling pranks on big people. Common ploys include stealing someone's food (while he eats), collapsing a tent, and using ventriloquism to make inanimate objects talk. Once a prank is set, the grigs sit back and watch, breaking out into laughter when the unfortunate person is fooled. People whom grigs find funny (i.e., who make complete fools of themselves) are apt to be plagued by harmless jokes until they reach the forest edge. At that point, one of the grigs shows himself and make amends with a gift. This gift is either a harmless bauble such as a 1d6x100-gp gem (25%) or a precious jar of really fresh honey (75%).

Ecology: Grigs live on nuts, berries and honey, like their atomie cousins.

The origin of grigs remains a mystery. Grigs apparently never grow old, but neither do they seem to reproduce. No grig children have ever been sighted.

Sea Sprites

These sprite-kin make their homes on colorful coral reefs. There they live in harmony with the sea creatures, protecting the reefs' delicate environment and frolicking in the waves.

Sea sprites have fine, cheerful faces, with rounded cheeks and wide, fish-like eyes. Their hair is the color and texture of seaweed, and stretches down to their neck gills. These gills enable sea sprites to breathe either air or water. Their skin is light blue, smooth, and slick to the touch. Sea sprites have no wings, but webbing grows between their toes and fingers. Sea sprites wear brightly colored eel-skin jerkins, and often adorn themselves with delicate ornaments crafted from treasures found in the ocean.

Combat: All sea sprites carry tiny, razor-sharp swords. In addition, 50% of the sea sprites encountered are equipped with special crossbows. In the hands of sea sprites, these crossbows function like normal crossbows both above and below water. Sea sprites coat their crossbow bolts with a substance that cause any creature struck to fall into a comatose sleep for 1d6 hours (saving throws vs. poison apply). Evil creatures (particularly sahuagin whom sea sprites both fear and hate) are slain, neutral and good creatures are taken to a locale well away from the reef the sea sprites inhabit. Air breathers are left on a nearby beach provided they neither harmed nor attempted to harm the coral reef.

Sea sprites have the spell-like abilities to turn invisible at will and *detect good/evil*. Three times per day a sea sprite may cast *slow*, by touch. This spell is cast at 5th level of ability. Once per day a sea sprite can cast *airy water* at 10th level of ability.

Encountered sea sprites are 45% likely to be accompanied by 1d6 large carnivorous fish, such as barracudas. These fish function as guards and pets, and they attack any creature threatening the sprites.

Habitat/Society: Sea sprites live in the natural caves of coral reefs, or amid large wrecks. Their homes are cheerfully decorated with a mishmash of natural shells, bones, pearls, free-swimming colorful pet fish, and artifacts taken from sunken galleys. Sea sprites live in small communities of four or five families. Each community is led by the eldest male, but the true power often rests in the hands of his mate.

Sea sprites are reclusive, shunning the company of all but their coral neighbors. They have the ability to breathe air but rarely set foot on land (though they sometimes frolic in the surf on moonlit nights).

Ecology: Sea sprites are omnivorous, living off the better seaweeds, small crustaceans, and fish. Sea sprites practice fish husbandry and thus never deplete the reefs where they live. The only natural enemies of sea sprites are sahuagin, but the sprites' natural abilities and speed make them difficult prey. Sea sprites live 1,200 years on average. They sometimes trade with sea elves but never mix socially.

CLIMATE/TERRAIN:	Arctic and subarctic/Mountains
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil (see below)
ALIGNMENT:	Neutral

NO. APPEARING:	10-40
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	3+6
THAC0:	17
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-6/1-4/1-4 or by weapon +3
SPECIAL ATTACKS:	Odor (see below)
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6 $\frac{1}{2}$ ' tall)
MORALE:	Steady (11-12)
XP VALUE:	270



Taer are a race of shaggy humanoids that live in cold mountain regions. Taer look like a cross between cave men and apes. Their bodies are thick and barrel-chested. Long, powerful arms reach down to their ankles, ending in great wide hands. Thick, oily, matted fur, snow-white to grey in color, covers their entire body. The head is large but has virtually no forehead. Like many snow-creatures, taer possess a second transparent eyelid that enables them to see clearly even in heavy snowstorms without risking eye damage. Taer speak a crude language that consists of guttural grunts and body slapping.

Combat: Most taer shun weapons, though a few (25%) hurl huge stone spears before closing to melee. Any spear hurled by a taer gains a +1 bonus to the attack roll and a +3 bonus to damage, due to a taer's great strength. In melee, taer attack using kick/punch/bite.

Taer pores excrete a fatty substance that coats their fur. The odor of this substance is extremely vile. All creatures within ten feet of a taer must roll a successful saving throw vs. breath weapon or suffer disorientation and nausea for 1d4+1 hours. Attacks by disoriented creatures suffer a -2 penalty to attack rolls and a -1 penalty to damage. This same fatty substance protects taer from cold, including magical cold.

Taer are both cunning and fierce when defending their territory. They are very knowledgeable of their home mountains and always use this to their advantage. Common ploys include deliberate avalanches, hurling down rocks upon unsuspecting victims, burrowing into the snow alongside mountain trails, and covering a crevice in the mountainside with snow to create a pit trap.

Habitat/Society: Taer live in nomadic clans that consist several interrelated families. These clans number 10d4 individuals. The clans skirt the edges of high mountain ranges, moving back and forth two to three miles a day within a predetermined territory.

During daylight hours, adult male and female taer venture down the slopes to the bottom of the snow line to search for food. Taer's gather and eat just about anything, including lichen, grubs, seeds, tree bark, bird eggs, and mountain goats. Taer never hunt

humans or demihumans for food, preferring to drive off intelligent creatures with a show of strength and much hooting and hollering.

Taer are superstitious by nature, distrusting iron and metal. They avoid any creatures who wear cloth to keep warm, apparently attaching some supernatural significance to the presence of outer clothing. Taer worship their own guardian snow-god, asking for good hunting and snow to hide within. Clans carry a crudely fashioned stone guardian idol to protect them. Taer believe the size of the statue relates to the magical protection bestowed upon them. Some guardian statues weigh as much as 2,500 pounds and require several male taer to lift.

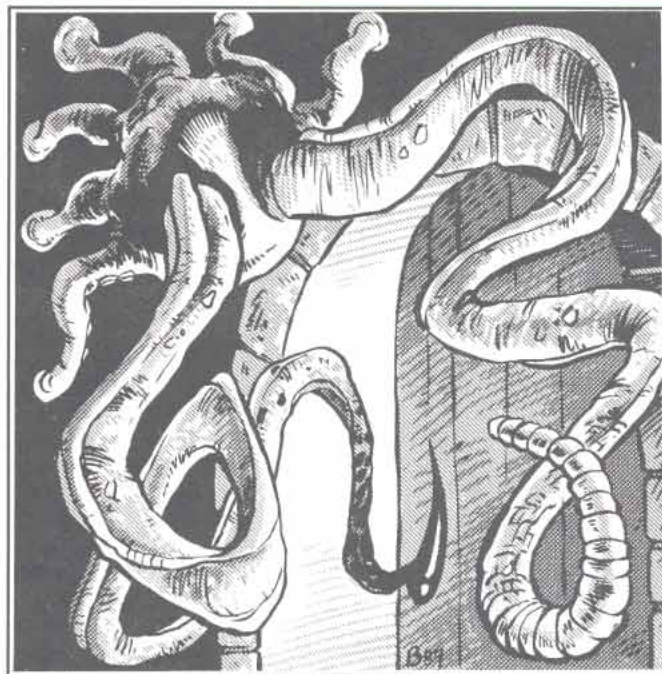
Taer have no lairs, per se, sleeping at night within deep snow banks or among rocky outcroppings. Before the gatherers leave each morning, the nursing females, young, and guardian statue are placed inside the nearest available cave. The adults then camouflage the entrance to the nursery with rocks, snow, and ice. Outside the eldest male hides himself. This male will try to distract any creature coming within 20 feet of the nursery during the day. Any attempt to open the nursery causes the male to charge. When defending the nursery, the eldest male gains a +2 bonus to his attack roll and +2 additional damage. His attack is designed to hurt and scare off the intruders more than to kill.

Even when a taer has a human or demihuman disoriented, the taer is more likely to leave the intruder injured and unconscious than to actually slay him.

