



# MONSTROUS SUPPLEMENT

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# Aballin

<b>Climate/Terrain:</b>	Temperate or tropical / Wilderness or subterranean
<b>Frequency:</b>	Uncommon
<b>Organization:</b>	Solitary
<b>Activity Cycle:</b>	Any
<b>Diet:</b>	Omnivore
<b>Intelligence:</b>	Average (9)
<b>Treasure:</b>	I
<b>Alignment:</b>	Neutral
<b>No. Appearing:</b>	1-4
<b>Armor Class:</b>	4
<b>Movement:</b>	6, Sw 15
<b>Hit Dice:</b>	3
<b>THAC0:</b>	17
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	Special
<b>Special Attacks:</b>	Drowning
<b>Special Defenses:</b>	See below
<b>Magic Resistance:</b>	Nil
<b>Size:</b>	L (10')
<b>Morale:</b>	Very steady (14)
<b>XP Value:</b>	270



Also known as living water, aballins are fluid monsters that entrap and drown creatures unfortunate enough to venture within their reach.

Aballins in their passive state present the appearance of large puddles of seemingly normal water, devoid of fish or other living creatures. However, those looking down at the aballin often notice coins, jewelry, or other metal effects of the monster's past victims resting beneath the surface of the water, apparently awaiting recovery. Though they resemble an elemental creature of water, aballins are actually comprised of a weak acid, which over the course of three weeks digests organic matter, leaving behind items made of metal. Because of this, spells such as water breathing offer no help in surviving the effect of drowning in their fluids.

**Combat:** In its passive state, the aballin is indistinguishable from fresh water, and cannot be harmed by attacks which would otherwise prove harmless to that element. Such an unthreatening appearance often results in potential prey attempting to take a refreshing drink or trying to simply move through the monster or reach in to recover tempting valuables. Any of these actions arouse the aballin to attack, and the creature instantly alters its molecular structure into a gelatinous pseudopod that lashes out and tries to envelop a victim. If its attack roll succeeds, a man-sized or smaller creature is drawn within and begins suffocating (see "Holding Your Breath" in the Player's Handbook for the effects of drowning).

While in this gelatinous state, the aballin becomes susceptible to attacks by blunt weapons of +1 or greater enchantment. Edged weapons have no effect whatsoever, and actually have a 25% risk of instead striking any person trapped within the aballin's amoeboid form. Those within the form may attack, but cannot escape the suffocation attack or use items requiring normal speech (such as spells). An aballin will only attack one individual at a time.

Aballins are immune to fire, cold, electricity, poison, and paralysis. A *transmute water to dust* spell will cause an aballin to make a save vs. death; if it fails, it will perish. A *lower water* spell will force the creature to make a save vs. spells or release its victim immediately.

Aballins have no eyes. Instead, they keep track of their victims through scent and vibration. For this

reason, they are immune to all spells or attacks that alter vision or that affect the subject through vision. These include *invisibility*, *color spray*, *hypnotic pattern*, most illusions, *fire charm*, *blindness*, *blur*, and many others.

**Habitat/Society:** While sometimes seen outdoors masquerading as a puddle, small pond or fountain-or even a drainage ditch-an aballin is most often encountered in damp cavernous areas with an abundance of water, which permit it to blend in with its surroundings. While in the element of water, the monster is naturally invisible, and so it prefers to rest within the shelter of pools or other small bodies of water.

The aballin is able to propel itself through water with amazing speed, and occasionally traverses lakes, rivers, or streams in search of food. It may also move slowly upon land by oozing, or by laboriously extending its gelatinous pseudopods and inching itself forward, much like a slug. (In fact, like the slug, the aballin leaves a faintly discernible slimy trail when traveling upon land.) Due to its semiliquid composition, the creature is incapable of ascending surfaces with greater than a 30° slope.

Aballins can be encountered either singly or in families of up to four individuals. Mated pairs occasionally function as a single entity, with doubled size and Hit Dice, particularly if there are any young present.

**Ecology:** These monsters occasionally prove useful in keeping down the population of other harmful creatures or plants which might be found in or near water. They also function as scavengers, digesting any remains they happen upon in their travels.

# Baneguard

<b>Climate/Terrain:</b>	Any (guardian)
<b>Frequency:</b>	Rare
<b>Organization:</b>	Solitary
<b>Activity Cycle:</b>	Any
<b>Diet:</b>	None
<b>Intelligence:</b>	Average (8-10)
<b>Treasure:</b>	V
<b>Alignment:</b>	Neutral evil
<b>No. Appearing:</b>	1-10
<b>Armor Class:</b>	7
<b>Movement:</b>	12
<b>Hit Dice:</b>	4+4
<b>THAC0:</b>	15
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	By weapon of 1-6
<b>Special Attacks:</b>	<i>Magic missile</i>
<b>Special Defenses:</b>	<i>Blink</i>
<b>Magic Resistance:</b>	As for skeleton type
<b>Size:</b>	M (5'-6' tall)
<b>Morale:</b>	Steady (11-12)
<b>XP Value:</b>	975



Baneguards are skeletons, usually but not always human, animated by clerical spells to serve as guardian creatures. The *create baneguard* spell was originally researched by priests of Bane, but in the years since the demise of that deity the secret of the spell has been spread throughout the Realms, such that many other evil (and not so evil) deities allow their priests to use it.

Usually found as guardians, baneguards are identical in appearance to normal skeletons, but have additional deadly powers which they reveal once they are in combat.

**Combat:** All baneguards are silent but intelligent, wholly evil servants, capable of independent, reasoned, malevolent behavior. A baneguard can *blink* (as in the 3rd-level wizard spell) once every turn. This effect lasts for up to four rounds and must be continuous. It cannot be stopped and then resumed; once ended, a full turn must pass before the baneguard can *blink* again.

Baneguards can also cast one *magic missile* spell every three rounds. Each spell creates two missiles causing 2-5 points of damage, which come into being from a baneguard's bony fingertips (or what is left of any extremity, if the fingers are missing), and can be directed at separate targets up to 70 yards away.

Baneguards can use all normal weapons, inflicting normal weapon damage rather than a straight 1-6 points damage. Most are armed with swords or maces. Baneguards can employ all magical items that do not require verbal commands, living flesh or organs (for example, ointments and potions), and the like.

Baneguards suffer damage from edged weapons, fire, spells, and holy water as normal skeletons do. They may break off combat if their orders permit. Baneguards are turned as wights.

**Habitat/Society:** As baneguards are created, they have no societal organization. They go where commanded, and do as commanded. They are used primarily by evil faiths as guardians, but neutrally aligned faiths with a ready supply of skeletal remains use baneguards as well, particularly those who venerate gods of death.

**Ecology:** Baneguards eat nothing. They do not contribute to the natural ecosystem in any way. As manufactured

creatures, they can- not be said to have a natural habitat. They are guardian creatures, and are found wherever they have been placed by their creators.

### **Direguards**

Some baneguards appear to be wearing black, shadowy armor, which is semitransparent so that their bones show through, and red flames burn in their eye sockets. These direguards are AC 6, and can see invisible objects and creatures. Direguards are used by the clergy of Cyric, and are turned as wraiths. The *create direguard* spell is as the *create baneguard*, but is 7th level and guarded jealously by the clergy of Cyric. Direguards have an XP value of 1,200 each.

### **Create Baneguard**

(Necromancy)

6th-level Priest Spell

Sphere: Necromantic

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 9

Area of Effect: 1 skeletal body

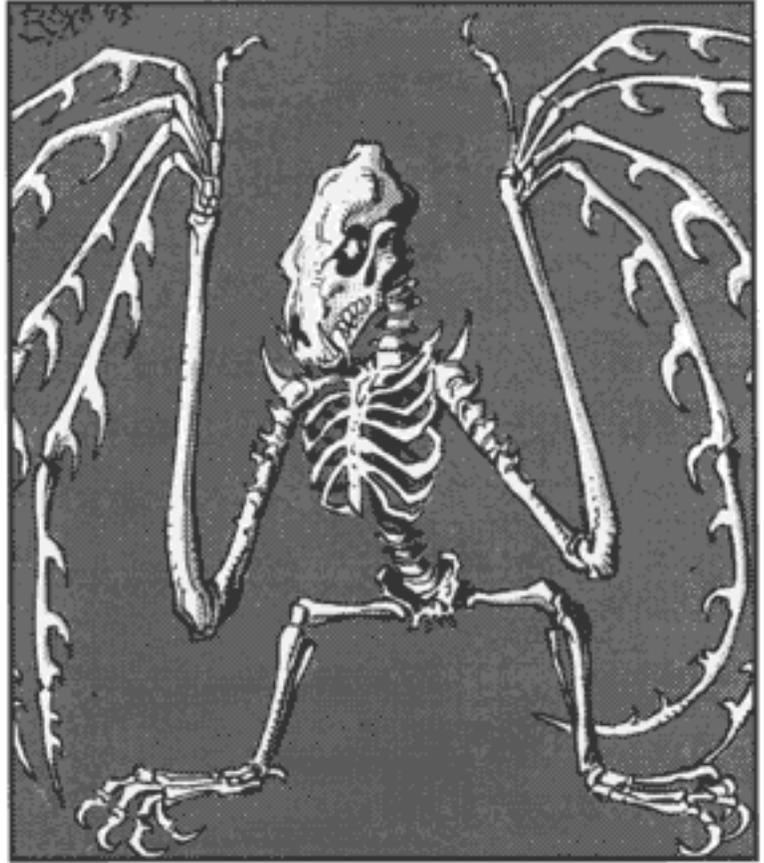
Saving Throw: None

The casting of this spell transforms an inanimate skeleton of size M or smaller into a baneguard, gifted with a degree of malicious intelligence. Only one baneguard may be created at a time using this spell. The baneguard is capable of using its abilities the round following creation, and needs no special commands to attack. The material components of this spell are the holy symbol of the priest and at least 20 drops of the blood of any sort of true dragon.

