



HackMaster

HACKLOPEDIA OF BEASTS – VOLUME II

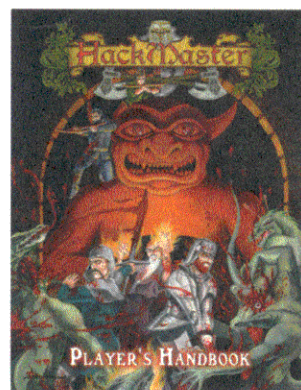
Cats, Small to Efreeti



HACKMASTER™ BOOKS

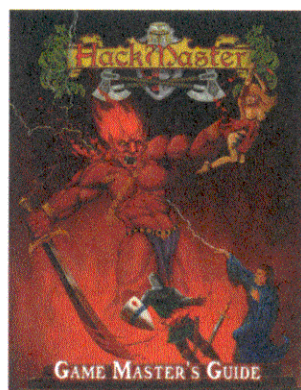
Player's Handbook

No player of HACKMASTER™ can exist without a copy of the HackMaster Players Handbook. Here within the hundreds of pages is a wealth of information on all aspects of the game, written for the use of the players. All important information needed during play is outlined and explained, including the generation of characters, their classes, skills, talents and proficiencies, equipment and weapons costs, and a complete descriptive treatment of over 600 magic spells used in the game.



Game Master's Guide

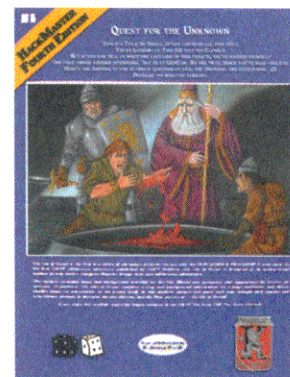
This huge book presents the Game Master with complete and detailed information on how to run a HackMaster game in dungeon and campaign form. It is a cornucopia of information on all the aspects of hackmaster and includes combat tables, monster lists and encounters, treasure and magic item tables and descriptions, random dungeon generation, instructions on gamemastering, a glossary and index, and much, much more. Like all of our books, this volume features a full color cover and illustrations throughout. The HackMaster Game Master's Guide is truly a landmark work on the art of fantasy gaming.



Quest for the Unknown

Many years ago, rumor has it, two noted personages in the area, a fighter of renown and a magic-user of mystery & power pooled their resources and expertise to construct a home and stronghold for the two of them to use as a base of operations. Word just reaching civilization tells of their demise. If only one had the knowledge and wherewithal to find their hideaway, there would be great things to explore.

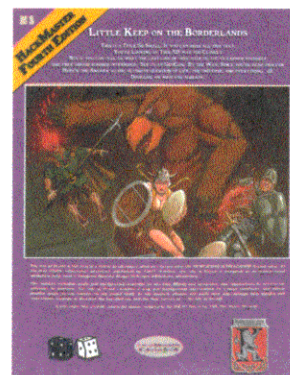
This is the first instructional module designed for use with HackMaster, filled with plenty of hacking for beginning players.



Little Keep on the Borderlands

You are indeed members of that exceptional class, adventurers who have journeyed to the Little Keep on the Borderlands in search of fame and fortune. Somewhere nearby, amidst the forests & tangled fens, are the chaotic caves where fell creatures lie in wait. Fate seems to have decreed that you are to become an adventurous band who must pass through many harrowing experiences together.

An exciting underground and wilderness setting provides plenty of adventure for novice and seasoned players alike!





Hacklopædia of Beasts Volume II

SPECIAL REFERENCE WORK

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

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* FOR GAMEMASTERS' EYES ONLY! *

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

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PUBLISHER'S NOTE:

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

Foreward

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

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

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

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

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

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

"Sir?"

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

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

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

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

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

"W-W-WHAT?"

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

"But where? How?"

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

So there you have it, friends. Welcome to the HackMaster™ 4th Edition Hacklopedia of Beasts™, Volume II. This is the second book in a gargantuan undertaking of publishing 1600 monsters in 8 volumes. Just like Gary™ Jackson® wanted. Oh, and keep in mind, this is HackMaster™. A rose by any other name might still be a rose but when it comes to the Hacklopedia™, one should never, ever dismiss the appearance of the ordinary. A Cockroach might still be a Cockroach but in Garweeze Wurld™, it's likely to pack a bit more bite than you're used to.

Game on!

Jo Jo Zeke

Jo Jo Zeke

Director of HackMaster™ Development
Hard Eight Enterprises®

Reality Check

A DISCLAIMER:

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

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

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

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

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

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

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How To Use This Book

Introduction

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

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

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

Other Worlds?

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

The Monsters

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

HACKFACTOR™: A monster's HackFactor is an indication of how tough the creature is measured by its ability to give as well as take damage in combat. This HackFactor can range from zero up to 400

or more! The GM would do well to refer to the HackFactor when planning a balanced campaign.

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

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

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

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

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

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

DIET: Every creature on Garweeze Wurld has to eat, and here you will find the food most suitable to that particular being. Carnivores eat meat, herbivores eat plants and omnivores will eat either. Scavengers primarily eat carrion, but tend not to be picky. If a monster does not fit any of these categories, the substances it requires for sustenance are described in more detail in the body text of the entry.

INTELLIGENCE: This score is the equivalent of a human "IQ." Certain monsters are instinctively cunning; these are noted in the monster descriptions. Ratings correspond roughly to the following

Intelligence ability scores:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

SPECIAL DEFENSES: The creatures of Garweeze World have evolved with skills and instinctual behaviors that are perfectly suited to self defense. Special defenses are listed in this field entry for easy reference, and are more fully detailed in the monster description.

MAGIC RESISTANCE: The magic resistance is listed here as a percentage chance that any magic cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the magic penetrates the resistance, the creature is still entitled to any normal saving throw

allowed. Creatures may have resistances to certain spells; this is not considered "magic resistance", which is effective against all spells.

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

HIT DICE: The number of hit points of damage a creature can withstand before being killed is measured with this entry. Unless otherwise stated, Hit Dice are 8-sided (1-8 hit points). To determine the creature's starting hit points, roll the number of Hit Dice indicated in this field entry, and add the results to 20.