Ecology: Taer adorn themselves with polished teeth and horns but keep no real treasure. Clans sometimes (25%) carry a single metal item taken from an unfortunate traveler. The item is 10% likely to be a magical weapon. The item is always wrapped in leather so that the taer do not have to touch it directly. Carrying this metal has religious significance for taer as a protection against metal-using humans. Taer fear humans because the creatures are sometimes hunted for their glands that secrete the oily substance in their fur. These are worth 500 gold pieces on the open market and can be used to fashion a *protection from cold* potion.

CLIMATE/TERRAIN:	Any/Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-10
ARMOR CLASS:	3 (tentacles)/1 (body)
MOVEMENT:	1
HIT DICE:	2 each tentacle, 4 body
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (but tentacles 10' long)
MORALE:	Average (8-10)
XP VALUE:	650



Tentamorts are dungeon predators distantly related to sea squids. Their head/body is a flesh sphere two feet in diameter, covered by a chitinous shell. This head/body contains all the vital organs as well as the sense organs—smell, taste, and hearing. At the bottom of the body are six to eight short suction-cup covered tentacles. These serve as feet and enable the tentamort to attach itself firmly to almost any surface. The feet also provide the tentamorts with their only form of locomotion. Two larger tentacles grow atop tentamorts. Both measure ten to 12 feet in length. Tentamorts have no eyes, but their head/body has a delicate organ that senses body heat. Breathing is accomplished through three blow holes located just above the feet. Tentamorts are gray-green in color.

Combat: A tentamort drags itself through dungeon corridors, using its sense of smell to find a well-traveled doorway or intersection. The tentamort then attaches itself to the ceiling or wall and waits for prey. Any creature coming within ten feet of the tentamort is attacked by the tentamort's two larger tentacles. Each tentacle has 2 Hit Dice, while the head/body has 4 Hit Dice. When a tentacle is reduced to 0 hit points it is severed. Severed tentacles grow back in one week's time. Severing one tentacle does not affect the other. The only way to kill a tentamort is to destroy the head/body.

Each tentacle can lash an opponent for 1d6 points of damage. In addition, each has a special attack.

One tentacle is a powerful constrictor. This tentacle seizes its target on a hit 2 or more above the required to hit roll (or on a natural 20). Seized victims are trapped within the constricting coils of the tentacle. Victims cannot move their arms, cast spells, or use weapons. They may use their natural Strength to try to break free (successful Strength check required, with a -2 penalty). Each round thereafter, the tentacle automatically inflicts 1d6 points of constriction damage; no attack roll is required. The tentacle continues to constrict until the victim dies or until the tentacle is severed.

The other tentacle is much more deadly. A hollow needle of bone, six inches long, protrudes from its end. Like the first tentacle, this one seizes prey on a roll of 20 or on a hit 2 above what is needed. This tentacle, however, does not constrict. Instead, the

round after grasping, the bone needle is inserted into the victim (no roll required). During the next two rounds the tentamort injects a saliva-like fluid into the helpless victim. This fluid softens the victim's muscles and organs to enable them to be sucked out through the hollow needle. If the tentacle is severed during injection, the victim can be saved by casting a *cure disease* spell upon him within one hour. Creatures receiving the full two-round injection die automatically three rounds later unless treated by more powerful and immediate magic. A *heal* spell will negate the fluid, as will a *regenerate* followed by *cure wounds*.

If two victims are within reach, the tentacles attack them simultaneously. If only one target is available, both arms attack it.

Tentamorts respond to very basic stimuli. They withdraw rapidly from fire or cold. Unless very hungry, tentamorts quit attacking after losing one tentacle.

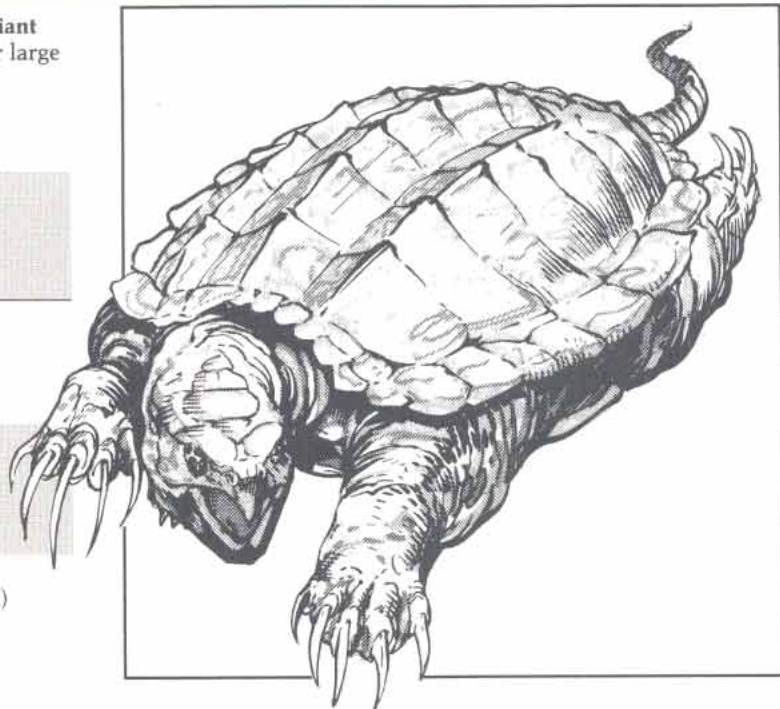
Habitat/Society: Tentamorts live in both dungeons and dismal swamps. In dungeon settings they clump together in nests of 1d10 around a single entrance or tunnel bend. In swamps they usually spread out more, with individuals wrapping their feet around trees and then mixing their tentacles in with the water and muck. Tentamorts, like earthworms, are both male and female. When two tentamorts mate, both give birth to clusters of offspring, each two to three pounds in weight.

Ecology: The body of a tentamort is little more than a huge hunk of flesh. They are frequently hunted by goblins, orcs and other intelligent creatures. They kill tentamorts by standing out of their reach and firing arrows into them. To avoid this, tentamorts sometimes crawl back into crevices, attacking with their tentacles while protecting their vulnerable head/body.

The poison glands of a tentamort sell for 10d4 gold pieces. From a single tentamort a skilled alchemist can make 1d3 doses of a deadly, tasteless, odorless poison. When consumed, this poison causes a slow disintegration of the victim's internal organs. The victim loses 1 hit point the first day, 2 the second, and so on. Victims cannot be healed (even magically) until a *neutralize poison* is cast on them. Untreated victims eventually die from massive internal bleeding. This poison is favored by assassins, especially those who like to be miles away when their victim dies.

CLIMATE/TERRAIN:	Sea, Giant Any/Sea or ocean	Snapping, Giant Any/Lake or large river
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Non- (0)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	1-3	1-4
ARMOR CLASS:	2/5	0/5
MOVEMENT:	1, Sw 15	3, Sw 2
HIT DICE:	15	10
THACO:	5	11
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	4-16	6-24
SPECIAL ATTACKS:	Nil	Long neck
SPECIAL DEFENSES:	Hide limbs	Hide limbs
MAGIC RESISTANCE:	Nil	Nil
SIZE:	G (50' diam.)	G (40' diam.)
MORALE:	Champion (15-16)	Elite (13-14)
XP VALUE:	5,000	3,000



Giant turtles are simply huge varieties of the normal variety encountered daily in the wild. They resemble their common counterparts in every respect except for size.

A turtle is characterized by its bony, outer shell. The lower portion of the shell is known as the plastron, while the upper shell is referred to as the carapace. It is within this shell that a turtle withdraws its arms, legs, and head when threatened. Some turtles are incapable of completely shielding their limbs in this way, and plaster their arms and legs very close to the shell for protection.

Giant turtles eat whatever is available in their environment, from living plants to all sizes of insects, small mammals, and fish of all kinds. They prefer fresh green plants and live worms, as turtles do not enjoy feeding on carrion or rotting vegetation. Naturally, such foods are fair game if the turtle is in great danger of starvation.

Turtles have very long life spans—from 30-150 years depending on the species. They are slow moving and thus would rather withdraw into their shells when faced with an enemy, rather than either fight or flee. However, when harmed or persistently molested, the strong, quick bite of a giant turtle is a deadly weapon indeed.

Giant turtle meat is considered a delicacy in most cultures, and it is highly nourishing and palatable. The upper shells of giant turtles are also greatly prized, as they can be made into small huts, strong roofs, or even boats. Without exception, the tropical, marine varieties of sea turtles are the finest tasting and have the most attractive shells.