<<The *create direguard spell* is similar, save that it is a 7th-level spell and has a casting time of 1 round.>>

# Bonebat

<b>Climate/Terrain:</b>	Any land
<b>Frequency:</b>	Rare
<b>Organization:</b>	Flock
<b>Activity Cycle:</b>	Any
<b>Diet:</b>	Nil
<b>Intelligence:</b>	Low (5-7)
<b>Treasure:</b>	Nil (may be used as guardians)
<b>Alignment:</b>	Neutral evil
<b>No. Appearing:</b>	2-8
<b>Armor Class:</b>	7
<b>Movement:</b>	3, Fl 18 (C)
<b>Hit Dice:</b>	4
<b>THAC0:</b>	17
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	2-8
<b>Special Attacks:</b>	See below
<b>Special Defenses:</b>	See below
<b>Magic Resistance:</b>	Nil
<b>Size:</b>	M (5'-6')
<b>Morale:</b>	Special
<b>XP Value:</b>	975



Bonebats are undead bats that serve as messengers, guardians, and battle allies to evil priests and wizards and to powerful undead (such as liches, archliches, and vampires). They appear as skeletal giant bats with dark, empty eye sockets and attack in eerie silence, never emitting cries. Some (known as battiebats) possess strange skeletal appendages as described below.

**Combat:** Bonebats have a chilling bite that inflicts 2-8 hit points of damage to all creatures except other undead, who suffer only its 1-3 hit points of damage of physical effects. A bonebat's bite also paralyzes all creatures except elves for 3-8 (1d6+2) rounds, unless a successful save vs. paralysis is made. Bonebats themselves are immune to all forms of paralysis.

Bonebats are turned as ghouls and always attack fearlessly, only withdrawing when brought to 3 hit points or less. They will, however, fight to their destruction if ordered to do so by their creator or undead master.

Bonebats have 120-foot infravision, and can see invisible creatures and objects within 60 feet. They never sleep and are never surprised.

Bonebats are immune to *sleep*, *charm* and *hold* spells and may be mentally controlled only by their creator or a powerful undead. Once one being controls a bonebat, no other being may ever control it-even if the controlling being is slain or absent. Typical commands are simple-attack (specified target), cease, come, stay, wait (place), and fetch (specified object)-but obedience is absolute.

Like skeletons, bonebats suffer normal damage from fire and blunt weapons, but only half damage from piercing or edged weapons. Holy water has no effect on bonebats.

**Habitat/Society:** Bonebats are most frequently encountered in the lairs of their masters-ruins, caverns, tombs, or evil temples. They prefer darkness, but light does not harm them. Bonebats may be encountered anywhere if their creator sends them forth or is slain. Requiring no food or water, bonebats are often shut into closets, coffins, or chests to serve as guardians, attacking thieves and other beings who open or enter their hiding place.

Bonebats can carry single objects of up to three pounds in weight that they can get a good grip on. They often fetch keys, wands, and the like for their masters. Bonebats cannot trigger magical items, but are sometimes fitted with wired-on protective devices to strengthen them as guardians.

**Ecology:** Bonebats are not thought to ever occur naturally, but the secrets of their making have been known in the Realms for a very long time, and many have gone feral. Bonebats slay living bats whenever they encounter them.

Bonebats seem to enjoy killing. Indeed, if uncontrolled, they will from time to time go on killing flights. During such flights, they will fight all creatures of their own size or smaller that they encounter until they have killed at least twice. Bonebats never fight other bonebats.

Bonebats are usually constructed by evil priests and wizards working together. An intact giant bat skeleton, or a skeleton assembled from the bones of several bats, is required. A spell known as *Nulathoe's nine-men* is cast on the skeleton. In the case of a bonebat, this spell links the skeletal wing bones with an invisible membrane offeree to allow flight. *Fly*, *detect invisibility*, *infravision*, and *animate dead* spells complete the process. Further spells may be necessary to train the bonebat to serve as an obedient aide, but the spells listed here must be cast within two rounds of each other, and in the order given, or the process will fail.

### **Battlebat**

Battlebats are bonebats onto which other bones-usually claws, talons, stings, or spurs-have been grafted.

Battlebats are in all regards identical to bonebats except that they turn as wights, gain one additional Hit Die, are Armor Class 8, have two or three additional attacks (typically 1-4 hit points of damage from claw rakes or 2-5 hit points of damage from sting jabs, either of which may be temporarily tipped with poison by a battlebat's controller), and fly at only 15 (Class D). Their XP value is 1,400 each.

# Deepspawn

<b>Climate/Terrain:</b>	Any
<b>Frequency:</b>	Very rare
<b>Organization:</b>	Solitary
<b>Activity Cycle:</b>	Any
<b>Diet:</b>	Omnivorous
<b>Intelligence:</b>	Genius (17-18)
<b>Treasure:</b>	K, L, M, Qx2, Vx2, X
<b>Alignment:</b>	Chaotic evil
<b>No. Appearing:</b>	1
<b>Armor Class:</b>	6
<b>Movement:</b>	6, Sw 8
<b>Hit Dice:</b>	14
<b>THAC0:</b>	7
<b>No. of Attacks:</b>	6
<b>Damage/Attack:</b>	3-12 (x3)/2-5 or by weapon type (x3)
<b>Special Attacks:</b>	See below
<b>Special Defenses:</b>	See below
<b>Magic Resistance:</b>	77%
<b>Size:</b>	H (14' diameter, tentacles tp 20')
<b>Morale:</b>	Elite (15-16)
<b>XP Value:</b>	12,000



Deepspawn are infamous horrors that give birth to many other types of monsters, such that a single deepspawn can make a large area perilous to even alert, well-armed adventurers.

Deepspawn look like large, rubbery spheres of mottled gray and brown. Six limbs project from their bodies; three are tentacle arms, and three are jaw arms, ending in many-toothed mouths. A deepspawn also has over 40 long, retractable, flexible eyestalks.

**Combat:** A deepspawn attacks by casting *hold* spells at intruders, casting one every three rounds. Victims under a *hold* spell are then grasped by tentacle arms and constricted, as other tentacles fight with wielded weapons (including any magical items usable by fighters gained from earlier victims). Deepspawn often engage prey with weapons and then bite them from behind with a jaw arm. A tentacle arm can slap for 1d4+1, grasp items or beings and move them about (with 17 Strength), or constrict.

Constriction requires a successful attack roll (automatic if the victim is under a *hold* spell), and inflicts 1-4 points of damage plus 1d4+1 points per round thereafter. Constricted victims can be swung about by the deepspawn as bludgeons (inflicting 1-2 points of damage on others, ruining spellcasting, and forcing saving throws for fragile carried items). This causes the constricted being no extra damage.

Victims may only escape constriction by severing the tentacle arm holding them or tearing free. Tentacle arms let go if severed. Each arm has 2 HD; severing occurs if damage equal to half a tentacle arm's hit points is dealt in a concentrated area by edged or pointed weapons. To tear free, roll a d20 for both victim and deepspawn on each round of constriction, adding their respective Strengths (17 for the deepspawn). If the victim has the higher total, she or he wins free.

Deepspawn can also cast *ESP* and *water breathing* at will, and may employ a *heal* spell (self only), once a day. If a deepspawn's life is threatened, it hurls caches of seized weapons as missiles (1-6 damage per weapon, regardless of type, all in a single round), unleashes any magical items it has, and tries to escape. Deepspawn are immune to poison (perhaps because they are able to create many poisons in their offspring), and regenerate lost arms and stalks, though slowly, healing 2 hit points of damage day.

When found, deepspawn are usually half-buried in a pile of slippery, shifting treasure. This may conceal their arms, so that tentacles and mouths may seem at first to be the attacks of separate creatures. The treasure may hamper opponents and even shield the deepspawn from some damage (as a rule of thumb, increase AC to 4).

**Habitat/Society:** Deepspawn prefer to let their offspring fight for them, lairing in caverns, dungeons, or ruins amply protected by traps and guardian monsters (their spawn). If these defenses are penetrated, the deepspawn is usually found in a readily defended room or area, always with at least one or more escape routes.

Deepspawn are native to the Underdark, and have successfully resisted the attempts of dwarves, drow, duergar, cloaklers, illithids, and aboleth to exterminate them. Deepspawn seldom lair within 30 miles of each other.

**Ecology:** Deepspawn eat anything organic, but prefer fresh meat. By some as-yet-unexplained natural means, a deepspawn can grow and give birth to any creature native to the Prime Material Plane it has ever devoured (but not undead or other creatures which exist in multiple planes). The spawn have the natural attacks, including spell-like powers, and intelligence of their forebears, but class abilities and other learned skills are not gained. A spawn grows in 1-4 days within a deepspawn, which must ingest meat, vegetable matter, and water or blood to fuel the birthing. The deepspawn then splits open to emit a fully active spawn. Spawn are never hostile towards their parent, and cannot be made to attack them, even by magical means. Spawn can attack or defend themselves within one round of emerging, though they are at -2 to hit the first round after emergence.