Some creatures have specific hit points (or a range) instead of Hit Dice, and some have additional points added to their Hit Dice. Thus, a creature with 4+4 Hit Dice has 4d8+4+20 hit points (28-56 total).

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

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

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

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

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

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

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

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

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

as spell components. It is important to note whether special steps must be taken for the components to retain their potency.

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

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

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

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

Psionics

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

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

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

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

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

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

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

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

Cat, Small	Domestic	Wild	Elven
AKA: --			
HACKFACTOR:	0	1	6
EPVALUE:	7	35	650
CLIMATE/TERRAIN:	Any Inhabited	Any non-artic	Temperate forest
FREQUENCY:	Common	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Semi to Low (2-7)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1 (1-12)	1 (2-5)	1
SIZE:	T (1' tall)	T (1'-2' tall)	T (2' tall)
MOVEMENT:	9"	18"	18"
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Unsteady (8)	Pliant (10)	Courageous (14)
ARMOR CLASS:	6	5	4
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-2/1-2/1	1-2/1-2/1-2	1-2/1-2/1-3
SPECIAL ATTACKS:	Rear claw rake 1-2	Rear claw rake 1-2/1-2	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	20%
HIT DICE:	2-8 hit points	3-18 hit points	3+6

Cat, Small

DESCRIPTION: Domestic cats come in all shapes, sizes and colorings. Their hair can be long or short. Some are excellent rodent hunters. Wild cats resemble domestic cats but tend to be somewhat larger. Because they survive in the wild, these cats are often quite ferocious. Elven cats resemble small lynxes, with tufted ears and bobbed tails. Their dense fur is covered in stripes.

COMBAT/TACTICS: Most domestic cats do not attack, except in play. Even in play, they can do a minimal amount of damage with their claws or teeth. Wild cats are much fiercer, attacking whenever threatened. Elven cats are trained to fight for their masters.

All cats move with grace and stealth, gaining surprise 8 times out of 10. Cats are only surprised on a 2 in 10 chance. They can see in the dark, and that is when they are the most active, hunting prey and mating.

Cats attack with their claws and teeth. If they hit with their front claws, they can rake with the back. Cat's claws are retractable. They are agile climbers and can scale trees at half their normal movement rate. They can leap great distances to avoid obstacles or spring onto their prey. Cats always land on their feet.

Domestic Cats: These cats can boost their speed to 18" for 1-10 rounds. Mother cats will fight to the death to defend their kittens.

Wild Cats: These feral creatures are likely to attack the face of anyone they perceive as a threat. They have been known to frighten away much larger animals.

Elven Cats: Extremely stealthy, these cats impose -5 penalty to opponents' surprise rolls and are surprised only on a roll of 1. Elven cats can move silently 100% of the time and hide 90% of the time in wilderness areas. They are excellent climbers, and can leap 20 feet with ease. They also enjoy swimming. Additionally, they have limited ESP which can be used to determine the intent of anyone within 30'. They can use Enlarge

and Trip once per day, as well as Reduce and Tree twice per day, as a 9th level caster. The Enlarge spell doubles its Hit Dice and damage, while the Tree spell allows it to assume the form of a branch.

HABITAT/SOCIETY: Cats are common in settled regions. They make excellent pets, as they require little care and provide companionship and pest control. Farmers especially like them, as they cut down on grain loss due to rodents.

Wild cats are usually found on the fringes of society, scrounging for food. They can also be encountered in the wild, where they help cut down on the rodent population.

Elven Cats are highly intelligent and have their own language. They may also speak a crude Elven tongue and/or the language of their master. Some live with gnomes, brownies or other woodland creatures they could eat if they had to.

ECOLOGY: Cats are mammals, and eat mostly meat, but have been known to nibble grasses and even fruit on occasion. They have a particular love of the herb catnip.

Domestic/Wild Cat: Well-treated cats can live 15 years or more. Cat's gestation periods are about 3 months with 2-5 kittens per litter. Kittens are weaned at eight weeks old.

Elven Cat: These cats are bred by elves to aid in hunting. Elves are quite fond of their feline companions and will protect them even at extreme risk to themselves. Elven magic users often use these cats as familiars.



YIELD:

Medicinal: Nil

Spell Components: Using cat's eye doubles the duration of Clairvoyance, cat's paw is excellent for a Potion of Climbing.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Cataplasm

DESCRIPTION: The unusual creatures known as Cataplasms are not actually cats, though they resemble felines. Made of pure energy, they appear as brilliant light in the vague shape of a cat.

COMBAT/TACTICS: Cataplasms are summoned during great lightning storms, where they hide in the clouds until prey passes below. They then pounce on their prey, attempting to absorb whatever electricity they can. This can cause the victim's heart or brain to cease functioning. Any hit from a Cataplasm causes the victim to make two saving throws vs. death magic at +2. If the victim misses the first, but not the second, he will forget some random event, which will give spell users a 10% chance of forgetting 1-3 spells (spell level is irrelevant). If the victim misses the second one, but makes the first, he suffers chest pains and gets -2 to hit until the damage is cured using Cure Light Wounds or a similar spell. If both saving throws are missed, the victim must make a system shock roll or die.

Anyone not properly insulated who strikes a Cataplasm with a metal weapon takes half damage (1d4) from shock. Cataplasms strike opponents in metal armor as if they were AC 10 and studded leather or partial metal armor as AC 7.

Cataplasms are immune to electrical spells, fire spells, cold spells and spells that control animals or monsters. They are, however, vulnerable to large amounts of water and take 1-8 points of damage per cubic



Cataplasm
AKA: Electric Cat, Zap Cat
HACKFACTOR: 5
EP VALUE: 650
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Packs
ACTIVITY CYCLE: Any
DIET: Electricity
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 2-12
SIZE: S (2'-3' long)
MOVEMENT: 24", 6" Fly (D)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Half-hearted (9)
ARMOR CLASS: 10
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8
SPECIAL ATTACKS: Electricity
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Immune to certain spells
HIT DICE: 2+1

foot. Cataplasms get a saving throw vs. magic when a Create Water spell is cast against them. Lightning feeds them and, instead of damaging them, heals their lost hit points. Each point of lightning "damage" is actually a point of healing for the Cataplasm.