Giant Sea Turtles

These basically non-aggressive marine creatures fight fiercely if annoyed or threatened. The tearing bite of giant sea turtles

causes 4d4 points of damage to the unlucky victim. If they surface beneath a small craft, there is a possibility of upsetting the vessel. There is a 90% chance for a rowboat but only 10% for a typical drakkar. Adjust this base chance for other sea-going vessels according to the size and stability of the craft.

The head and flippers of giant sea turtles are AC 5, while the shell has an AC of 2. If the turtle withdraws its head and flippers into its shell housing, either for defense or while resting, all attacks are considered to be directed against the shell (i.e., AC 2).

Giant Snapping Turtles

Feared greatly for their voracious appetite and aggressiveness, giant snapping turtles are found only in large lakes and rivers. Many myths about lake monsters were born out of sightings of these relatively common freshwater creatures.

They lurk near shore or on the bottom, as they do not swim quickly. There they remain motionless, thus causing a -3 penalty to opponents' surprise rolls. They then shoot forth their long necks (up to ten feet away) to grab their prey. Once a victim is bitten (for 6d4 points of damage), he is invariably grabbed by the powerful jaws. Only a successful bend bars/lift gates roll frees one from the vicious mouth, as spells cannot be cast or weapons used at these times. Meanwhile, bite damage is automatic on each round while grabbed. When the victim goes unconscious, the giant snapping turtle throws back its head, gently tossing the victim into the air a few feet, then down into the open gullet of the beast.

The lightly plated heads and limbs of these monsters are AC 5 when extended, but the shell affords AC 0 protection to the body, and to the limbs if retracted.

CLIMATE/TERRAIN:	Any/Mountains or hilly forests
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	C
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1-10
ARMOR CLASS:	5
MOVEMENT:	18
HIT DICE:	5-8
THAC0:	5-6 HD: 15 7-8 HD: 13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-12
SPECIAL ATTACKS:	Stunning howl, paw rake
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (6'-9' long)
MORALE:	Elite (13-14)
XP VALUE:	5 HD: 270 6 HD: 420 7 HD: 650 8 HD: 975

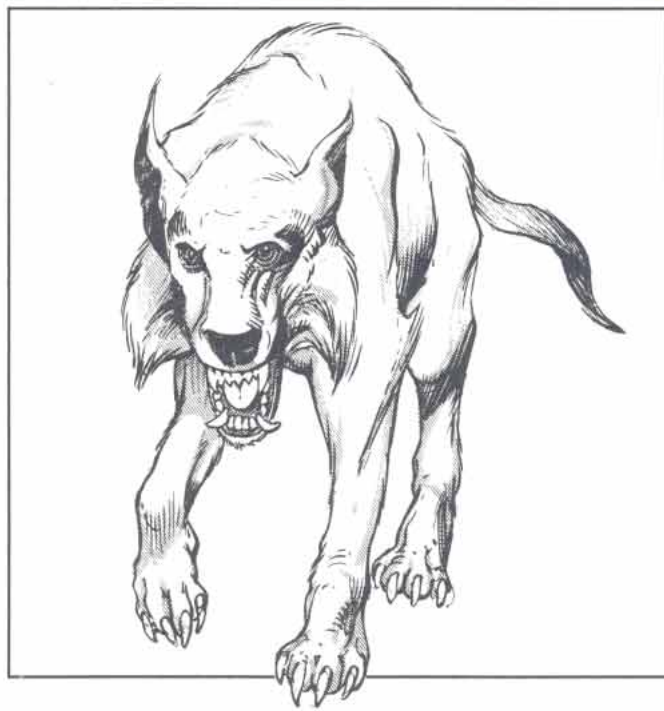
The tyrg is a cross between a dog (in watchfulness) and a tiger (in stalking ability).

A tyrg stands three feet tall at the shoulder and varies in length from six to nine feet. Its overall coloring is white with gray, black, and tan splotches. The tyrg's sleek stance while hunting is reminiscent of a cat, but its powerful jaws, containing many fangs, demonstrates its relation to the world's dogs.

Combat: When tyrgs engage prey in melee, they emit fierce howls that serve to mildly stun their victims (+2 penalty to initiative, -2 penalty to attack rolls) for the following three rounds. There is no saving throw for these howls. Note that the effects of this stunning are not cumulative, and only after the first three rounds of stunning have worn off can those affected be stunned again. After howling, tyrgs attack. Their powerful jaws full of massive teeth cause 1d12 points of damage with every vicious bite. If an opponent is overborne, or otherwise finds himself prone on the ground, the tyrg's raking forepaws can inflict 1d4 points each on the already besieged victim.

Tyrgs can move silently 75% of the time and are surprised only on a roll of 1 due to their superior senses.

Habitat/Society: Little is known about tyrgs, as they have been encountered only relatively recently. What has been gathered has been from wholly unreliable observation carried out by completely inexperienced information gatherers (i.e., adventurers). Tyrgs have been reportedly sighted in roving packs, leading one to believe they lean heavily to the wild dog branch of their ancestry. However, the few lairs that have been breached successfully tend to support the idea that the female tyrgs do the majority of



the hunting. This observation tends to suggest the pride-like nature of tigers and lions.

Combining the two observations is difficult, but a suitable hypothesis has been proposed. Pending verification by trustworthy sources, it is believed that tyrgs travel in roving, almost nomadic, packs across the wilderness. Every few seasons, or perhaps years, the current lair is abandoned, and the pack moves on (under the leading male's guidance). However, when the pack is stationary, having chosen a suitable lair, the tyrgs settle back and form a new pride.

Females, after giving birth to their young, forage out to seek food. The males remain behind, guarding the lair and the young, and proceeding to test the strength and power of the other males, thereby reestablishing or reorganizing the ruling hierarchy.

If tyrgs are encountered in their lair (usually a cave or deep hole in the ground), there are 1d4 young present (20-70% grown). These fight with the adults to preserve the lair. All others in the lair are adults.

Ecology: It is important to note that the sexes cannot yet be told apart from afar, because of a lack of general knowledge regarding these hounds. Coloration notes or behavioral anecdotes might provide a clue.

Otherwise, tyrgs are straight-forward predatory carnivores. They have no natural enemies, other than monsters even nastier and hungrier than they are, and have no natural allies. Even related species, like wild dogs and tigers, are dealt with on a case-by-case basis, meaning that sometimes they are greeted, sometimes they are attacked. Again, no obvious behavioral patterns have been observed.

CLIMATE/TERRAIN:	Subarctic and temperate/Non-desert
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Lawful good

NO. APPEARING:	2-20
ARMOR CLASS:	6
MOVEMENT:	18
HIT DICE:	3 + 3
THAC0:	17
NO. OF ATTACKS:	1 bite
DAMAGE/ATTACK:	2-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Breath weapon
MAGIC RESISTANCE:	10%
SIZE:	M (4' at the shoulder)
MORALE:	Elite (13-14)
XP VALUE:	175



Mist wolves are cousins of normal wolves, but they are larger and have some magical abilities. Although they're lawful good in alignment, mankind's innate fear and hatred of wolves ensure that these creatures are treated with distrust.

Mist wolves are almost identical to their nonmagical cousins, except that they're taller at the shoulder and their fur is gray with white tips on the hackles. They're slim and muscular, with fearsome-looking teeth. Their eyes are black, without the red tinge often seen in wild wolves.

Combat: Mist wolves attack in packs like common wolves, often using the sheer weight of numbers to drag down opponents. They're more intelligent than their cousins, so they are less likely to continue an obviously losing battle.

Mist wolves have a magical ability that makes it easier for them to disengage from stronger opponents. Each mist wolf can exhale clouds of thick mist (similar to a *wall of fog* spell) blocking all vision, filling a volume ten feet on a side (1,000 cubic feet) and lasting five rounds unless blown away. The mist is purely defensive, since it's as opaque to the wolves as it is to their opponents. This ability can be used twice per day.

Mist wolves have an innate ability to detect evil. This power operates continuously, without conscious volition. They're implacable enemies of evil and defenders of goodness and law. They'll often go to great lengths—even giving up their lives—to protect humans and demihumans.