# Dracolich

<b>Climate/Terrain:</b>	See below
<b>Frequency:</b>	Very rare
<b>Organization:</b>	Solitary
<b>Activity Cycle:</b>	Nocturnal
<b>Diet:</b>	Special
<b>Intelligence:</b>	As per individual dragon
<b>Treasure:</b>	B, H, S, T
<b>Alignment:</b>	Evil (Any ethos)
<b>No. Appearing:</b>	See below
<b>Armor Class:</b>	As per individual dragon
<b>Movement:</b>	As per individual dragon
<b>Hit Dice:</b>	As per individual dragon
<b>THAC0:</b>	As per individual dragon
<b>No. of Attacks:</b>	As per individual dragon
<b>Damage/Attack:</b>	See below
<b>Special Attacks:</b>	Breath weapon and spell use
<b>Special Defenses:</b>	Spell immunities and spell use
<b>Magic Resistance:</b>	See below
<b>Size:</b>	As per individual dragon
<b>Morale:</b>	See below
<b>XP Value:</b>	As per individual dragon, plus 1000 (both dracolich and its host must be destroyed)



The dracolich is an undead creature resulting from the unnatural transformation of an evil dragon. The mysterious Cult of the Dragon practices the powerful magic necessary for the creation of the dracolich, though other practitioners are also rumored to exist.

A dracolich can be created from any of the evil dragon types. A dracolich retains the physical appearance of its original body, except that its eyes appear as glowing points of light floating in shadowy eye sockets. Skeletal or semiskeletal dracoliches, their flesh worn away, are also common.

The senses of a dracolich are similar to those of its original form; it can detect invisible objects and creatures (including those hidden in darkness or fog) within a 10-foot radius per age category and also possesses a natural *clairaudience* ability while in its lair equal to a range of 20 feet per age category. A dracolich can speak, cast spells, and employ the breath weapon of its original form. It can cast each of its spells once per day and can use its breath weapon once every three combat rounds. Additionally, a dracolich retains the intelligence and memory of its original form.

**Combat:** Dracoliches are immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, cold (magical or natural), electricity, *hold*, *insanity*, and *death* spells or symbols. They cannot be poisoned, paralyzed, or turned. They have the same magic resistance as their original forms; only magical attacks from wizards of 6th level or higher, or from monsters of 6 or more Hit Dice, can injure a dracolich.

The Armor Class of a dracolich is equal to the Armor Class of its original form bettered by -2 (for example, if the AC of the original form was -1, the AC of the dracolich is -3). Attacks on a dracolich, due to its magical nature, do not gain any attack or damage roll bonuses.

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

receive the morale increase). Once a dracolich receives the morale increase, it becomes immune to magical fear as well.

The dracolich has a slightly stronger ability to cause fear in opponents than it did in its original form; opponents must roll their saving throws vs. spell with a -1 penalty (in addition to any other relevant modifiers) to resist the dracolich's fear aura. The gaze of the dracolich's glowing eyes can also paralyze creatures within 40 yards if they fail their saving throws (creatures of 6th level (or 6 Hit Dice) and greater gain a +3 bonus to their saving throws). If a creature successfully saves against the gaze of a dracolich, it is permanently immune to the gaze of that dracolich.

The attack routine of a dracolich is similar to that of its original form. For example, a dracolich that was originally a green dragon will bring down a weak opponent with a series of physical attacks, but it will stalk more formidable opponents, attacking at an opportune moment with its breath weapon and spells.

All physical attacks, such as clawing and biting, inflict the same damage as the dracolich's original form, plus 2d8 points of chilling damage. A victim struck by a dracolich who fails a saving throw vs. paralyzation is paralyzed for 2d6 rounds. Immunity to cold damage, temporary or permanent, negates the chilling damage but not the paralyzation. Dracoliches do not drain life levels.

All dracoliches can attempt undead control (as per a potion of undead control) once every three days on any variety of undead with 60 yards. The undead creature's saving throws against this power suffer a -3 penalty; however, if the undead control is successful, it lasts for one turn only. While undead control is in use, the dracolich cannot use spells. If the dracolich interrupts its undead control before it has been used for a full turn, the dracolich must still wait three days before the power can be used again.

If a dracolich or protodracolich is slain, its spirit immediately returns to its host (the host is a magic jar for the dracolich's spirit - see below). If there is no corpse in range for it to possess, the spirit is trapped in the host until such a time - if ever - that a corpse becomes available. A dracolich is difficult to destroy. It can be destroyed outright by power word, kill or a similar spell. If its spirit is currently contained in its host, destroying the host when a suitable corpse is not within range effectively destroys the dracolich. Likewise, an active dracolich is unable to attempt further possessions if its host is destroyed. The fate of a disembodied dracolich spirit - that is, a spirit with no body or host - is unknown, but it is presumed that it is drawn to the lower planes.

**Habitat/Society:** The creation of a dracolich is a complex process involving the transformation of an evil dragon by arcane magical forces. The most notorious practitioners of this process are members of the Cult of the Dragon. The process is usually a cooperative effort between the evil dragon and the wizards of the Cult, but especially powerful wizards have been known to coerce an evil dragon to undergo the transformation against its will.

Any evil dragon is a possible candidate for transformation, although dragons of old age or greater with spellcasting abilities are preferred. Once a candidate is secured, the wizards first prepare the dragon's host, an inanimate object that will hold the dragon's life force. The host must be a solid item of not less than 2,000 gp value that is resistant to decay (wood, for instance, is unsuitable). A gemstone is commonly used for a host, particularly ruby, pearl, carbuncle, or jet. It is often set in the hilt of a sword or other weapon. The host is prepared by casting *enchant* upon it and speaking the name of the evil dragon; the item may resist the spell by successfully saving vs. spell as an 11th-level wizard. If the spell is resisted, another item must be used for the host. If the spell is not resisted, the item can then function as a host. If desired, *glosteal* can be cast upon the host to protect it.

Next, a special potion is prepared for the evil dragon to consume. The exact composition of the potion varies according to the age and type of the dragon, but it must contain precisely seven ingredients, among them a potion of evil dragon control, a potion of invulnerability, and the blood of a vampire. When the evil dragon consumes the potion, the results are determined as follows (roll percentile dice):

Roll	Result
01-10	No effect
11-40	Potion does not work. The dragon suffers 2d12 points of damage and is helpless with convulsions for 1-2 rounds.
41-50	Potion does not work. The dragon dies. A full wish or similar spell is needed to restore the dragon to life; a wish to transform the dragon into a dracolich results in another roll on this table.
51-00	Potion works.

If the potion works, the dragon's spirit transfers to the host, regardless of the distance between the dragon's body and the host. A dim light within the host indicates the presence of the spirit. While contained in the host, the spirit cannot take any actions; it cannot be contacted nor attacked by magic. The spirit can remain in the host indefinitely.

Once the spirit is contained in the host, the host must be brought within 90 feet of a reptilian corpse; under no circumstances can the spirit possess a living body. The spirit's original body is ideal, but the corpse of any reptilian creature that died or was killed within the previous 30 days is suitable.

The wizard who originally prepared the host must touch the host, cast a *magic jar* spell while speaking the name of the dragon, and then touch the corpse. The corpse must fail a saving throw vs. spell for the spirit to successfully possess it; if it saves, it will never accept the spirit. The following modifiers apply to the roll:

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

If the corpse accepts the spirit, it becomes animated by the spirit. If the animated corpse is the spirit's former body, it immediately becomes a dracolich; however, it will not regain the use of its voice and breath weapon for another seven days (note that it will not be able to cast spells with verbal components during this time). At the end of seven days, it regains the use of its voice and breath weapon.

If the animated corpse is not the spirit's former body, it immediately becomes a protodracolich. A protodracolich has the mind and memories of its original form, but has the hit points and immunities to spells and priestly turning of a dracolich. A protodracolich can neither speak nor cast spells; further, it cannot cause chilling damage, use a breath weapon, or cause fear as a dracolich. Its strength, movement, and AC are those of the possessed body.

To become a full dracolich, a protodracolich must devour at least 10% of its original body. Unless the body has been dispatched to another plane of existence, a protodracolich can always sense the presence of its original body, regardless of the distance. A protodracolich will tirelessly seek out its original body to the exclusion of all other activities. If its original body has been burned, dismembered, or otherwise destroyed, the protodracolich need only devour the ashes or pieces equal to or exceeding 10% of its original body mass (total destruction of the original body is possibly only through use of a *disintegrate* or similar spell; the body could even then be reconstructed with a *wish* or similar spell, so long as the spell is cast in the same plane as the disintegration). If a protodracolich is unable to devour its original body, it is trapped in its current form until slain.

A protodracolich transforms into a full dracolich within seven days after it devours its original body.

When the transformation is complete, the dracolich resembles its original body. It can now speak, cast spells, and employ the breath weapon of its original body, in addition to having all of the abilities of a dracolich.

The procedure for possessing a new corpse is the same as explained above, except that the assistance of a wizard is no longer necessary (casting *raise dead* is required only for the first possessions). If the spirit successfully repossesses its original body, it once again becomes a full dracolich. If the spirit possesses a different body, it becomes a protodracolich and must devour its former body to become a full dracolich.

A symbiotic relationship exists between a dracolich and the wizards who create it. The wizards honor and aid their dracolich, as well as providing it with regular offerings of treasure items. In return, the dracolich defends its wizards against enemies, as well as assisting them in their schemes. Like dragons, dracoliches are loners, but they take comfort in the knowledge that they have allies.