HABITAT/SOCIETY: Living in the Quasi-Elemental Plane of Lightning, Cataplasms come to the Prime Material plane either by accident or through summoning. The only trait they share with felines is their shape. Occasionally, they will be magically bound to an area to guard it, but unless prevented, they will destroy anything in the immediate vicinity. They do not value treasure, but can sense Wands of Lightning and will concentrate their attacks on any creature carrying such an item. Mages who shoot Lightning Bolts at Cataplasms may attempt to befriend them, although they do not communicate verbally.

ECOLOGY: Cataplasms are creatures of energy. If killed, they disappear and reformulate on the Quasi-Elemental Plane of Lightning.

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Nil

Catfish, Giant

DESCRIPTION: Avid fishermen often dream of the day they land the big one, but if they happen to land one of these monstrosities, they may wish it had been the one that had gotten away. These gigantic fish closely resemble normal catfish, except of course for size, including sporting a dangerous pair of barbs on both sides of their large mouths.

COMBAT/TACTICS: Giant Catfish swallow victims on a natural 20 or on any die roll that is 2 points more than the number needed to hit. The larger the fish, the greater the Hit Dice, and the larger the creatures it is able to swallow. The following is a list of the Hit Dice for Giant Catfish according to the types of creatures they can swallow:

Catfish	Food/Bait
7 hit dice	gnome, halfling
8 hit dice	dwarves
9 hit dice	small human, elf
10 hit dice	human

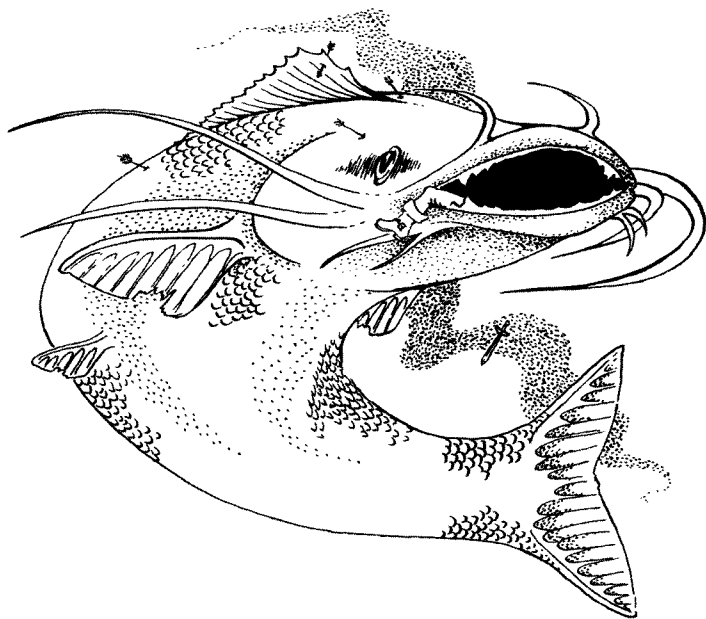
Catfish, Giant
AKA: --
HACKFACTOR: 8-12
EP VALUE: 975
CLIMATE/TERRAIN: Temperate to Tropical Fresh Water
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Scavenger
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: L (16'-24' long)
MOVEMENT: 18" Swimming
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Courageous (13)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-12
SPECIAL ATTACKS: Poison Spines, Swallowing
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: 7-10

Anyone swallowed by a Giant Catfish can only use dagger-sized weapons to cut his way out. For every round a creature is inside the fish, it will suffer one point of damage and have a 5% chance of suffocating. If a swallowed victim deals out 50% of the Giant Catfish's hit points from inside; the catfish will spit him free. People attacking one of these fish from the outside, when there is someone on the inside, have a 20% chance of injuring that person if they use a piercing weapon.

Giant Catfish can also attack with the spiny barbs around their mouths. They will thrash their heads from side to side, striking victims for 2-8 points of damage, with 1-4 additional points of damage if the victim misses a saving throw vs. poison.

HABITAT/SOCIETY: Giant Catfish need deep lakes and large rivers to live in, where they generally live alone because of their great size. Schools of these creatures would not survive for long together. These fish tend to fight one another as easily as they fight anything else. They are extremely aggressive. Occasionally, one can find treasure in the gullet of a Giant Catfish, possibly belonging to previous victims.

ECOLOGY: The only time Giant Catfish are seen together is when they are mating, for no more than five brief minutes in their lives. Females lay eggs on the bottom of a body of water, and leave them to fend for themselves.



YIELD:

Medicinal: Giant Catfish is delicious.

Spell Components: Any piece of these fish can be used for an Animal Growth spell of twice the normal duration.

Hide/Trophy Items: Mounted Giant Catfish are worth 100-700gp each.

Treasure: There is a 10% chance of finding between 1-4 low-value items in the beast's gullet. There is also a 1% chance that there will be an item worth 100gp or more.

Other: The bones of a Giant Catfish are perfect for enchanting. Bone weapons and items (up to two longswords worth of material) can be fashioned from a Giant Catfish. Harpoons fashioned out of Giant Catfish will have bonuses of at least +3.

Catoblepas

DESCRIPTION: One of the most unsightly creatures on Garweeze World, the Catoblepas looks to be part buffalo and part warthawg, with a little elephant or hippo thrown in for good measure.

The body resembles that of buffalo, while their four stumpy clawed feet have the characteristics of elephants. Also, its tail and neck are extremely long. At the apex of the creature's long, serpentine neck is one of the most hideous faces ever seen, resembling a warthawg. From its mouth protrudes an array of large, haphazard tusks, which are sharp and deadly, and add to the creature's asymmetrical appearance.