Habitat/Society: Because of their alignment, mist wolves attack only humans or demihumans who have been acting in a flagrantly evil manner. Normally, mist wolves protect travelers from evil creatures that may wish them harm. Unfortunately, fear and hatred of wolves are taught from the cradle and are embodied

in everything from children's tales to common expressions ("a wolf in the fold," "the wolf at the door," etc.). The fact that mist wolves are frequently seen where evil is abroad doesn't help; people never realize—or refuse to believe—that the wolves only appear when evil is near in order to fight it. Therefore, mist wolves are often slain by the very people they're trying to protect.

Mist wolf society is based around the pack. Packs consist of up to 20 adult wolves, with an equal numbers of males and females. The leader of the pack is the strongest individual (usually male, but not necessarily so), who gains and defends the position by challenge and non-lethal combat.

Mist wolves have their own rich language consisting of yips, barks, and growls. They understand the common tongue, but they are unable to speak it for anatomical reasons.

These creatures are most common in forests with evil reputations, because that's where they can do the most good. (Of course, this doesn't help the wolves' reputation at all. . . .) There are large populations of mist wolves in Dreadwood and in the Burneal Forest, although they aren't limited to these areas.

Ecology: If a pack of mist wolves is encountered in its own territory (usually wilderness forests), there are half as many cubs present as there are females in the pack. Mist wolves are monogamous and mate for life, and both parents share the responsibility of caring for cubs. Cubs grow rapidly, reaching full maturity at the age of 12 months. They gain their breath weapon ability at half that age.

Mist wolves are highly efficient predators with few natural enemies. They're intelligent enough to select their victims and control their hunting with care, making sure never to over-hunt an area.

CLIMATE/TERRAIN:	Swordwraith Any/Old battlegrounds	Soul Beckoner Any/Subterranean
FREQUENCY:	Rare	Rare
ORGANIZATION:	Military unit	Solitary
ACTIVITY CYCLE:	Night	Any
DIET:	Nil	Life energy
INTELLIGENCE:	Average (8-10)	High (13-14)
TREASURE:	Incidental	E
ALIGNMENT:	Lawful evil	Neutral evil

NO. APPEARING:	2-8	1
ARMOR CLASS:	3	2
MOVEMENT:	9	6
HIT DICE:	7	Variable (4+)
THACO:	13	Variable
NO. OF ATTACKS:	3/2 (as F7)	2
DAMAGE/ATTACK:	1-10	1-6/1-6
SPECIAL ATTACKS:	Strength drain	Eerie whisper
SPECIAL DEFENSES:	+2 or better to hit	+1 or better to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	M (6' tall)
MORALE:	Fearless (19-20)	Champion (15-16)
XP VALUE:	650	Variable

Swordwraith

Swordwraiths are the spirits of warriors cut down during battle and kept from the dissolution of death by their indomitable wills.

Only seen at night, or underground where the sun never shines, swordwraiths appear as warriors. Although the armor and weapons are unremarkable, the flesh within appears insubstantial. Under certain lighting conditions, all that can be seen are two glowing eyes.

Combat: Swordwraiths, when they were alive, were hardened warriors; as undead, they retain their knowledge of strategy and tactics. They speak the common tongue and might parlay with someone they consider their military equal. Swordwraiths attack as normal warriors. No matter what weapon is used, the damage is 1d10 points. Each hit also drains 1 point of Strength from the victim. If a victim's Strength reaches 0, he dies. Strength lost to a swordwraith's attack can only be regained by complete rest (1 point per day of total inactivity), or through a *wish*, *limited wish*, or equally potent magic.

Swordwraiths can be harmed only by weapons of +2 or better enchantment. They are immune to *sleep*, *charm*, and other mind-affecting magic. They are turned by priests as if they were vampires.

Habitat/Society: Swordwraiths were once professional soldiers for whom fighting was all there was in life. In many cases, they are too stubborn to even admit that they are dead.

These creatures are active only in the absence of sunlight. Their bodies were typically interred in barrows or burial mounds. During daylight hours, intruders into such barrows may meet swordwraiths preparing for their nocturnal activities.

Swordwraiths congregate in small units, planning and executing midnight raids on nearby settlements. They are also likely to attack any traveling party unwise enough to spend the night within their territory. Swordwraiths gather no loot and occupy no territory; they fight because fighting is all they know.

Swordwraiths are common in the Stark Mounds region—probably as a result of ancient territorial wars between Geoff and Sterich, or their forebears—but they can be found in any other parts of the world that boast old battlefields and war graves.



Ecology: Swordwraiths consume and produce nothing. Their victims are travelers and nearby settlers.

Soul Beckoner

Soul beckoners resemble shadows more than wraiths, being 90% undetectable unless seen in bright light. However, as soul beckoners drain energy levels, they take on the features of their victims, coming to resemble them in form.

Combat: When a victim is in range (see below), a soul beckoner lures him with whispers. Characters hearing the whispers must roll a successful saving throw vs. spell (Wisdom bonuses apply) or be drawn toward the creature. A successful saving throw negates the whisper and results in the character hearing an eerie wailing sound. The character must then roll another successful saving throw vs. spell or flee in terror for 1d4+1 rounds. Creatures drawn to a soul beckoner are attacked by the monster with a +4 bonus to its attack roll, but a successful hit breaks the enchantment of the whisper. Otherwise, victims are allowed a saving throw every round to escape the creature's enchantment with a cumulative bonus of +2 per round. A *silence* spell or a character incapable of hearing (i.e., deaf, ear plugs, etc.) prevents the effects of both the whisper and the wail.

This creature physically attacks with two claws, causing 1d6 points of damage each and also draining one energy level with each successful attack. When first encountered, a soul beckoner has 4 Hit Dice. However, for each energy level that it drains, it becomes 1 Hit Die stronger, gaining the extra hit points and THAC0 appropriate to its new Hit Dice. Therefore, in one round the monster is capable of draining up to two energy levels and gaining 2 HD and the extra hit points. A soul beckoner is turned by priests as an undead according to its current Hit Dice.

Habitat/Society: The solitary soul beckoner is normally found underground, where it waits for prey to come within 240 feet.

Ecology: The soul beckoner is simply a form of wraith that is more in tune with its previous living form, and thus has a stronger tie to the Prime Material plane than usual.

CLIMATE/TERRAIN:	Any/Shallow waters
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	Low (5-7)
TREASURE:	M
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2-24
ARMOR CLASS:	7
MOVEMENT:	6, Sw 12
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Stench, disease, spell use
SPECIAL DEFENSES:	Spell immunity
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fearless (19-20)
XP VALUE:	420



Sea zombies (also known as drowned ones) are the animated corpses of humans who died at sea. Although similar to land-dwelling zombies, they are free-willed and are rumored to be animated by the will of the god Nerull the Reaper.

The appearance of drowned ones matches their name: They look like human corpses that have been underwater for some time—bloated and discolored flesh dripping with foul water, empty eye-sockets, tongue frequently protruding from between blackened lips. Their visage and their stench of decay are so disgusting that anyone seeing a drowned one or coming within 20 feet must roll a saving throw vs. poison. A failed saving throw indicates that the character is nauseated, suffering a -1 penalty to his attack roll and a +1 penalty to his AC for 2d4 rounds. On land, drowned ones move slowly, with a clumsy shambling gait. In water, however, they can swim with frightening speed.

Combat: Like most undead, drowned ones have an abiding hatred for the living and attack them at any opportunity. These attacks often show surprising cunning (for example, luring ships onto the rocks and attacking the sailors as they try to save themselves from the wreck). Drowned ones take advantage of their swimming speed by attacking ships as they lie at anchor—climbing aboard the vessel and trying to drive the sailors overboard, where they can deal with them more easily.

Drowned ones attack with the weapons typical of sailors: short swords, daggers, hooks, clubs, etc. Because of the unnatural strength of the creatures, these weapons all inflict 1d10 points of damage. The putrid water that drips from the drowned ones contains many bacteria, so any successful hit has a 10% chance of causing a severe blood disease in the victim. The water-logged condition of the creature's flesh means that fire and fire-based magic cause only half damage. Lightning, electrical, and cold-based attacks inflict double damage. Drowned ones are immune to *sleep*, *charm*, *illusion*, and other mind-altering spells. Because they are created by the direct will of a deity, they cannot be turned like other undead.

Many of the humans who become drowned ones were priests while alive, and they retain their powers as undead. There is a 50% chance that each drowned one encountered is a priest of level 1d4. These creatures are granted their spells directly from Nerull; they receive only baneful spells.