Dracoliches are generally found in the same habitats as the dragons from which they were created. Dracoliches created from green dragons, for instance, are likely to be found in subtropical and temperate forests. Though they do not live with their Cult wizards, their lairs are never more than a few miles away. Dracoliches prefer darkness and are usually encountered at night, in shadowy forests, or in underground labyrinths.

**Ecology:** Dracoliches are never hungry, but they must eat to refuel their breath weapons. Like dragons, dracoliches can consume nearly anything, but prefer the food eaten by their original forms (for instance, if a dracolich was originally a red dragon, it prefers fresh meat). The body of a destroyed dracolich crumbles into a foul-smelling powder within a few hours; this powder can be used by knowledgeable wizards as a component for creating *potions of undead control* and similar magical substances.

# Gambado

<b>Climate/Terrain:</b>	Temperate and subtropical/Plains and subterranean
<b>Frequency:</b>	Rare
<b>Organization:</b>	Solitary or family
<b>Activity Cycle:</b>	Day
<b>Diet:</b>	Carnivore
<b>Intelligence:</b>	Low (5-7)
<b>Treasure:</b>	R
<b>Alignment:</b>	Chaotic neutral
<b>No. Appearing:</b>	1-8
<b>Armor Class:</b>	6
<b>Movement:</b>	See below
<b>Hit Dice:</b>	4
<b>THAC0:</b>	17
<b>No. of Attacks:</b>	3
<b>Damage/Attack:</b>	1-8/ 1-4/ 1-4
<b>Special Attacks:</b>	Nil
<b>Special Defenses:</b>	Nil
<b>Magic Resistance:</b>	Nil
<b>Size:</b>	M (6' tall)
<b>Morale:</b>	Steady (11)
<b>XP Value:</b>	175



Known by the folk name of Springing Skulls of Doom, these strange creatures construct a lair and patiently wait to ambush passersby. Gambados are completely amoral, caring only for their own survival, their next meal, and their personal treasure.

These extraordinary-looking creatures are man-sized, with a powerful human torso and two arms, each ending in three curved claws. Supported on the strong, flat neck is what appears to be the creature's head, but which is actually a skull of another creature. Gambados use found skulls to house their heads, similar in principle to the hermit crab. They have special muscles that secure the placement of the skull and work its jaw. Skulls of horned or long-toothed beasts, or other interesting animals, are favored by plains gambados, while those with subterranean lairs prefer humanoid skulls. A gambado's torso narrows downward into a 3'-long cylinder of cartilage and muscle which can be compressed, spring-style, and suddenly released for springing up and forward. This columnar leg ends abruptly in three long and flat single-toed feet.

Gambados are generally pale gray in color. They will often camouflage themselves with soil and clays found in the course of digging their pit lairs.

**Combat:** The gambado moves by a series of springs; jumping vertically, it can just reach a 14'-high ceiling with its head, and it moves horizontally at a rate of 12. The radially arrayed and retractably clawed feet allow the gambado to rapidly shift direction or stop suddenly, and provide good traction during its springing travels.

A gambado's normal form of attack is to stand upright in its lair, which is a pit dug by it some 6 feet deep, with its head just at ground level and its leg contracted for springing. The gambado goes to considerable effort to construct a cover for its pit out of rock, wood, rags and old bones, with only a small hole in the center through which its skull head pokes out. An approaching adventurer will see only the skull, apparently simply lying on the ground. The cover will not support the weight of any creature larger than a wharf rat, and will not encumber the outward spring of the gambado when it strikes.

If a living creature comes within 4 feet or so of the skull head, the gambado will spring out and attack,

first biting with its ersatz head for 1-8 points of damage. Thereafter it will also attack with the claws on its hands, each of which inflicts 1-4 / points of damage. The gambado will flee rather than fight to the death.

**Habitat/Society:** If a gambado kills a victim, it will ignore all booty on the victim except coins, gems, and small pieces of jewelry. These are compulsively sorted by type and color, grabbed back up to be fondled and held up to the light, then compulsively resorted again. Finally, the objects are taken into the pit and stored, although sometimes artifacts are scattered about or left on the ground in order to attract curious future victims. The gambado eats its victim, then laboriously reconstructs the cover for its lair, retreats into its lair to digest its meal, and awaits further prey. Gambados can go for several months between major meals. At least once every 10 days, the gambado will uncover its hoard and compulsively sort and admire the various objects again.

Though once thought to be solitary creatures, gambados are now often found in groups. Apparently, if a location is successful in terms of food and booty, a gambado will return to its former lair to collect its family to dig lairs in the immediate vicinity. In places where bones are common, as many as eight gambados may be found to have dug pits close together. Some believe that gambados communicate with one another through a quiet strumming of the ground, using extremely rapid and minute movements of their springing leg, although this may be nothing more than a means of keeping the leg muscles exercised and ready for action during long periods of waiting.

**Ecology:** The hide of the gambado's springing leg is naturally somewhat elastic. This elasticity makes cylinders of the hide useful as connectors to lengths of pipe and in similar applications. Gambado lairs are relatively easily noticed and avoided by those who have previously been victims of their traps. If left undisturbed, they may have the effect of guarding the rear of a passing party from less intelligent wandering monsters.

# Gibbering Moulder

<b>Climate/Terrain:</b>	Any/swamp, underground
<b>Frequency:</b>	Very rare
<b>Organization:</b>	Solitary
<b>Activity Cycle:</b>	Diurnal
<b>Diet:</b>	Omnivore
<b>Intelligence:</b>	Semi (2-4)
<b>Treasure:</b>	Q
<b>Alignment:</b>	Neutral
<b>No. Appearing:</b>	1
<b>Armor Class:</b>	1
<b>Movement:</b>	3, Sw 6
<b>Hit Dice:</b>	4+3
<b>THAC0:</b>	17
<b>No. of Attacks:</b>	6+
<b>Damage/Attack:</b>	1(x6)+1/round
<b>Special Attacks:</b>	Spit, babble, bite
<b>Special Defenses:</b>	Ground control
<b>Magic Resistance:</b>	Nil
<b>Size:</b>	M
<b>Morale:</b>	Very steady (13-14)
<b>XP Value:</b>	4 HD: 650 8 HD: 3,000



The gibbering moulder is an amoeboid form of life composed entirely of mouths and eyes. Its favorite tactic is to lie in wait with its eyes and mouths closed so that it appears to be a lump of earthy material, hoping to surprise creatures stumbling across it. Its only motive is to eat whatever is edible within reach, regardless of whether the food is animal, vegetable, or mineral.

Gibbering moulthers prefer to inhabit swampy or underground regions. They propel themselves by oozing forward, fastening several mouths to the ground and pulling themselves along. A moulder may move faster over fluid and viscous terrains, such as mud and quicksand, by swimming through the muck. Given time, moulthers alter the ground with their special ground control talent to allow this faster form of movement.

**Combat:** The brain of a moulder is located in its midportion, and its gelatinous body makes it difficult to strike this spot. The mutable nature of the monster gives it a high Armor Class.

The moulder attacks in three ways: babbling, spitting, and biting. When any edible object is sighted by a moulder, it may begin an incoherent gibbering that causes *confusion* (as per the spell) to all within a 60-foot radius unless a saving throw vs. spell is made. For each round that the gibbering is heard, those within range must roll another saving throw. Roll 1d8 for each confused character or being:

- 1 wanders aimlessly for one round,
- 2-5 stands stunned for one round,
- 6-7 attacks the nearest living creature for one round,
- 8 runs away in fear for two rounds.

The spittle of a gibbering moulder will burst into a bright flare if it strikes any hard surface. The resulting flash will blind characters looking at it if they fail to make a saving throw vs. petrification. The blindness lasts 1-3 rounds. The moulder may attempt to bite blinded opponents with a +2 bonus to its attack rolls. Blinded victims make attack rolls with a -4 penalty.

A moulder's best attack comes from reaching out and biting with six mouths per round. Each mouth that

hits on a die roll of 2 more than needed to hit attaches to the victim and drains an additional 1 hit point per round while attached; the next round, six new mouths attack the victim. When 3 or more mouths are attached to a single victim, that character must make a Dexterity ability check each round thereafter or slip. A felled roll indicates the character has fallen. The gibbering moulder will flow over the victim and bite with 12 more mouths, gaining a +4 bonus to strike its prone and held opponent. If given the opportunity, once it has pulled down one victim, a moulder will try to trap other prey.

When victims reach 0 hit points, they are absorbed into the moulder, giving it another mouth and pair of eyes per victim. Each time a victim is absorbed, the moulder also gains 1 hit point permanently, up to the maximum for its HD. Only living flesh can be absorbed like this - dead, unliving, or undead creatures are not affected.

A moulder always liquefies the ground and stone within a 5-foot radius of itself and can control the consistency of this material by changing it to doughy, tarry quicksand. It requires 30 seconds to alter earth to quicksand, and a full round to mutate stone to earth.

**Habitat/Society:** Like other amoeboid life forms, gibbering moulders reproduce by asexual fission. When a moulder has absorbed enough victims to gain its maximum hit points, it splits into two moulders. Each moulder is a 4+3 HD monster; one has 17 hit points, the other 18 hit points. Because this process takes about four hours, the moulder usually retreats to some small dark den before the fission begins. When the two new moulders recover at the end of the dividing process, which takes 7+3d12 turns, each seeks its own new territory.