Catoblepas

AKA: Death Warmed Over
HACKFACTOR: 13
EP VALUE: 975
CLIMATE/TERRAIN: Any Swamp
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 1-2
SIZE: L (6' tall at shoulder)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 + stun
SPECIAL ATTACKS: Death Ray
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 6+2

COMBAT/TACTICS: The Catoblepas has several forms of attack, all of them devastating. Its massive long tail ends in a club-like bony protrusion which will stun those it hits 75% of the time, minus 5% for every level of the victim over one. If it attacks an animal in this way, it stuns 75% of the time, minus 5% for every Hit Die over one. Creatures so stunned will remain in this condition for 1-10 rounds. The Catoblepas may then decide to simply pummel the victim to death. This attack, however, is not its most deadly by far. The most damaging attack that a Catoblepas is capable of using is its Death Ray (range 60 yards), which is, as its name suggests, lethal.

If a party of adventurers surprises one of these horrible creatures, there is a 1 in 6 chance that someone in the group has met the monster's gaze. The Death Ray can still affect those who close or avert their eyes, but they must save vs. death magic (success results in no damage, failure results in death).

Since the neck of the creature is weak, it has only a 25% chance of raising its head and using the Death Ray after the first round of combat. If the creature and its target are both relatively still, the chance increases by 15% each round, dropping back down after the Death Ray is used. If the Catoblepas is forced to follow quick movements, it only has a 10% chance of raising its head. If more than one of these monsters is attacking, they will work together, attempting to catch their prey in a Death Ray crossfire.

HABITAT/SOCIETY: Catoblepas mate for life. Once a month they hunt for meat, otherwise they stay in their lairs. They usually inhabit sheltered places where the ground is firm. A Catoblepas will eat any living creature.

ECOLOGY: When a person encounters two Catoblepas at the same time there is a 10% chance of also finding a single offspring. There are varying theories as to the origins of these odd creatures. Some believe they are simply horrible mutations, while others think they are the products of chaos magic.

**YIELD:**

Medicinal: Catoblepas blood can be used to cure paralyzation.

Spell Components: The eyeballs can be used in a Death Spell in lieu of other components, but with a 10% chance of a spell mishap.

Hide/Trophy Items: The hide can be tanned into leather suitable for enchanted clothing.

Treasure: C

Other: The tail can be turned into an enchanted club of at least +1.

Cattle, Wild

DESCRIPTION: Herds of cattle roam the grasslands of Garweeze World, much like they do in other worlds. Their appearance is similar to common domestic cows. Dairy cows tend to have the classic black and white spotted hides, while beef and breeding cows tend to have woollier hides of reddish brown to black. Males are called bulls and have prominent horns that can be dangerous. Cattle stampedes are also dangerous to man and beast alike.

COMBAT/TACTICS: Cattle are normally gentle and non-threatening. Bulls, however, can be high strung and

Cattle, Wild

AKA: Rogue Cattle

HACKFACTOR: 3

EP VALUE: 270

CLIMATE/TERRAIN: Plains/
Savannah/Tropical

FREQUENCY: Uncommon

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 10-80

SIZE: L (5' at shoulder)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Unsteady (8)

ARMOR CLASS: 7

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6/1-6

SPECIAL ATTACKS: Charge

SPECIAL DEFENSES: Head is AC 4

MAGIC RESISTANCE: Standard

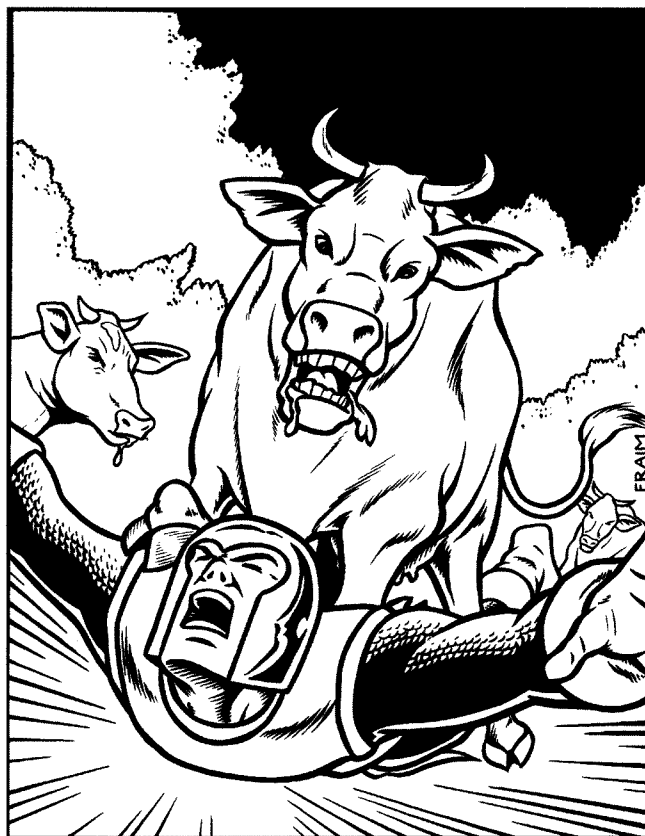
HIT DICE: 4

vicious on occasion. Swirling movements may agitate them, but it is a common fallacy that they are angered by the color red. Bulls are actually colorblind. If a bull charges and gores a character with its horns, it can do 3-18 points of damage. They need at least 30 feet of movement to build up an effective charge.

Stampedes can occur when a herd is spooked by loud sounds, or other perceived threats. Sometimes a Cattle stampede can be a warning that another, more fearsome monster is approaching. PCs caught in a Cattle stampede must make a Dexterity check at a -6 penalty for every round the Cattle are in the vicinity, or sustain 4-32 points of damage for 1-6 rounds from being caught underneath the pounding hooves. PCs injured by cows take a two-point hit to their Honor if anyone finds out about it.

HABITAT/SOCIETY: Some Wild Cattle (25%) are actually domestic cows that have escaped into the wild. These bovines have a morale of 14 (Brave) and will fight fiercely to prevent capture.

ECOLOGY: Female cows give birth in the spring, usually to just one calf at a time. The young cows feed from their mother's milk for about a year. Cows eat vegetation, and prefer tender grass and clover.