Habitat/Society: Drowned ones congregate in loose packs. Their only motivation is hatred for the living. Being undead, they have no need to eat, although they sometimes rend and chew the flesh of their prey (this is probably just to strike terror in others). Underwater, drowned ones are active around the clock and are often found in the sunken wrecks of the ships in which they drowned. They are only active above the surface during the hours of night. Drowned ones normally stray no more than 100 yards from the water. If the wind drives the fog onto the coast, however, they can roam inland as far as the fog reaches. When the fog retreats, or when the sun is about to rise, they must return to the water. Dwellers on foggy coastlines usually fear the fog, although they might not know why; in some areas (for example, the Amedio coastline), sacrifices are often cast into the fogs when they roll inland, in the hopes that the drowned ones take the offerings and leave everyone else alone.

Drowned ones communicate among themselves by a form of telepathy; they have no need of a spoken language (other than for spellcasting). The verbal components for spells are spoken in unintelligible whispers.

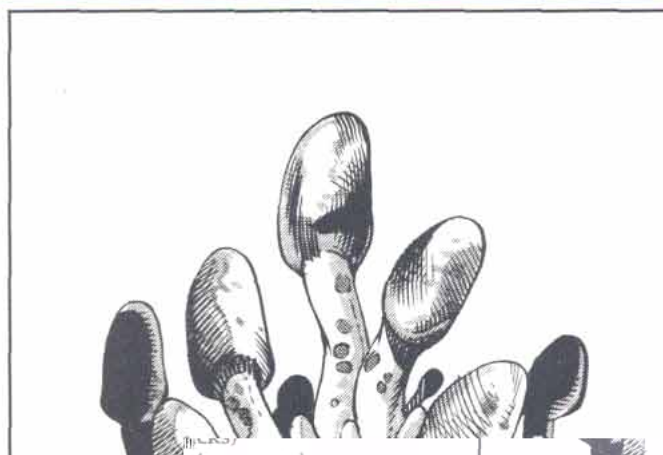
Perhaps because the Azure Sea provides a steady supply of raw materials (in the form of Amedio pirates and freebooters in general), drowned ones are most common in the shallows of this body of water. The waters around Flotsam and Jetsam Islands, Fairwind Isle, and the Olman Islands are prime "breeding grounds" for these hideous creatures.

Ecology: Drowned ones consume and produce nothing. They interact among themselves only to make their killing more efficient.

CLIMATE/TERRAIN:	Any/Land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Human tissue
INTELLIGENCE:	Non- (0)
TREASURE:	Incidental (or host's possessions)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-3
ARMOR CLASS:	6
MOVEMENT:	1 (or host's movement)
HIT DICE:	3 (or host's HD)
THAC0:	17 (or host's THAC0)
NO. OF ATTACKS:	1 (or host's attacks)
DAMAGE/ATTACK:	Special (or host's weapon)

SPECIAL ATTACKS:	Milky glue
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	1/6-1/4' per growth (or by host's size)
MORALE:	Special
XP VALUE:	120



ntally. Scholars are di-
d or bad thing.

ound, zygom prefer to
on the host's blood and
ants, giant rats, large
ly small humanoids
e). Theoretically, it is
or even greater) to be-
unless the foolish trav-
ese rare alien fungi.

nk and back (spinal ar-
controls the host crea-
host creatures move,
es of the possessing zy-
3 weeks, depending on
ure.

worker ant, might last
t-hearted halfling war-
ybe six, or even seven
ugh time to reach help.

remains until the whole
hen does it move on.
or a zygom infestation
such as *wish* and *alter*

and even less about how
ne Barrier Peaks might
ows what other alien

Zygom are small, individual fungoid growths that consist of a short, thin stem with an ovoid cap. One or two dozen such growths are joined by a rhizome structure to form a singular communal creature, a zygom.

Combat: The zygom does not attack, per se. Whenever a colony of zygom comes in rough contact with any creature, there is a 1 in 6 chance that the pale blue "milk" of a broken cap sticks fast to the creature. This milk is extremely sticky, and has the power to glue materials together for 1d4+1 days before the substance dries and crumbles. Zygom glue can be otherwise embarrassing, for it can stick weapons to targets, creatures to creatures, etc. If glued to flesh, a colony of zygom spores will infect the creature and begin growth by the time the glue powders, allowing the zygom to infest and control the host. (For more on the consequences of infestation, see "Ecology" below.)

As zygom have fungoid intelligence that is totally alien to humans, no magic affecting the mind—*beguiling*, *charming*, *dominating*, *hypnotizing*, or *hold* spells, etc., affects them.

Habitat/Society: Zygom are found only near the Barrier Peaks region for reasons that are not readily apparent. Since these strange creatures are a strange, new form of life with an unknown form of intelligence or social structure, it has been surmised that zygom are alien monstrosities that have somehow arrived here in Greyhawk. Since they are certainly harmful and dangerous, one might assume that they have been deliberately sent here, but few believe this to be the case. It is believed that a true invasion, or even a subtle assault, would require more than one drop zone for the invaders, to account for the possibility of landing in molten lava, deep oceans, or the freezing arctic. Un-

doubtedly, the creatures came here
vided as to whether this is a gene-

Ecology: Although able to exist
infest living flesh and nourish the
tissue. Typical host creatures are
badgers, young bears, and o-
(dwarves, halflings, gnomes, and
possible for a large creature (ma-
come a host, but it might not be
eler chose to lay down on top of

Infestation is typically on the
eas). Importantly, this type of in-
ture by brain and nerve connect-
attack, and defend according to
gom. This infestation leads to de-
the size and constitution of the h-

For example, a tiny creature, li-
no more than a week or two, wh-
rior might be capable of holding
weeks. With luck, this might allo-
if the zygom allow it, of course

Note that, even after death, the
of the dead body is consumed a-
Most importantly, the only know-
(other than such rare and wondro-
reality spells) is a *cure disease* sp-

Since little is known about the
it arrived in Greyhawk, an expect-
be warranted in the near future
mysteries might be uncovered th-

Cold Region Encounters

Arctic (all terrain)

- 2 Pudding, white
- 3 *Dragon, white*
- 4 Remorhaz
- 5 *Owl, giant*
- 6 Snake, constrictor
- 7 Herd animal
- 8 Herd animal
- 9 Herd animal
- 10 Tribesman
- 11 Bear, polar
- 12 Blizzard or unsafe ice
- 13 Wolf
- 14 Giant, frost
- 15 Yeti
- 16 Toad, ice
- 17 Wolf, winter
- 18 Taer
- 19 DM Special
- 20 DM Special

Subarctic Forest

- 2 Treant or obliivax
- 3 Ogre mage
- 4 Bear, cave
- 5 Rat, giant
- 6 Berserker or NPC party
- 7 Tribesman
- 8 Weasel, giant or giant wolverine
- 9 Herd animal
- 10 Oliphant
- 11 Bear, brown
- 12 Lynx, giant or tiger
- 13 Wolf
- 14 Ogre or troll
- 15 Lyc. boar or giant boar
- 16 *Owl, giant* or Lyc. fox
- 17 Giant, frost
- 18 Troll, 2-headed
- 19 DM Special
- 20 DM Special

Subarctic Plain or Scrub

- 2 *Dragon, white*
- 3 Snake, poisonous
- 4 Mammoth or mastodon
- 5 Bear, brown
- 6 Berserker or NPC party
- 7 Tribesman
- 8 Tribesman
- 9 Herd animal
- 10 Herd animal
- 11 Oliphant
- 12 Wolf
- 13 Ogre
- 14 Tiger
- 15 Giant, frost or Lyc. bear
- 16 Gnoll
- 17 *Owl, giant* or giant boar
- 18 Remorhaz
- 19 DM Special
- 20 DM Special

Subarctic Marsh or Swamp

- 2 *Dragon, mist*
- 3 *Dragon, white*
- 4 Wolf, winter
- 5 Oliphant
- 6 Rat, giant
- 7 Wolf
- 8 *Owl, giant*
- 9 Gnoll
- 10 Gnoll or flind
- 11 Herd animal
- 12 Herd animal
- 13 Tribesman
- 14 Troll or *ogre mage*
- 15 Troll, 2-headed or ettin
- 16 Hydra, cryo-
- 17 Ice toad
- 18 Ice toad
- 19 DM Special
- 20 DM Special