Gibbering moulders not only avoid each other's hunting territories, they avoid all physical contact with one another and never fight one another over territory or food. It is believed that bringing two moulders in physical contact forces them to merge, creating a larger creature with twice the size, HD, and number of attacks, but half the already slow movement of the parent monsters. These great beasts strip the land of anything edible so quickly that they generally die of starvation as soon as prey becomes scarce.

**Ecology:** Gibbering moulders are unnatural creatures, usually created by foul sorcery and kept as guards by mages or obscene cults. Although they can survive in the wild, they are more scavengers than hunters, and rarely establish reproducing populations in any but the lushest swamps.

# Gibberling

<b>Climate/Terrain:</b>	Temperate/forest and subterranean
<b>Frequency:</b>	Uncommon
<b>Organization:</b>	Herd
<b>Activity Cycle:</b>	Night
<b>Diet:</b>	Carnivore
<b>Intelligence:</b>	Low (5-7)
<b>Treasure:</b>	Nil
<b>Alignment:</b>	Chaotic neutral
<b>No. Appearing:</b>	40-400
<b>Armor Class:</b>	10
<b>Movement:</b>	9
<b>Hit Dice:</b>	1
<b>THAC0:</b>	20
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1-8 (weapon)
<b>Special Attacks:</b>	Mass assault
<b>Special Defenses:</b>	Nil
<b>Magic Resistance:</b>	Nil
<b>Size:</b>	S (4' tall)
<b>Morale:</b>	Irregular (5)
<b>XP Value:</b>	15



The first impression one has of gibberlings is of a writhing mass of fur and flesh in the distant moonlit darkness. This pandemonium is actually a mass of pale, hunchbacked humanoids with pointed canine ears and black manes surrounding their hideous, grinning faces. Their eyes are black, and shine with a maniacal gleam. They carry short swords in their overly long arms as they lope ever faster forward. They have no thought of safety, subtlety, or strategy, leaving others with no hope of stopping their mass assault.

**Combat:** Gibberlings attack in great numbers, uttering ghastly howls, clicks, shrieks, and insane chattering noises which cause even the boldest hirelings to check morale each round. PCs need only make a morale check if it is appropriate to their characters. The screaming mob is completely disorganized in form and random in direction.

The gibberlings attack with common swords, but such is their skill and practice in using these weapons that they are +1 to hit. Their forward motion slows only long enough to kill anything moving, then continues onward, their bloodlust apparently unabated. They always fight to the death. All food in their path is devoured, including the fallen among their own number, and any unfortified building or objects in their way are generally wrecked.

The only true hope of survival, should a herd of gibberlings be encountered, is to take strategic advantage of their fear and detestation of bright light. The gibberlings generally frequent only dense forests and subterranean passages, loathing bright light of all kinds, and are particularly afraid of fire. Although their mass attacks would quickly overwhelm someone wielding a torch, a bright bonfire or magical light of sufficient intensity will hold them at bay or deflect their path.

**Habitat/Society:** It is difficult to imagine a gibberling social structure. It can be roughly compared to the social structure of lemmings throwing themselves into the sea or of a school of piranhas in a feeding frenzy. There is no sense, no organization, and no individuality. Though they clearly have a primitive means of communicating among themselves, they have no discernible language.

Gibberlings traveling aboveground invariably burrow into the ground to hide during the daytime, and it

is at such times that they are most vulnerable. They can easily be tracked by the path of chaos and destruction they leave, and can be quickly dispatched while they lie dormant just beneath the surface of the ground. If uncovered, they awake, but generally cower in fear at the bright light surrounding them, and so are easy prey. Subterranean gibberlings may burrow into the ground or may simply lie down in a curled, fetal posture at times of rest. They awake suddenly as a group and burst in unison out of the ground, howling and gibbering in a most frightful way.

If captured, these strange creatures speak only their own incomprehensible gibberish, and show neither the patience nor the inclination to learn other languages or communicate whatsoever with their captors. Instead, they beat against their cages and fling themselves at barred windows and doorways in pitiful attempts to escape their captivity.

It is unclear how or when or even if gibberlings procreate.

**Ecology:** Attempts to find gibberlings' lairs have inevitably led to subterranean passages where the trail is eventually lost in the deepest rock-floored recesses of the caverns.

Gibberlings require a prodigious amount of food to support their manic nocturnal existence, stripping to the bone anyone or anything that should fall in their path. Their fur is commonly infested with lice and other pests picked up during their burrowed slumber. Their hides are vile and worthless. Gibberlings carry no treasure or other useful items. Their swords are of the commonest variety, with no markings or decoration, and are often pitted and dull. In short, gibberlings serve no purpose and no known master, save random death in the night.

# helmed horror

<b>Climate/Terrain:</b>	Any
<b>Frequency:</b>	Rare
<b>Organization:</b>	Special
<b>Activity Cycle:</b>	Any
<b>Diet:</b>	Nil
<b>Intelligence:</b>	High (13-14)
<b>Treasure:</b>	V
<b>Alignment:</b>	Neutral
<b>No. Appearing:</b>	1-20
<b>Armor Class:</b>	2
<b>Movement:</b>	12, FL 12 (A)
<b>Hit Dice:</b>	4+1 per level of creator
<b>THAC0:</b>	12
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	By weapon type, or 1-4
<b>Special Attacks:</b>	Nil
<b>Special Defenses:</b>	See below
<b>Magic Resistance:</b>	Special
<b>Size:</b>	M
<b>Morale:</b>	Special
<b>XP Value:</b>	2,000



Often found as guardians, these automatons usually appear as warriors completely clad in plate mail. A horror is merely animated, empty armor, linked by magical forces. The process of creating a helmed horror results in silent, intelligent guardians, capable of independent reasoning.

**Combat:** Helmed horrors (also called shadowguards) can use all weapons allowed to fighters and employ all magical items that do not need verbal commands or contact with living flesh to function (ointments and potions, etc.). Horrors cannot cast spells or conduct magical research,

Helmed horrors are not undead or summoned creatures and cannot be turned. Horrors can see invisible creatures and objects up to 120 feet away and have infravision effective to the same range. The senses of a horror permeate its entire form; a “de-helmed” horror can fight on.

Portions of a horror’s body that are separated from the main suit of armor cease to move and cannot fight. If brought back into contact with a horror, they will reattach. A horror can never collect lost pieces after a battle and hold them for reattachment, although others can. A horror heals lost hit points at the same rate as a living, resting human does by restoring linking energies and mangled armor.

Helmed horrors are able to stand through magical *levitation*. Thus, they can walk on air or above surfaces, or function without any legs at all. This levitation allows flight at the movement rate given in their statistics, but it does not allow riders. A falling horror is always protected as if by a feather fall spell. Horrors can carry up to up to 200 lbs. of living or nonliving matter when on foot, but only 100 lbs. of nonliving matter if “flying”.

A helmed horror is fearless and cannot be mentally controlled or influenced by magical or other means that work on the mind or senses. A horror can be contacted by means of *ESP* or similar spells, but it cannot be affected by illusions or enchantment/charm magics.

Any mental contact with a horror allows it to read the current surface thoughts and emotions of the being contacting it, despite any defenses. This ability has allowed horrors to anticipate treachery and attacks and

always allows them to unerringly judge the sincerity of an encountered creature.

*Magic missile* spells cast at a horror serve to heal it of any damage by restoring its bonding energy. Excess hit points are not gained by a horror, but instead are always reflected back 100% at the caster.

**Habitat/Society:** Created to have iron-strong loyalty, helmed horrors are seldom self-willed wanderers. Instead, they serve as guardians long after the death of their creators or masters, tirelessly manning posts in crumbling ruins, tombs, or forgotten tunnels. Some have been known to avenge a slain creator, following orders instilled in them. Some revenant horrors have traveled across the Realms to fulfill their duty.

In some cases, however, the orders of a horror allow it autonomy in the absence of commands, or are simply silent on the subject of a horror's freedom. If not specifically commanded to cease existence at the death or behest of their creator, horrors will continue operating until destroyed.

**Ecology:** The process of creating helmed horrors remains secret, but is known to require a priest of at least 7th level, some assistance from a wizard, and physical, nonmagical armor of any sort.

The creator of a horror instills in it a set of orders or commands that govern its freedom, behavior, and limitations. These vary considerably from horror to horror. The orders of a specific horror cannot be changed once given. Dangerous loopholes in a horror's orders may bring its loyalty into serious jeopardy; instilling orders in a horror is as delicate as wording a wish spell.

Preceding its orders, a horror can be made immune to the effects of three specific spells when created (typically fireball, heat metal, and lightning bolt). These spells must be named by the creator (who need not be able to cast them or have access to them) and cannot be changed thereafter. A horror's orders can never increase its spell immunity beyond three specific magics and their equivalent magical item effects.