**YIELD:**

Medicinal: Nil

Spell Components: A pair of horns can be hollowed out and spoken through, enhancing the violent effects of a Knock spell, which has a 30% chance of breaking down the door.

Hide/Trophy Items: The hide can be cured into leather for all sorts of items, and fetches 10-20gp depending on size and condition.

Treasure: Nil

Other: Nil

Cave Chameleon	Large	Gargantuan
AKA:	Mouths of Death	Great Mouths of Death
HACKFACTOR:	12	26
EP VALUE:	975	6,000
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
SIZE:	L (6'-8')	H (12'-22')
MOVEMENT:	2"	4"
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Pliant (10)	Average (11)
ARMOR CLASS:	4	3
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3-12	4-24
SPECIAL ATTACKS:	Surprise	Surprise
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	6	12

Cave Chameleon

DESCRIPTION: These stony creatures are related to the Lurker Above and the Trapper, but instead of posing as a floor or ceiling, these creatures have mouths that resemble caves.

COMBAT/TACTICS: Cave Chameleons will always pick the darkest part of a well-traveled pathway through the underground to set their lairs. It is possible to see the rest of the cave beyond the Cave Chameleon, and they spend so much time waiting for their dinners to arrive that they sometimes (35%) are asleep when encountered.



Cave Chameleons blend in with their surroundings 80% of the time (add +20% for darkness, -10% for torchlight and -20% for daylight or equivalent).

These creatures wait for victims to step inside, and then they will bite, inflicting damage with their teeth, or they will simply shut their mouths, trapping victims inside. The biggest difference between a large Cave Chameleon and a gargantuan one is size, and damage done with the teeth. Gargantuan Cave Chameleons inflict more damage (4d6 to the Large Chameleon's 3d4).

While a victim is inside a Cave Chameleon, the chances for the Chameleon to remain camouflaged are halved (others may notice "something wrong" with the odd looking holes where the Chameleon's retractable teeth are hiding).

When attacking, Cave Chameleons collapse their mouths on their prey, surprising them at all times if not discovered before the attack. Dwarves and gnomes have a 1 in 10 chance of not being surprised. Victims trapped inside will need a Strength score of at least 17 to be able to maneuver in any way, and even then they can only fight with dagger-sized weapons. Victims who are unable to escape suffocate in 2-7 rounds. If the prey somehow escapes, Cave Chameleons are not equipped for chase. If cornered, they will fight to the death.

HABITAT/SOCIETY: Cave Chameleons are solitary predators with incredibly slow metabolisms and long life spans. If a battle is going against it, it will negotiate for its life with whatever treasure it has available. Older Chameleons have learned that it is smarter to hide their treasure in some place far from their lairs. Cave Chameleons have been known to trade with humans, demi-humans and humanoids for mutual benefit, but if the food supply runs low, the Chameleon will always break the truce.

ECOLOGY: Cave Chameleons have a hard, chitinous shell that grows thicker over time. Two Gargantuan Cave Chameleons will mate once a decade, creating a Large Cave Chameleon over the course of 2-4 years. Cave Chameleons are sensitive to magic and take +1 damage from magic weapons. However, they get a double benefit from any potions they imbibe and will employ them if able. Their only problem in doing this is that they are unable to identify potions unless they bargain for that information. Most of the time they simply take their chances and see what happens. This has been fatal on occasion.

YIELD:

Medicinal: Nil

Spell Components: The heart of a Cave Chameleon can be used for a Potion of Longevity. The eye can be used for a Detect Magic spell with no verbal component.

Hide/Trophy Items: Nil

Treasure: B (large), D (gargantuan)

Other: Due to their sensitivity to magic, the bony parts of a Cave Chameleon can be shaped into a wand, staff or rod and enchanted to Detect Magic with a 100% chance to identify the type of magic detected.

Cave Cricket, Carnivorous

DESCRIPTION:

All Carnivorous Cave Crickets are perfectly innocent looking insects, although somewhat larger than normal crickets. Their coloring is pale gray and white, and they make pleasant sounds by rubbing their back legs together. However, when they are in range of a warm-blooded animal or person, they will expose their fangs and attack in order to quench their craving for living flesh.

COMBAT/TACTICS:

Anyone approaching within 20' of a Carnivorous Cave Cricket will hear a pleasant chirping sound, which will grow louder each round until it is loud enough to drown out speech. This sound can normally be heard at ranges of up to 900 yards and thus has a 4 in 10 chance of attracting other predators.

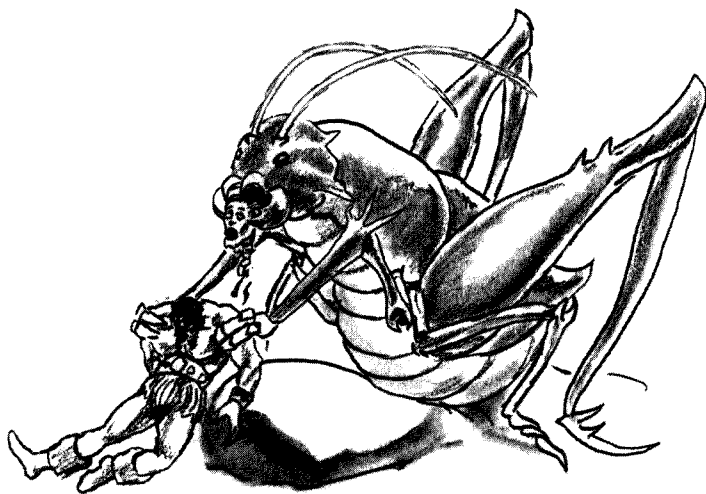
Should a victim get within 10', the insect will begin hopping and attacking. They will use their fangs predominately, but there is a 1 in 6 chance that the cricket will kick an opponent for an additional 1-6 points of damage during a feeding frenzy.

The ferocious crickets tend to concentrate their attacks on the most helpless, which they consider to be the victim who wears the least armor. Once an attack has begun, these ravenous creatures will abandon other opponents to begin feeding on the first opponent to fall. Cave Crickets have been known to strip bodies to their skeletons in a matter of 30 minutes.