Subarctic Mountains

- 2 Gnome or mountain dwarf
- 3 *Dragon, white*
- 4 Hell hound or *sylph*
- 5 Tribesman or NPC party
- 6 Gnoll
- 7 Verbeeg
- 8 Bear, cave
- 9 Herd animal
- 10 *Owl, giant* or galeb duhr
- 11 Wolf
- 12 Ogre or *ogre mage*
- 13 Troll or 2-headed troll
- 14 Giant, frost
- 15 Wolf, winter
- 16 Remorhaz
- 17 Yeti or taer
- 18 Lion, spotted
- 19 DM Special
- 20 DM Special

Subarctic Rough or Hills#

- 2 *Dragon, white or shadow*
- 3 Remorhaz
- 4 Bear, brown
- 5 Gnoll
- 6 *Owl, giant* or giant rat
- 7 Bear, cave
- 8 Tribesman or NPC party
- 9 Verbeeg
- 10 Tiger or tyrg
- 11 Wolf
- 12 Wolf
- 13 Herd animal
- 14 Herd animal
- 15 Troll
- 16 Giant, frost
- 17 Wolf, winter
- 18 Hydra, cryo-
- 19 DM Special
- 20 DM Special

Terrain Guide:

Plain: downs, heath, meadow, moor, prairie, savanna, steppe, tundra

Scrub: brackens, brush, bush, thickets, veldt

Forest: copses, groves, jungle, rain forest, woods

Rough: badlands

Hills: bluffs, dunes, ridges (gorge, rift, valley, canyon)

Mountains: glacier, mesa, tor

Desert: barrens, flat, waste

Swamp: bog, fen, marsh, mire, morass, quagmire, slough

Pond: lake, pool, tarn

Notes:

Including ruins (cities, temples, fortresses) within 5 miles of the party.

Monsters listed together are equally likely to occur unless otherwise specified.

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Ogres: All wilderness ogre encounters are 10% likely to be with ogre magi.

Temperate Encounters

Temperate Plain or Scrub

- 2 Elf, grey
- 3 *Wyvern* (gold dragon 10%)
- 4 Bear, brown or camprat
- 5 Spriggan
- 6 Ankheg (3-4 HD)
- 7 Jackal (jackalwere 10%)
- 8 Boar, wild (lyc. boar 10%)
- 9 Wolf or worg
- 10 Herd animal (flightless bird 10%)
- 11 Nomad or merchant
- 12 Nomad or NPC party
- 13 Horse, wild
- 14 Orc or hobgoblin
- 15 Ogre or troll
- 16 Aerial encounter
- 17 Snake, pois. or large spider
- 18 Giant, hill
- 19 DM Special
- 20 DM Special

Temperate Forest

- 2 Elf, wood (grugach 10%)
- 3 Brownie, buckawn or quickling
- 4 Lyc. tiger
- 5 Badger, giant or giant weasel
- 6 Worg or giant skunk
- 7 Owl, giant or stirge
- 8 Wolf or brown bear
- 9 Tribesman (NPC party 10%)
- 10 Needleman
- 11 Mammal, small
- 12 Kobold or orc
- 13 Igundi or bugbear
- 14 Ogre or Woadkyn (giantkin)
- 15 Ettin or treant
- 16 Spider, giant (ettercap 10%)
- 17 Beetle, stag or slicer (10% deathwatch)
- 18 Owlbear
- 19 DM Special
- 20 DM Special

Inhabited or Patrolled Areas

- 2 Wilderness Table
- 3 Wilderness Table
- 4 Patrol
- 5 Patrol or NPC party
- 6 Pilgrim or traveller
- 7 Freeman or peasant
- 8 Freeman or peasant
- 9 Patrol
- 10 Patrol or wolf
- 11 Merchant
- 12 Merchant
- 13 Bandit
- 14 Herd animal
- 15 Orc or raider
- 16 Bear, black or gnoll
- 17 Boar, wild or berserker
- 18 Ogre
- 19 DM Special
- 20 DM Special

Temperate Rough or Hill#

- 2 *Wyvern* or shadow dragon
- 3 Lyc. wolf or wolfwere
- 4 Bear, brown or giant badger
- 5 Ant lion
- 6 Lion, mountain
- 7 Horse or herd animal
- 8 Gnome or mountain dwarf
- 9 Tribesman (NPC party 10%)
- 10 Orc or gnoll
- 11 Hobgoblin or goblin
- 12 Wolf or worg
- 13 Bugbear or ogre
- 14 Ghoul, ghastr, or wight
- 15 Aerial encounter
- 16 Spriggan
- 17 Troll
- 18 Giant, hill
- 19 DM Special
- 20 DM Special

Temperate Marsh or Swamp

- 2 *Dragon, black*
- 3 Behir
- 4 Toad or frog, poisonous
- 5 Toad or frog, giant
- 6 Iguana, giant
- 7 Igundi or NPC party
- 8 Tribesman or giant leech
- 9 Troglodyte
- 10 Bullywug
- 11 Hobgoblin or giant leech
- 12 Lizard man
- 13 Gnoll or giant sundew
- 14 Snake, const. or pois.
- 15 Ghoul or ghastr
- 16 Troll or shambling mound
- 17 *Will'o wisp* or vampiric mist
- 18 Hydra
- 19 DM Special
- 20 DM Special

Aerial Encounters

- 2 Gorgimera or dragonnel
- 3 Dragonne
- 4 Pegasus
- 5 Lammasu or couatl
- 6 Hawk, blood or giant wasp
- 7 Owl, giant or giant hornet
- 8 Eagle, giant or hippogriff
- 9 Eagle or griffon
- 10 Hawk or raven
- 11 Common bird or bat
- 12 Common bird or owl
- 13 Harpy or gargoyle
- 14 Manticora
- 15 Aarakocra or margoyle
- 16 Ogre mage or wyvern
- 17 Chimera
- 18 Ki-rin or roc
- 19 DM Special
- 20 DM Special

Temperate Mountain

- 2 *Dragon, cloud or red*
- 3 Bear, cave or hydra
- 4 Gnome or mountain dwarf
- 5 Bear, brown or lyc. bear
- 6 Bugbear
- 7 Aerial encounter
- 8 Worg or tyrg
- 9 Tribesman (NPC party 10%)
- 10 Badger, giant or *giant eagle*
- 11 Giant, hill
- 12 Giant, stone
- 13 Ogre or troll
- 14 Hobgoblin or orc
- 15 Crystallmist or mist wolf
- 16 Verbeeg or galeb duhr
- 17 *Will'o wisp* (sylph 10%)
- 18 Giant, frost or fire
- 19 DM Special
- 20 DM Special

Temperate Desert

- 2 *Wyvern* or dragon, blue
- 3 *Dragon, brass or copper*
- 4 Hydra or hydra, pyro-
- 5 Sandling
- 6 Lizard, giant
- 7 Horse, wild
- 8 Dog, wild or wolf
- 9 Nomad or NPC party
- 10 Nomad or dervish
- 11 Merchant
- 12 Lion
- 13 Goblin or hobgoblin
- 14 Snake, pois. or spitting
- 15 Aerial encounter
- 16 Spider, large or ant lion
- 17 Cactus, vampire
- 18 *Pegasus* or griffon
- 19 DM Special
- 20 DM Special

Sylvan Setting

- 2 Elf, grey or grugach
- 3 Dryad or swanmay
- 4 Atomie or grig
- 5 Bear, brown or giant boar
- 6 Brownie or buckawn
- 7 Pegasus or unicorn
- 8 Sprite or pixie
- 9 Ogre or minotaur
- 10 Pilgrim or leopard
- 11 Centaur or elf, wood
- 12 Satyr or wolf
- 13 Badger, giant or giant weasel
- 14 Bandit or small mammal
- 15 Troll or lion
- 16 Ettin or ettercap
- 17 Manticora or basilisk
- 18 Chimera or harpy
- 19 DM Special
- 20 DM Special

Tropical Encounters

Tropical or Subtropical Plain or Scrub

- 2 Jackalwere
- 3 Scorpion, giant
- 4 Dog, wild or wolf
- 5 Cheetah
- 6 Aerial encounter
- 7 Bandit (slaver)
- 8 Merchant
- 9 Herd animal
- 10 Herd animal
- 11 Elephant
- 12 Baboon
- 13 Tribesman or NPC party
- 14 Lion
- 15 Hyena
- 16 Leopard or jackal
- 17 Snake, poisonous or spitting
- 18 Ant, giant or ant lion
- 19 DM Special
- 20 DM Special