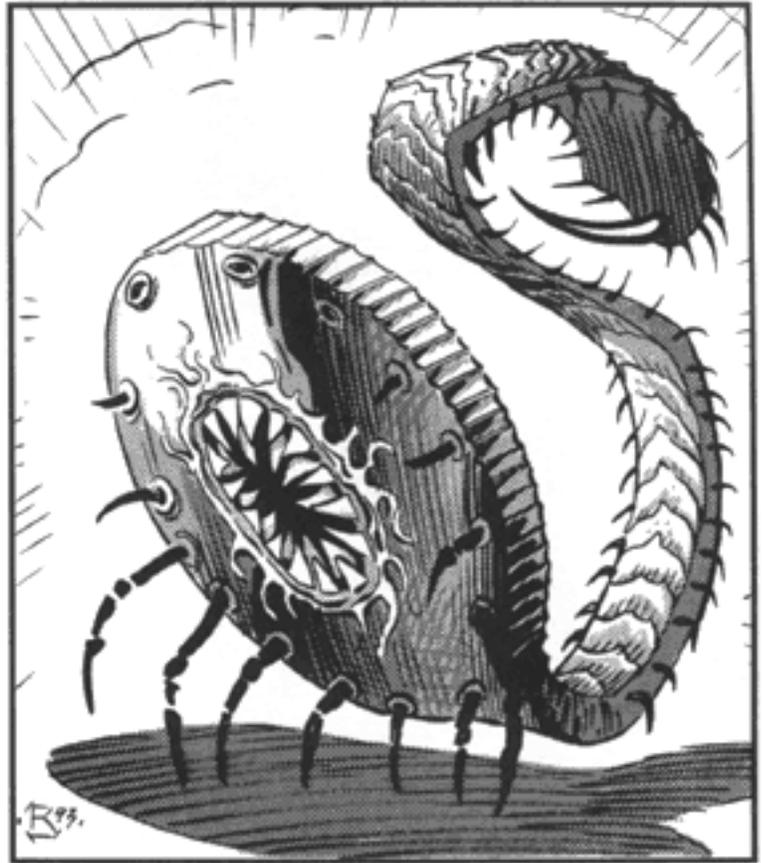
Horrors do not sleep, eat, or speak, and cannot feel pain. They are ideal guardians, for their loyalty is total and devoid of ambition or emotion. If commanded by a being possessing telepathy, they can communicate, and a garrison of horrors can be coordinated into a well-organized fighting band.

### **Battle Horrors**

A few modified helmed horrors with magical powers have been encountered. These battle horrors are identical in appearance to helmed horrors, but have the following magical powers: *dimension door* up to 60 yards distant, once per day; blink for up to 1 turn, once per day (a horror cannot cease blinking and start again, even if it has not used a full turn); and cast *magic missile*. A horror can unleash two 2-5-hp *magic missiles* every 3 rounds with a range of 70 yards. Battle horrors have a lawful evil alignment and a typical XP value of 4,000.

# lock lurker

<b>Climate/Terrain:</b>	Any land
<b>Frequency:</b>	Rare
<b>Organization:</b>	Solitary
<b>Activity Cycle:</b>	Any
<b>Diet:</b>	Carnivore
<b>Intelligence:</b>	Low (5-7)
<b>Treasure:</b>	Nil
<b>Alignment:</b>	Neutral
<b>No. Appearing:</b>	1
<b>Armor Class:</b>	3
<b>Movement:</b>	8
<b>Hit Dice:</b>	1+3
<b>THAC0:</b>	17 (sting), 19 (bite)
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1 (bite) or 6-9 (sting)
<b>Special Attacks:</b>	Paralyzing venom
<b>Special Defenses:</b>	Partial etherealness
<b>Magic Resistance:</b>	Nil
<b>Size:</b>	T (1" diameter, tail 1' long)
<b>Morale:</b>	13
<b>XP Value:</b>	175



The tiny lock lurker is the bane of thieves, and is often placed as a guard against such infiltrators. Lock lurkers look like coins—cold, hard, coppery or bronze discs (25% are silver or golden in hue). A lock lurker has two rows of tiny, retractable legs

on its underside, surrounding a razor-sharp iris of teeth. It has a lightning-fast stinger that can be up to a foot long, but this stinger is usually on the Ethereal Plane, invisible to observers on the Prime Material.

A human handling a lurker often thinks he has picked up a smooth, heavy coin. A sting advises him otherwise. Lurkers have been known to be carried with other coins until reaching a place where easy targets will come near. Unless it strikes metal, the lurker's bite and sting are silent.

**Combat:** A lurker's teeth can bite through hide, hair, skin, or leather armor, but not metal. Its bite causes 1 point of damage.

A lurker's stinger strikes as if the creature were a much more powerful monster. The stinger can attack creatures in the Ethereal Plane, and materializes on the Prime Material plane only when the lurker launches an attack. The strike is powerful enough to pierce any armor and to stun opponents of less than man size for 1-2 rounds. It causes 1d4+5 points of damage and injects a venom into the victim's bloodstream.

The venom reacts with blood to *slow* a victim (effects as per the wizard spell) on the round following the sting's strike. During that round, the victim's body reacts to the poison. She or he must make a saving throw. If the saving throw is successful, the victim is slowed for a second round, then recovers fully.

If the saving throw fails, the victim is immediately paralyzed for 1-6 hours, passes into a 1-2 round slowed state, then recovers. This paralysis is a rigid muscle lock affecting all limbs and extremities. A victim cannot be posed or easily dressed or undressed, and can easily be hurt if moved.

A lurker can sting 40+2d4 times per day without exhausting its poison. Venom and any food ingested by a lurker are both held in expandable body sacks on the Ethereal Plane, transferred to and from the Prime Material portion of the lurker in a way not fully understood.

A lurker's stinger can be attacked on the Prime Material Plane only if materialized there. On the Ethereal Plane, all parts of a lurker can be attacked unless it pulls itself fully into the Prime Material plane. This

requires an entire round, allowing an ethereal attacker one unchallenged attack at it.

A lurker can transfer body material between the two planes despite any physical or magical restraints placed on it, but can never fully withdraw into the Ethereal Plane. Lurker attacks and venom have the same effects on both planes, and lurkers have 60'-range normal and invisibility on both planes. Lurkers can slowly regenerate lost or damaged body parts.

**Habitat/Society:** Lock lurkers are so named because they are often placed as guards on chests and doors to strike unwary interlopers through keyholes. Assassins have placed them under inkwells and pillows, in boots, and in other places convenient to a strike (so that the paralyzed target can be slain easily with no alarm being raised).

Lurkers are hermaphroditic; whenever two adults meet, they mate and go their separate ways. One to four months later, each lurker lays an egg sack of 1d12x10 tiny eggs, 60% of which are fertile. Untended, these hatch in 1-6 weeks, typically producing 3d6 offspring. These eat the unhatched eggs (and sometimes each other) until they are fully mobile, then wander off in search of food. They never fight other lurkers and mature within seven years.

**Ecology:** Lurkers are usually placed as guards, but when one does escape into the wild, it does not so much hunt as, well, lurk. Like some spiders, lurkers seem to prefer lairing in civilized habitations and preying on insects, rodents, and other small creatures.

Lurker venom is valued as an ingredient in inks, potions, and processes concerned with slow effects. Their bodies are a preferred ingredient in *oil of etherealness*. A largely intact body is worth 2 gp (6 gp if the stinger is intact). Lock lurker venom (a clear, gummy fluid that smells like seaweed) brings about 10 gp per flask (from the few alchemists who recognize it). Lurker egg sacks bring about 25 gp on the open market.

# Naga, Dark

<b>Climate/Terrain:</b>	Any land except arctic
<b>Frequency:</b>	Very rare
<b>Organization:</b>	Works for others
<b>Activity Cycle:</b>	Any
<b>Diet:</b>	Carnivore
<b>Intelligence:</b>	Exceptional (16)
<b>Treasure:</b>	S,T,W
<b>Alignment:</b>	Lawful evil
<b>No. Appearing:</b>	1-3 (usually 1)
<b>Armor Class:</b>	6
<b>Movement:</b>	13
<b>Hit Dice:</b>	9
<b>THAC0:</b>	11
<b>No. of Attacks:</b>	2
<b>Damage/Attack:</b>	1-4/ 2-8
<b>Special Attacks:</b>	See below
<b>Special Defenses:</b>	Nil
<b>Magic Resistance:</b>	Nil
<b>Size:</b>	L (up to 12' long)
<b>Morale:</b>	Champion (15)
<b>XP Value:</b>	4,000

Dark nagas are fey creatures who have human-like faces (with tanged mouths) on leathery, snake-like bodies. Dark nagas tend to be black, purplish-black, or very dark blue in hue, and their crested heads and smooth, almost invisible scales make them look like gigantic eels more than snakes.



**Combat:** Dark nagas have natural ESP powers (80' range), and use this ability constantly. Dark nagas have a (nonpoisonous) bite and a poisonous tail sting; the barbed stinger does physical damage, and any being struck must save vs. poison or take 1-2 points of additional damage and fall into a drugged sleep (onset time 1 round, sleep lasts 2d4 rounds).

The most feared ability of dark nagas is their power to wield magic. A dark naga casts spells as a 6th-level wizard (4, 2, 2) and employs spells which only require a verbal component, or spells which they have modified so that the somatic component can be used by their serpentine bodies. The cost of acquiring or developing such spells can often force dark nagas into servitude to a stronger evil creature or into the life of an adventurer.

Dark nagas are immune to the effects of all known (normal and magical) acids, venoms, and poisons. Some have been known to swallow poisons and act as a courier, spitting up the dangerous liquid when they deliver it to its destination. They can spit poison that they are so dairying up to 10' distant at any opponent; this requires a successful attack roll, and takes the place of their bite, though a naga can elect to bite and then release the poison as it does so, combining the damage.

In battle, a dark naga may use its sting and either a spell or a bite in the same round. If space permits, the naga can direct its sting and bite against the same foe, but it is readily intelligent enough to direct attacks at multiple opponents.

Dark nagas cannot have their mind's read; their *ESP* ability somehow renders them immune to the *ESP*-like probes of others. They are subject but resistant to charm, sleep, hold and similar enchantment/charm spells, receiving a +2 bonus to all saving throws against this school of magic.