HABITAT/SOCIETY: Cave Crickets roam in packs, much like wolves. Should one of their pack fall dead, they will eat it. They live in caves, venturing out only at night to hunt.

Cave Cricket, Carnivorous

AKA: Infernal Crickets
HACKFACTOR: 3
EP VALUE: 125
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Packs
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1-9
SIZE: M-L (6' - 10' long)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 7
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-2/1-2/1-6
SPECIAL ATTACKS: Jump/kick
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 3+3



ECOLOGY: Each season, the male fertilizes the female's eggs, which she then lays in a fresh corpse, or that of a dying creature. The eggs hatch instantly, doing 1-4 points of damage per larvae (2-16 larvae). The larvae eventually find their way to an underground cavern where they grow to maturity in about a week. They will then join their pack in prowling the wilderness for fresh meat.

YIELD:

Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Nil

Cave Fisher

DESCRIPTION:

Cave Fishers are hard-shelled, many-legged insects with long, sticky tongues. Their bodies range in color from brown to gray, and they have red, multi-faceted eyes.

COMBAT/TACTICS:

A Cave Fisher attacks by shooting a super-strong, sticky 60-foot long filament. They will attack anyone who comes within 60'. Their tongues strike as 6 Hit Dice monsters.

After a successful strike, which will be aimed at an opponent's head 20% of the time, the creature reels in its prey, which can weigh as much as 400 pounds. The Fisher can reel in victims at the rate of 15 feet per round. The Cave Fisher will then use its pincers to kill its victim. Victims hit in the head by the filament will be blinded until it is removed.

The filament of a Cave Fisher can only be cut by +1 or better slashing weapons and is so thin, there is only a 20% chance of noticing it within a distance of 10'. There is no chance of noticing it at greater distances. The adhesive can be dissolved only with the Cave Fisher's blood or with alcohol. Cave Fishers anchor themselves to walls and other surfaces with the same adhesive.

HABITAT/SOCIETY: Cave Fishers live in caves, usually on rocky upper ledges where they can drop their filament down and attack anything that passes. If the cavern they have chosen to occupy offers fewer than one victim passing by per week, Cave Fishers will move, in hopes of finding more to eat.

ECOLOGY: Cave Fishers live in small clusters, separating when food becomes scarce. Their females lay eggs once every two years. They lay hundreds of eggs, but only a couple of those eggs actually produce living offspring.

Cave Fisher

AKA: Cave Lurer
HACKFACTOR: 5
EP VALUE: 175
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 1-4
SIZE: M (6' long)
MOVEMENT: 1"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Pliant (10)
ARMOR CLASS: 4
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-8/2-8
SPECIAL ATTACKS: Adhesive
 Trap Line
SPECIAL DEFENSES: See Below
MAGIC RESISTANCE: Standard
HIT DICE: 3

**YIELD:****Medicinal:** Nil

Spell Components: A Cave Fisher's filament may be used to strengthen a Web spell. In this case, creatures with less than 14 Strength are stuck, those with 14 to 18 Strength (inclusive) can break through one foot of webs per round and those with 19 Strength or greater can break through two feet of webs per round.

Hide/Trophy Items: Nil**Treasure:** Incidental (roll 1d6-1 random victims and treasure)**Other:** Nil

Cave Moray

DESCRIPTION: These slug-like creatures form colonies inside caves. They dwell in cyst-like burrows in stony walls. They have two eyes, each on the end of stalks, and a mouthful of fangs on the end of a brownish-gray body. Cave Morays are always hungry.

COMBAT/TACTICS: These creatures always attack in groups. Colonies living in caverns will lie waiting in burrows dug into the walls. When any warm-blooded creature passes by, they will strike at once, with lightning speed. After they strike, they will recoil into their burrows to swallow whatever chunks of flesh they happened to get. Then they will strike again.

Cave Morays can strike at a range of 3-5 feet, tripling their movement rate. Their burrows are usually built near the lower half of a cavern wall, therefore, 90% of their attacks hit at waist level or lower.

Each Cave Moray has an AC of 0 due to its speed, but without this quickness (held or surprised) it has an AC of 5. There is a 10% chance that any hit against a PC will damage the person's belongings,

tearing open backpacks, large sacks and belt pouches, and damaging any armor that does not successfully save against crushing blow at -2.

HABITAT/SOCIETY: Cave Morays, as stated earlier, live in subterranean colonies. They are not limited to any particular climate. They are sensitive to light, and can be repelled by spells that create light. They seem to live only to eat.

ECOLOGY: Every spring, Cave Morays leave their burrows to mate. After the female is fertilized, she lays her eggs in an empty cyst and then covers up the hole. When the next generation of Cave Morays is born 2-4 weeks later, they chew their way through the rock in random directions. Eventually, these holes become their new homes. Cave Morays live to be hundreds of years old under ideal circumstances. Their population is limited, however, because of their voracious appetites. They compete and combat with one another for food, which becomes scarce, so colonies can die out.

Cave Moray

AKA: Blood Slugs**HACKFACTOR:** 8**EPVALUE:** 300**CLIMATE/TERRAIN:** Subterranean**FREQUENCY:** Rare**ORGANIZATION:** Colonies**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Animal (I)**ALIGNMENT:** Neutral**NO. APPEARING:** 4-16**SIZE:** M (10' long)**MOVEMENT:** 3"**PSIONIC ABILITY:** Nil**Attack/Defense Modes:** Nil/Nil**MORALE:** Confident (12)**ARMOR CLASS:** 0/5**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** 2-8**SPECIAL ATTACKS:** Surprise 8
in 10**SPECIAL DEFENSES:** Withdraw**MAGIC RESISTANCE:** Standard**HIT DICE:** 4+4**YIELD:****Medicinal:** Nil

Spell Components: A Cave Moray body can be used for a Glyph of Warding that looks similar to a Cave Moray when triggered.

Hide/Trophy Items: The hide of a Cave Moray is ideal for creating a pair of Boots of Striding and Springing, but the Cave Moray used must be a specimen of maximum hit points.