Tropical or Subtropical Marsh or Swamp

- 2 Tiger, sabre-tooth
- 3 Yuan ti
- 4 Mist, vampiric
- 5 Toad, giant or poisonous
- 6 Crocodile
- 7 Herd animal
- 8 Frog, giant or poisonous
- 9 Tribesman or NPC party
- 10 Lizard man or grung
- 11 Bullywug or gripli
- 12 Snake, const. or pois.
- 13 Centipede, giant or megalomorph
- 14 Leech, giant or dragonfly
- 15 Hydra or shambling mound
- 16 Lizard, giant
- 17 Behir or minotaur lizard
- 18 Zombie, juju
- 19 DM Special
- 20 DM Special

Underdark Encounters

- 2 Zygom
- 3 Snail, flail
- 4 Trapper or purple worm
- 5 Mold, brown or violet fungus
- 6 Xorn or deep gnome (svirfneblin)
- 7 Myconid or lurker above
- 8 Roper or neo-otyugh
- 9 Otyugh or horgar
- 10 Jermlaine or snyad
- 11 Shrieker or unusual fungus
- 12 Troglodyte or kuo-toa
- 13 Hook horror or giant slug
- 14 Drow or duergan
- 15 Drow or drider
- 16 Umber hulk or tentamort
- 17 Aboleth, mind flayer, or grell
- 18 Beholder or gas spore
- 19 DM Special
- 20 DM Special

Tropical or Subtropical Mountain

- 2 Dragon, cloud
- 3 Pyrolisk
- 4 Pilgrim or merchant
- 5 Herd animal or cockatrice
- 6 Ape, carnivorous or elephant
- 7 Aarakocra
- 8 Giantkin, cyclops
- 9 Tribesman
- 10 Tiger or leopard
- 11 Dog, wild or wolf
- 12 Medusa
- 13 Bandit (slaver)
- 14 Aerial encounter
- 15 Rakshasa or roc
- 16 Snake, poisonous
- 17 Yuan ti
- 18 Manticora (*sylph* 10%)
- 19 DM Special
- 20 DM Special

Tropical or Subtropical Rough or Hill#

- 2 Rakshasa
- 3 Scorpion, giant or ant lion
- 4 Mantrap
- 5 Boar, warthog or elephant
- 6 Dog, wild or wolf
- 7 Lizard, minotaur
- 8 Bandit (slaver) or mongrelmen
- 9 Merchant or NPC party
- 10 Baboon or carnivorous ape
- 11 Tribesman
- 12 Herd animal
- 13 Herd animal or lion
- 14 Hyena or jackal
- 15 Aerial encounter
- 16 Tiger or hieracosphinx
- 17 Lyc., tiger or yuan ti
- 18 Snake, spitting
- 19 DM Special
- 20 DM Special

Notes:

Including ruins (cities, temples, fortresses) within 5 miles of the party.

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Tropical or Subtropical Forest

- 2 Scorpion, giant
- 3 Lyc. tiger or couatl
- 4 Naga, spirit
- 5 *Stirge* or ketch
- 6 Choke creeper or triflower frond
- 7 Gripli or huge spider
- 8 Tribesman or bandit (slaver)
- 9 Beastman (NPC party 10%)
- 10 Elephant or baboon
- 11 Tiger or giant iguana
- 12 Ettercap or forest trapper
- 13 Snake const. or pois.
- 14 Jaguar or leopard
- 15 Herd animal
- 16 Ape, carn. or bonesnapper
- 17 Toad, giant or poisonous
- 18 *Dragonfly*, giant or yuan ti
- 19 DM Special
- 20 DM Special

Tropical or Subtropical Desert

- 2 *Djinn* or *efreet*
- 3 Ant lion or sandling
- 4 Naga, spirit
- 5 Camel, dromedary
- 6 Lion or leopard
- 7 Aerial encounter
- 8 Bandits (slavers)
- 9 NPC party or pilgrims
- 10 Nomad or dervish
- 11 Nomad or merchant
- 12 Jackal
- 13 Dog, wild or death
- 14 Snake, pois. or spitting
- 15 Toad, giant or fire
- 16 Aerial encounter
- 17 Scorpion, huge or giant
- 18 *Dragonne* or brass dragon
- 19 DM Special
- 20 DM Special

Ogres: All wilderness ogre encounters are 10% likely to be with ogre magi.

Aerial Encounter Notes

Bats are usually encountered only at night.

Owls are usually encountered only at night or in forests.

Common bird: These are normal avians such as wild ducks, parrots, ravens, seagulls, sparrows, swans, and so on.

Special aerial encounters could include dragons, geniekind, invisible stalkers, sphinxes, aerial servants, air elementals and so on. Other special encounters are missile fire from the ground or special aerial patrols (e.g. elven knights mounted on hippogriffs).

Underdark Encounter Notes

Unusual fungi have a special property assigned by the DM, such as being exceptionally nourishing, giving off light, curing damage or disease, neutralizing poison, causing strength or weakness if eaten, repelling certain creatures, etc.

DM specials might include trained hunting spiders, pack lizard trains, ochre jellies of twice normal size, etc.

Salt Cold/Temp. Water Surface

- 2 Dragon, mist
- 3 Afanc or dragon turtle
- 4 Selkie or sea otter
- 5 Scrag or sea sprite
- 6 Depths encounter
- 7 Warship or pirate
- 8 Narwhale or sea lion
- 9 Merchant
- 10 Shark
- 11 Whale
- 12 Fisherman or killer whale
- 13 Hazard (ice) or seaweed
- 14 Dolphin
- 15 Aerial encounter
- 16 Ghost ship or sea zombie
- 17 Will'o wisp or strangeweeweed
- 18 Seawolf, lesser
- 19 DM Special
- 20 DM Special

Salt Cold/Temp. Water Depths

- 2 Kraaken
- 3 Urchin, black or green
- 4 Lobster (crayfish) or crab
- 5 Lamprey or giant eel
- 6 Hippocampus or triton
- 7 Kaolinh or merman
- 8 Kapoacanth
- 9 Quipper, giant or giant snake
- 10 Fish school
- 11 Whale or fish school
- 12 Shark or sahuagin
- 13 Dolphin or sea lion
- 14 Sea turtle, giant
- 15 Squid, giant or octopus
- 16 Seawolf, greater
- 17 Snail, giant or giant shark
- 18 Sunken ship
- 19 DM Special
- 20 DM Special

Salt Tropical Water Surface

- 2 Dragon, mist
- 3 Strangeweeweed
- 4 Pirates, small boats
- 5 Pirates, warship
- 6 Depths encounter
- 7 Shark, giant
- 8 Crocodile, giant
- 9 Seaweed or sea turtle
- 10 Whale
- 11 Merchant
- 12 Fisherman
- 13 Shark
- 14 Barracuda
- 15 Aerial encounter
- 16 Warship
- 17 Seawolf, greater
- 18 Ghost ship or sea zombie
- 19 DM Special
- 20 DM Special

Salt Tropical Water Depths

- 2 Urchin, yellow or silver
- 3 Urchin, green or red
- 4 Snake, poisonous
- 5 Crocodile, giant or sea sprite
- 6 Ray, sting or pungi
- 7 Octopus or manta ray
- 8 Sahuagin
- 9 Seaweed (strangeweeweed 10%)
- 10 Fish school (vodyanoi 10%)
- 11 Fish school
- 12 Shark
- 13 Eel, giant or locathah
- 14 Barracuda
- 15 Hippocampus or triton
- 16 Kapoacanth or lacedon
- 17 Snake, sea or giant slug
- 18 Ray, ixixachitl
- 19 DM Special
- 20 DM Special

Fresh Tropical Water Surface

- 2 Crystal ooze
- 3 Kelpie
- 4 Nymph
- 5 Eel, electric
- 6 Depths encounter
- 7 Snake, giant const.
- 8 Pirate, small boats
- 9 Crocodile
- 10 Hazard (navigational)
- 11 Fisherman or merchant
- 12 Piranha
- 13 Frog, giant or poisonous
- 14 Aerial encounter
- 15 Seaweed
- 16 Seaweed (choke creeper)
- 17 Frog, killer
- 18 Naga, water
- 19 DM Special
- 20 DM Special