**Habitat/Society:** Dark nagas lair in rocky places, such as caverns or ruins; they like to have a home where they can hide things (such as treasures and spell books), that has more than one entry or exit, and that has at least one place narrow enough that they can block it with their body and single-handedly fight off intruders. Dark nagas are fond of traps and will devise these or hire other creatures to install them whenever possible.

Dark nagas tend to be loners, but can form stable family groups of two or three. They are hermaphroditic, and give birth to a squirming mass of many wormlike young which they promptly abandon to fend for themselves. Since they are intelligent enough to know they can prevail against few creatures in the Realms alone, dark nagas work with other evil creatures, such as ores, hobgoblins, drow, beholders, and the like. They like to fill the role of commander and magical strike force, perhaps in a sergeant-like intermediary rank under a more powerful ruler. They are wise enough to adopt (at least superficially) the beliefs and rules of whatever group they join.

**Ecology:** Dark nagas do not willingly eat other dark nagas, but they will eat just about anything else, both alive and dead. They eat a few lichens and the occasional green plant, but their main diet is meat. They especially prize hot, still-fresh blood.

Dark nagas spend their lives outwardly working with or serving others. Whenever possible, however, they also pursue private goals, which may be as whimsical and odd as some human goals (to cover a desert valley with trees, for instance), but always include increasing their personal power by acquiring new spells and magical items. Dark nagas are quick to plunder fallen foes, swallowing items, scrolls, and spell books to spit forth later-for all dark nagas have a bag-like internal organ that they can use to carry things. This organ has thick, rubbery air-sac walls to protect the naga against sharp points and the like. It also protects the cargo against digestive juices, and has the unusual side effect of shielding magic inside it from all detection spells.

# Nishruu

<b>Climate/Terrain:</b>	Any
<b>Frequency:</b>	Very rare
<b>Organization:</b>	Solitary
<b>Activity Cycle:</b>	Any
<b>Diet:</b>	Magic
<b>Intelligence:</b>	High (13-14)
<b>Treasure:</b>	Nil
<b>Alignment:</b>	Chaotic neutral
<b>No. Appearing:</b>	1
<b>Armor Class:</b>	10
<b>Movement:</b>	6
<b>Hit Dice:</b>	9
<b>THAC0:</b>	12
<b>No. of Attacks:</b>	0
<b>Damage/Attack:</b>	Nil
<b>Special Attacks:</b>	Absorbs magic
<b>Special Defenses:</b>	See below
<b>Magic Resistance:</b>	See below
<b>Size:</b>	L (12'-diameter sphere)
<b>Morale:</b>	Champion (16)
<b>XP Value:</b>	2,000



These weird creatures are believed to come from an alternate Prime Material Plane. Known to sages of old as Eaters of Magic, they feed on magical energy and are greatly feared for the damage they can do.

Nishruu appear as silent, amorphous bodies of red, breathable mist, lacking visible organs or features. Nishruu glow, pulsing regularly as they drift about, and can seep through finger-width cracks. They will always move towards the greatest concentration of magic within 60 feet.

**Combat:** Aside from their effects on magic, nishruu do no damage to objects or beings. Fire and physical attacks affect them normally; hits are automatic if an attacker is enveloped by a nishruu. Cold does half damage, but magical fire, heat, and cold cannot form within a nishruu. If magical fire or cold contacts a nishruu from outside its body area, it is absorbed harmlessly after dealing one round of damage.

Nishruu ignore physical attacks, moving fearlessly and relentlessly towards sources of magic. Mind control spells and illusions do not affect nishruu.

Any spell cast at a nishruu will be absorbed by it, having no effect except to give the creature life energy equal in hit points to the damage the spell normally does. A nondamaging spell gives a nishruu extra hit points equal to its spell level.

Chargeable magic items are drained of 1-4 charges on contact with a nishruu; if contact is continuous, the drain occurs again at the end of every second round. Nonchargeable magical items have their powers negated for 1-4 rounds after contact; if used when in contact with a nishruu, potions and scrolls suffer a delay of 1-4 rounds after contact ceases in taking effect.

Artifacts become nonoperational at all times while in contact with a nishruu and for 1 round after contact with a nishruu ceases. Spellcasters of all classes who are enveloped by a nishruu lose one memorized spell (determine randomly) at first contact and one per round of contact thereafter. Each time a loss occurs, the spellcaster must make a successful saving throw vs. breath weapon or be feebleminded.

**Habitat/Society:** Nishruu are solitary creatures that are not native to this Prime Material Plane. They cannot

voluntarily transfer magical spells or charges to another being. Salt, both rock salt and sea salt, is deadly poisonous to nishruu. A handful of flung salt typically does a nishruu 2d10 damage. Salt can therefore be used to confine or herd such creatures, for they will not willingly come into contact with it.

**Ecology:** Nishruu feed on magic, drifting endlessly and relentlessly about in seemingly aimless searchings for it. These creatures can actually detect the presence of magical energy within 600 feet or so, and will always move towards the most powerful, plentiful, or nearest source of magical energy. No upward limit for energy absorption is known, nor is a nishruu known to have starved from lack of magic. Most sages believe that sunlight and moisture may also sustain these beings.

When a nishruu is slain, its body will dissipate, losing luminosity and hue and appearing to sink into the ground. Any magical item within its body area when it is slain, or any magical weapon slaying it, even if no longer within the body will receive a magical bonus of 1-6 additional charges or a second use in the case of items that can normally be used but once (such as arrows and scrolls). Potions, memorized spells, artifacts, and items that do not have charges will not be augmented. When a nishruu is released, it proves a menace to all magic-using beings of the Realms until destroyed. It will drift along after those who released it, hoping they will lead it to one source of magic after another.

# quaggoth

<b>Climate/Terrain:</b>	Underdark
<b>Frequency:</b>	Rare
<b>Organization:</b>	Tribal
<b>Activity Cycle:</b>	Any
<b>Diet:</b>	Carnivore
<b>Intelligence:</b>	Low (5-7)
<b>Treasure:</b>	Nil (O,R)
<b>Alignment:</b>	Neutral
<b>No. Appearing:</b>	2-24
<b>Armor Class:</b>	6
<b>Movement:</b>	12
<b>Hit Dice:</b>	2+2
<b>THAC0:</b>	19
<b>No. of Attacks:</b>	2 or 1
<b>Damage/Attack:</b>	1-4/ 1-4 or by weapon
<b>Special Attacks:</b>	Berserk rage
<b>Special Defenses:</b>	Immune to poison
<b>Magic Resistance:</b>	Nil
<b>Size:</b>	L (7' tall)
<b>Morale:</b>	Elite (15-16)
<b>XP Value:</b>	175
Jald:	270
Thonot:	1,400



Quaggoths are humanoids with long, shaggy, white hair covering their entire bodies. They wear no clothing. Warlike and vicious, they roam the Underdark looking for prey. Drow sometimes enslave them and use them as guards and spider handlers.

Quaggoths speak a halting form of undercommon and can grasp only simple concepts. More intelligent quaggoths may also speak a few words of duergar, drow, or common.

These aggressive beasts have infravision with a range of 120'. They are immune to all poisons.

**Combat:** Quaggoth tribes claim a certain territory as theirs and patrol it, hunting for food. Any detected animals or creatures (such as a party of adventurers) invite certain attack. Most tribes (70%) of quaggoths do not carry weapons, and inflict 1-4 points of damage with their claws. The remainder of quaggoth tribes carry stone clubs or axes. Those quaggoths that are or have been drow slaves carry superior weapons, such as steel battle axes or two-handed swords.

If a quaggoth is reduced to 25% or less of its original hit points, it enters a berserk fury and receives a +2 bonus to its attack and damage rolls. This rage lasts until the quaggoth dies or all enemies are dead or out of sight.

For every 12 quaggoths encountered, there will be a leader, or jald. Jalds have 3+3 Hit Dice and wear leather or skins, making them AC 5. In addition, they gain a +1 bonus to damage rolls. Jalds direct combat; if no jald is present, the quaggoths will fall upon their prey, whatever it is, in an unorganized manner. Any quaggoth tribe has a 20% chance of having one or two thonots. A thonot is the quaggoth equivalent of a shaman. Thonots use psionics if the DM is using psionic rules within his or her campaign, priest spells as if they were 3rd-level clerics if not. A thonot will use its abilities to aid the tribe in combat, to escape, or to heal.

If quaggoths win combat, they take all bodies, including those of other dead quaggoths, to their lair and devour them.

**Habitat/Society:** Quaggoths are nomadic hunters. They change territories periodically. In each new territory,

they claim a central cave as a lair, leaving treasure with a few guards. The rest of the tribe hunts, returning periodically to rest and change guards.

Females are equal to males in numbers and abilities in a quaggoth tribe. For every adult quaggoth, there will be one young. Half of these young are unable to attack or defend; the other half have 1+1 HD and the same AC and attacks as adults.

Thonots control what passes for religious life among quaggoths. They oversee what few rituals there are. Those rituals which are known include the daily preparation for hunting, coming of age, and death (a brief whistling to send the spirit away before the rest of the quaggoths eat the body).

Quaggoths can mate at any time of the year. They are not known to have any courtship or mating rituals. Young are born about 10 months after mating. Births are usually singular, but twins are not uncommon.