Treasure: Nil**Other:** Nil

Centaurs

DESCRIPTION: Centaurs are woodland beings who shun the company of men and dwell in remote, secluded glades. They have the upper body of a man and the lower body of a large, powerful horse. Centaurs speak their own language, though some (10%) also speak the language of elves.

COMBAT/TACTICS: A band of Centaurs is always armed and the leaders carry shields. Half the Centaurs will be wielding large, oak clubs (equal to morning stars), one quarter carry composite bows and 10-30 arrows (flight or sheaf, depending on the band's intentions) and the rest will be leaders (AC 5, HD 4 using medium shields and medium horse lances. There is a 10% chance one of the leaders is a Centaur cleric, with the powers of a 3rd level druid. He will cast Entangle on foes and heal injured Centaurs during a battle. If pressed into battle, the druid will use a large oak club or flee. Centaurs prefer not to attack females of any species, although they will defend themselves if attacked.

HABITAT/SOCIETY: Centaurs are sociable creatures and take great pleasure in the society of their kind. Tribes are divided into families, ranging from 3 or 4 families to 20 or more. Since males have the dangerous roles of hunter and protector, females outnumber males two to one. A Centaur mates for life and the entire tribe participates in educating the young.

Centaur lairs are located deep within forests and consist of a large hidden glade, thriving pasture and running water. Depending on the climate, it may also contain huts and lean-tos to shelter families.

These creatures are skilled at horticulture. They may sometimes plant thick barriers of plants or set traps and snares to discourage monster incursions. A lair will contain 1-6 additional males, females (3 Hit Dice) equal to twice the number of males, 5-30 young (1-3 Hit Dice), both of whom fight using only their hooves, but only in life or death situations. If the Centaur cleric has not been encountered, he will be in the lair.

Centaurs survive by hunting, foraging, fishing, agriculture and trade. The openly shun dealings with humans, but have been known to trade with elves for food and wine. Centaurs make their money from the booty of slain monsters.

Centaur territory will overlap with elven territory at times and all elves are welcome. Humans and dwarves will be politely asked to leave

Centaurs

AKA: Horse Men
HACKFACTOR: 2, 2 (leader), or 4 (cleric)
EP VALUE: 175, 270 (leader), 420 (cleric)
CLIMATE/TERRAIN: Forests/ Temperate
FREQUENCY: Rare
ORGANIZATION: Tribal
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Low to Average (5-10)
ALIGNMENT: Neutral or Chaotic Good
NO. APPEARING: 1-8
SIZE: L (8'-9' tall)
MOVEMENT: 18"
PSIONIC ABILITY: 1% chance of wild talent
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 5 (4)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6/1-6 and weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 4

Centaur land, while halflings and gnomes will be tolerated. Centaurs will fight other monsters, but are not suicidal and will leave the area if things get too dangerous.

Treasure from fallen foes will be taken by Centaurs and pooled into the tribal treasury. Magic items will be traded to buy food (90% of the time) or to ransom captured members of the tribe.

ECOLOGY: Centaurs live in close harmony with nature. They always replace trees they cut down and never over-hunt or over-fish.

YIELD:

Medicinal: Nil

Spell Components: Centaur sweat can be used for love potions.

Hide/Trophy Items: Only the most depraved and evil PC would make leather out of a centaur's hide, but those that do can enchant it to +1 and give them +6" on their movement when half encumbered or less.

Treasure: M, Q (individuals), D, I, T (in lair)

Other: Nil

Centaur, Syntaur

DESCRIPTION: The Syntaurs are very much like regular Centaurs, only more chaotic and slightly evil. They roam in gangs, picking on the weak, challenging the strong, and robbing whomever they can bully.

COMBAT/TACTICS: Most Syntaurs prefer to wear leather armor with heavier armor concealed underneath. Syntaurs are always well-armed and 20% will have magic weapons. Leaders will have magic weapons of the finest quality.

Syntaur leaders have 7 Hit Dice and get +3 damage to their attacks. As their gangs' chosen leaders, they are obligated to face and defeat any challenge for the improvement of the gang's Honor.

HABITAT/SOCIETY: These rogue horse men are ruthless concerning their honor and will fight a losing battle rather than risk a chance of disgrace. They are not content merely to beat up and humiliate victims that do not put up a resistance, they will also mock such weak foes, and enjoy decreasing their opponent's Honor.

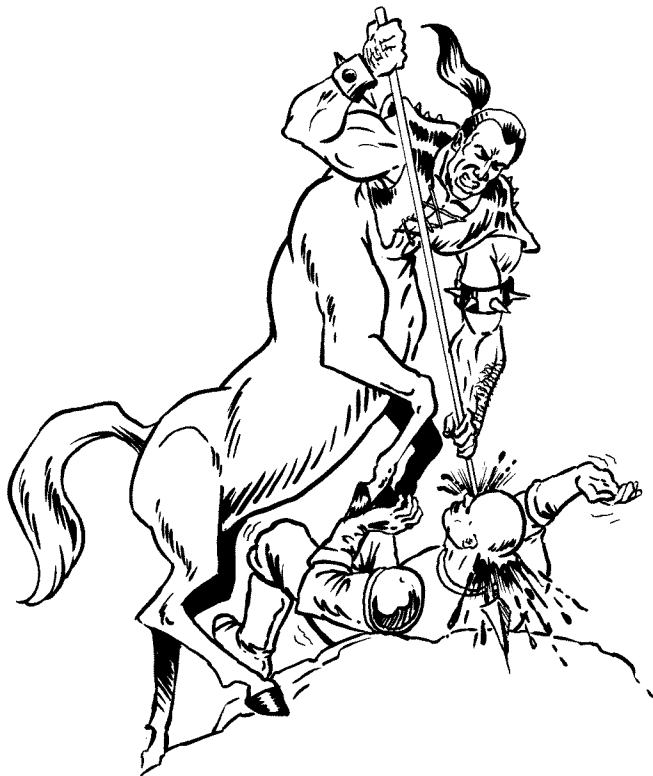
When a Syntaur's honor is at stake, the ensuing conflict is always to the death. The fighting Syntaur, especially the leader, will not retreat; rather he will continue to show the utmost bravado in the face of brutal danger.