Fresh Cold/Temp. Water Surface

- 2 Dragon, mist
- 3 Greenhag or nymph
- 4 Otter, giant or lacedon
- 5 Water beetle, giant
- 6 Depths encounter
- 7 Lizard man
- 8 Pirate or warship
- 9 Land encounter
- 10 Hazard, navigational or ice
- 11 Fisherman or trapper
- 12 Merchant
- 13 Otter or beaver, giant
- 14 Aerial encounter
- 15 Merrow or scrag
- 16 Nixie or swan (swanmay 10%)
- 17 Frog, giant or giant leech
- 18 Naga, water or sea hag
- 19 DM Special
- 20 DM Special

Fresh Cold/Temp. Water Depths

- 2 Morkoth or dragon turtle
- 3 Otter, giant or nymph
- 4 Quipper, common or giant
- 5 Vodyanoi or giant catfish
- 6 Lacedon or kapoacanth
- 7 Kaolinh or giant crab
- 8 Crayfish, giant
- 9 Turtle, giant snapping
- 10 Fish school
- 11 Fish school
- 12 Nixie or giant pike
- 13 Lizard man or giant gar
- 14 Octopus or giant water spider
- 15 Merrow or giant water beetle
- 16 Lamprey or marine eel
- 17 Snake, giant sea
- 18 Sunken ship
- 19 DM Special
- 20 DM Special

Fresh Tropical Water Depths

- 2 Vodyanoi
- 3 Eel, weed
- 4 Kelpie
- 5 Beetle, giant water
- 6 Spider, giant water
- 7 Snake, giant const.
- 8 Seaweed or strangeweeweed
- 9 Crab or crayfish, giant
- 10 Octopus or giant eel
- 11 Pirhana, giant
- 12 Fish school
- 13 Turtle, giant snapping
- 14 Lizard man
- 15 Nixie
- 16 Kapoacanth
- 17 Bunyip or water naga
- 18 Snake, giant sea
- 19 DM Special
- 20 DM Special

Notes:

Aerial, Land, or Depth Encounters: Roll on the appropriate table. If the encounter is not suitable, then none occurs.

Surface Encounters: Unintelligent monsters are 75% likely to be driven off by flaming oil nearby, 90% if actually burned by it. Large amounts of food thrown overboard are 50% likely to end such an encounter.

Fish School: This is a large group of one type of fish, the aquatic version of herd animals. They usually do not attack, unless commanded by magical means. If panicked they might mill about, obstructing vision and movement. If large enough, they might cause buffeting damage (1-2 to 1-8, depending on size).

Ghost Ship: This is a lost ship manned by undead. Although it can be seen at any time, it will usually attack only at night, when its masters are at full power. Roll percentile dice once for the crew and once for their leaders. *Crew:* 01-40 (EQ) 10-40 skeletons, 41-80 (EQ) 10-40 zombies, 81-00 (EQ) 10-20 juju zombies. *Leaders:* 01-30 (EQ) 1-4 wights, 31-60 (EQ) 1-3 wraiths, 61-80 (EQ) 1-2 spectres, 81-95 (EQ) 1-2 ghosts, 95-00 (EQ) 1 lich.

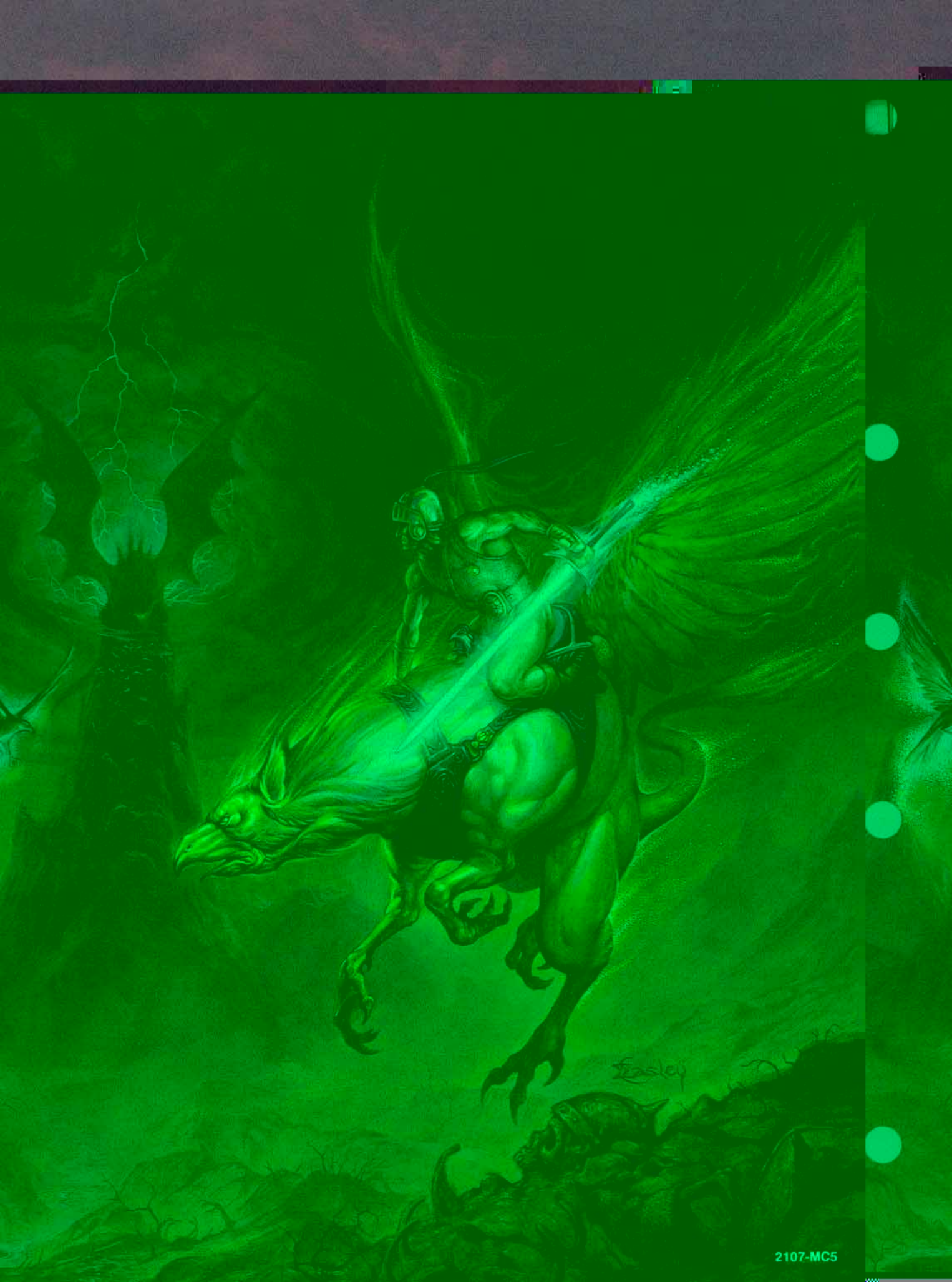
Hazard (ice): This can be a single huge ice mountain or 10-20 smaller, grinding floes. Hard contact with ice reduces seaworthiness by 5% and is 10% likely to require a seaworthiness check to avoid sinking.

Hazard (navigational): This can ground or damage a vessel that does not have aboard a pilot familiar with the waters. Such hazards as sandbars and submerged logs often change position.

Seaweed: This includes both floating masses of weed and beds on the bottom. The former slow ships by 50%. The latter are 30-300' high and reduce vision to 10 feet. Both provide a 40% chance for another encounter if moved through or investigated.

Special Encounters: These can include morkoth, mottled worms, shipwreck survivors, an eye of the deep, pearl beds, sudden storms, seaweed that allows underwater breathing when eaten, giant clams, aquatic versions of carnivorous plants, storm giants, and so on.







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Advanced Dungeons & Dragons[®]

2nd Edition

Monstrous Compendium

GREYHAWK[®] adventures

Appendix



Prepare yourselves and your characters. . . Here come more monsters, this time from the GREYHAWK[®] Campaign Setting! These 64 pages are filled with beasties and creatures, from aspis to zygon—and everything in-between! Crystallmist, dragons (yes, there are more—four more, to be precise), and plenty of deadly plants await entry into your campaign. As always, these monster descriptions are organized into 64 5-hole punched pages, ready to be incorporated into your Monstrous Compendium binder. And, you get four full-color dividers with identification tabs! Snap them in, and set them free!

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ISBN 0-88038-836-6



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