The origin of quaggoths is unknown. Some sages claim that they were once a semicivilized race which dominated much of the Underdark through conquest and ritual sacrifice until the drow, duergar, and other races broke their power. Others speculate they had some sort of civilization on the surface and were driven underground. This theory is supported by the quaggoths' hatred for surface-dwelling dwarves and elves.

**Ecology:** Quaggoths produce a few artifacts, for the most part crudely carved stone items. A few seem to be talented at making necklaces with wooden, bone, or stone beads. Quaggoths fear no creature. Though they are dangerous hunters, they are just as often prey for other predators of the Underdark. Quaggoths can be trained as servants and guards if captured early in life.

# skum

<b>Climate/Terrain:</b>	Tropical/temperate subterranean
<b>Frequency:</b>	Very rare
<b>Organization:</b>	Brood
<b>Activity Cycle:</b>	Night
<b>Diet:</b>	Omnivore
<b>Intelligence:</b>	Animal to average (1-10)
<b>Treasure:</b>	Nil
<b>Alignment:</b>	Lawful evil
<b>No. Appearing:</b>	2-8
<b>Armor Class:</b>	7
<b>Movement:</b>	6, Sw 15
<b>Hit Dice:</b>	2+2
<b>THAC0:</b>	17
<b>No. of Attacks:</b>	5
<b>Damage/Attack:</b>	2-16/1-6/1-6/1-8/1-8
<b>Special Attacks:</b>	Nil
<b>Special Defenses:</b>	Nil
<b>Magic Resistance:</b>	See below
<b>Size:</b>	M (4-6' tall)
<b>Morale:</b>	Steady (11)
<b>XP Value:</b>	175



Skum are a race bred by the aboleth from human, demihuman, and other humanoid genetic stock as beasts of burden. Skum do not resemble their ancestors. They have an aboleth-like tail and four extremely strong limbs, each ending in a webbed

paw which has two fingers and an opposable thumb. Each digit ends in a retractable claw. A skum's body is covered with a clear, slimy, hairless, gray-green membrane. While skum have no external ears, they are not deaf. In the water, they can hear twice as well as a human can in air. A skum's eyes are much like an aboleth's— an eerie shade of purple-red-hut are more spherical. Having been bred to function in the Underdark, skum have 60-foot infravision.

**Combat:** Skum are pure fighting machines and can attack three opponents at a time, though they usually choose to attack a single enemy. Skum males have an effective Strength of 18 and females have 18/50 Strength. Water is the skum's natural element, and when in water they can attack with their bite and all four limbs. On land, skums' large, buoyant bodies are clumsy, and they suffer a -2 penalty to their attack roll and can use only their arms and bite in melee. While in the presence of an aboleth, skum fight until they are victorious, slain, or ordered off by the aboleth. Skum can be trained to use weapons, but only awkwardly; skum fighting with a weapon suffer a -2 penalty to their attack rolls.

A female skum can carry as much as a heavy warhorse in water if the load is strapped to her back. Males can carry as much as a medium warhorse. On land, a skum can carry as much weight as a human with the same strength.

**Habitat/Society:** Skum are the end result of at least a millennium of careful breeding. They no longer resemble humanity in body or mind. The aboleth have removed what they regard as unnecessary parts—vocal cords, lungs, external ears, hair etc. The aboleth added what features they thought would be necessary for their servants, such as the tail for swimming and claws and teeth for fighting.

Most skum who still are controlled by the aboleth have low intelligence, but some have been bred to be even less intelligent. These individuals have only animal intelligence.

Skum tend to be as coldly logical as their limited intelligence allows. They have almost no emotions. They communicate with their aboleth masters and with each other through a limited form of telepathy (range 30 yards) that allows them to understand simple commands. Skum telepathy does not allow communications with races other than skum or aboleth. Skum minds are very susceptible to mental domination. They get no saving throw vs. the aboleth's enslavement power and save vs. all other enchantment/charm spells at -4.

**Ecology:** Skum breathe through the skin, but their outer membranes must be moist to do so. A skum out of water can breathe normally for half an hour before drying out; afterward, the skum suffers 3d4 points of damage each turn until it dies or returns to the water.

A skum female lays one egg at a time after a gestation period of about six months. The egg must incubate on land for four to six weeks, and the female usually buries it in sand. If possible, the parents remain nearby to guard the egg. Once hatched, the baby skum is nursed like a human infant and reaches maturity in three years. Skum can live to be about 30, but most die in combat much sooner than that. Only about 25% of the eggs laid mature into adults.

Skum have no natural enemies, but most land dwellers in the Underdark despise them. A skum unlucky enough to be captured by drow or duergar is in for a long and painful death. Svirfneblin usually take pity on skum captives. Kuo-toa are not known to hate skum, but no skum servant ever has been observed in a kuo-toa city.

Skum will eat anything they can catch, and the aboleth are not above letting them scavenge.

Although the aboleth cannot transform captive humans, demihumans, or humanoids into skum, they can change them so that their offspring will be skum. This practice has set many lurid tales circulating in the Underdark.

# Tressym

<b>Climate/Terrain:</b>	Any temperate land
<b>Frequency:</b>	Very rare
<b>Organization:</b>	Solitary
<b>Activity Cycle:</b>	Any
<b>Diet:</b>	Carnivore
<b>Intelligence:</b>	Very (11-12)
<b>Treasure:</b>	Nil
<b>Alignment:</b>	Chaotic neutral
<b>No. Appearing:</b>	1 (1-4)
<b>Armor Class:</b>	6
<b>Movement:</b>	6, Fl 16 (A)
<b>Hit Dice:</b>	2
<b>THAC0:</b>	17
<b>No. of Attacks:</b>	3
<b>Damage/Attack:</b>	1-2/1-2/1-4
<b>Special Attacks:</b>	Nil
<b>Special Defenses:</b>	Immune to poison
<b>Magic Resistance:</b>	40%
<b>Size:</b>	T (2' long, 2' wingspan)
<b>Morale:</b>	Elite (14)
<b>XP Value:</b>	270



Tressym are beautiful, fluffy, winged cats, closely related to the small, feral cats native to the woodlands of the Heartlands of the Realms - the cats domesticated by many in the Dales, Sembia, Cormyr, the Moonsea cities, and the Sword Coast. Tressym vary in the hues and fur-lengths of their coats as much as normal (wingless) cats do. Most resemble a short-haired gray, tabby, or black cat, with two batlike wings at their well-muscled shoulders.

Tressym wings have feathers. The leathery membranous wings are divided into arc-segments by hollow bones, rather like the elongated fingers of a bat divide up its wings, but the leathery membrane is covered in feathers.

**Combat:** Tressym stalk and pounce on prey, scratching and biting much as normal cats do, but with the added ability of flight, which makes them far more deadly to birds (and insects) of all sorts. They do not, however, seem to attack nestlings or despoil eggs. In battle, they are cunning-scratching at the eyes of opponents, for example, and learning danger quickly, so that a tressym that sees a wand fired by a wizard knows about the danger of sticks of wood held by humans for the rest of its life.

In addition to their 120' infravision, tressym can detect invisible objects and creatures up to 90 feet away. Tressym can also detect poison; through scent, taste, or touch, they recognize substances that are deadly to the intelligent races of the Realms. Tressym themselves seem to be immune to all known forms of poison.

**Habitat/Society:** Tressym are found on occasion in Eveningstar's streets and trees. Northern Cormyr is the only place where they seem to breed and gather, although individual tressym, both wild and domesticated, may be found all over the temperate Realms.

Villagers in Eveningstar feed tressym and try to prevent the worst of their vandalism and aerial catfights. At the same time, they try to prevent any large-scale or magically-assisted trapping and capturing of them. The locals value tressym for their owl-like rodent control in the fields. Most of the flying cats lair in nearby Starwater Gorge and hunt the farm fields night and day, avoiding local cats and dogs rather than fighting or

tormenting them.

**Ecology:** These cute, mischievous little terrors are semiwild and thought to be the result of some long-past wizardly experimentation.

They are known to live 20 years or more if they do not meet with misadventure, and are free to take shelter from, or fly away from, the worst winter weather. Tressym mate as often as normal cats and do not mate for life. They sometimes mate with normal cats, with whom they are fertile, but only 10% of such young will be tressym; the rest will be wingless. Tressym are quite intelligent and have been known to form strong friendships (and hatreds) with creatures of other races, such as humans and elves. Tressym have even been known to sacrifice themselves for those they love.

A few mages have sought these creatures as familiars. At least two wizards of Eveningstar (Lord Tessaril and Maea Dulgussir, who still conceals her magical skills from locals and visitors alike) have done so successfully. As familiars, tressym combine the sensory advantages of a cat and an owl, and have additional benefits: they are intelligent enough to carry and manipulate complex and delicate items (to an extent-they don't have opposable thumbs); they can observe and report events diligently; they can concentrate on a task at hand even when hormones or instincts provide strong distractions; and they can communicate to their masters the identifications of poisons - even harmful gases not intended as an attack. Tressym cannot confer or transmit any immunities against poison to another creature. They are not strong enough to fly with even a halfling aloft. They can fly hard enough to slow a halfling's fall to a 2d4 damage affair in descents of 90' or more, but can't lessen the damage suffered by any larger or heavier creature.

Tressym tend to get along with others of their kind when they meet, but they rarely lair or hunt together. They also peacefully ignore bats, griffons, and the like, but are the deadly foes of stirges and manticores (against whom they will gather with other tressym to fight). Some tressym enjoy teasing dogs, but usually not to the point where either animal could be truly endangered.