Centaur, Syntaur

AKA: Centaur Toughs, Hoof-heads
HACKFACTOR: 2, 5 (leader), or 8 (leaders/magic user abilities)
EP VALUE: 270, 650 (leader), 825 (leader, magic-user)
CLIMATE/TERRAIN: Forests/ Temperate/Inhabited
FREQUENCY: Rare
ORGANIZATION: Gangs
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Low to Average (5-10)
ALIGNMENT: Chaotic Neutral (evil)
NO. APPEARING: 2-12
SIZE: L (8'-9' tall)
MOVEMENT: 18"
PSIONIC ABILITY: 1% chance of wild talent
Attack/Defense Modes: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 5 (3)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6/1-6 and weapon +2
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 5-7

ECOLOGY: Legend has it that the Syntaurs evolved from a tribe of regular Centaurs whose home was overrun by human development. Rather than move to a more remote area, they settled into the human city, but they were unable to adjust to their new surroundings, and quickly degenerated into near-barbarism.

Syntaurs do not have clerics, as they have become negligent in their religious teachings, but 20% may become magic-users of 2nd-5th level skill.



YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Syntaur hide can be enchanted to +1 and give the wearer +6" on their movement when half encumbered or less.

Treasure: U (individuals) W (leaders)

Other: Nil

Centaur Ant

DESCRIPTION: Centaur Ants stand upright at mid-thorax and vaguely resemble Centaurs in structure. The beasts are completely insectile, and like equines are capable of great running speeds. Certain bipedal insect races use the creatures as steeds and guard animals.

COMBAT/TACTICS: Centaur Ants can attack with their claws for 1-3/1-3 and their mandibles for 1-8. They can also trample opponents with their bulk. Victims struck take 1-8 points of damage and must save vs. death magic or fall to the ground. Victims that fall will be trampled for an additional 1-8 points and have a 25% chance of being stunned for 1-6 rounds.

Due to their natural armor, Centaur Ants cannot be stunned.

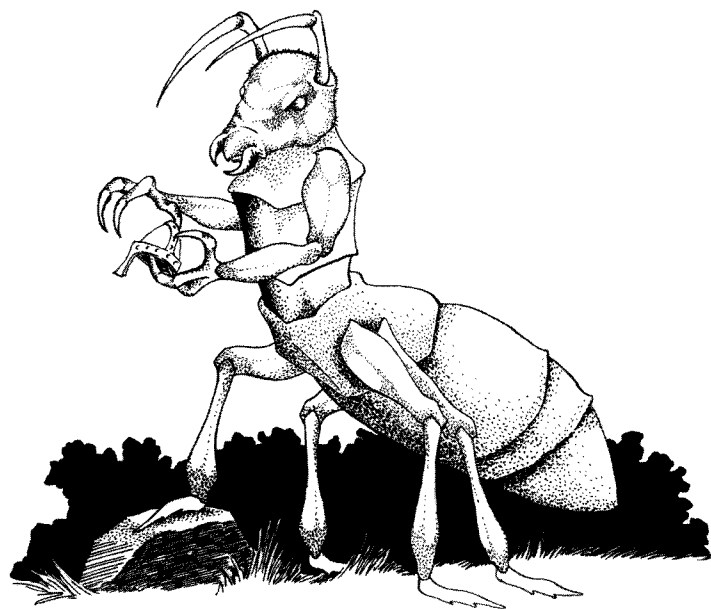
HABITAT/SOCIETY: These creatures are insects, but have a herd mentality. They roam the same areas that Giant Ants, Ant Men, Ant

Lions and other ant-related creatures roam. Intelligent insects will feed them and use them as guard animals and mounts.

Centaur Ants are easily spooked (make a morale check); however, for every 10 insect creatures accompanying them, their morale increases by one.

ECOLOGY: Contrary to popular gnomish rumor, Centaur Ants are not related to Centaurs. They are likely to bite the hand that feeds them. Someone attempting to befriend a Centaur Ant is 25% likely to be accidentally bitten by the mandibles. PCs in armor of splint mail quality or above, like other insects, are too well-protected to be damaged by such a bite.

Attempts to domesticate Centaur Ants outside insect society have had very poor results. PCs seen riding a Centaur Ant at high speed towards an inhabited area are very likely (70%) to be shot by panicky guards.



YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The shells of Centaur Ants can be used to build insect plate mail that is lightweight and AC 4 without a shield. The armor is ideal for enchantment.

Treasure: Nil

Other: Nil

Centaur Ant

AKA: Insecticus-Equinus, Ant Steed

HACKFACTOR: 7

EP VALUE: 270

CLIMATE/TERRAIN: Temperate to Tropical

FREQUENCY: Very Rare

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 2-12

SIZE: L (9' tall)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 1

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-3/1-3/1-8

SPECIAL ATTACKS: Trample

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4+4

Centipede	Giant	Huge	Megalo-	Tunnel
AKA: --				
HACKFACTOR:	0	0	4	14
EP VALUE:	35	35	175	1400
CLIMATE/TERRAIN:	Any	Any	Any	Subterranean
FREQUENCY:	Common	Common	Very Rare	Rare
ORGANIZATION:	Nil	Nil	Nil	Swarm
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Animal (1)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	2-24	5-30	1-4	1-6
SIZE:	T (12")	T (6")	M (5'+)	G (25'+)
MOVEMENT:	15"	21"	18"	6"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Timid (6)	Timid (6)	Half-hearted (9)	Confident (12)
ARMOR CLASS:	9	9	5	4
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	Poison	Poison	Poison	Lunging
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	2 hp	1 hp	3	9+3

Centipede

DESCRIPTION: Giant Centipedes are loathsome, crawling arthropods that arouse almost universal disgust from all intelligent creatures, save Trolls.

Its long, worm-like body is divided into many segments from which protrude many tiny feet. Hence the name "centipede" or "worm with many feet." The body is covered with a chitinous shell and it moves with a slight undulating motion.

The colors of the Centipede will match its terrain and function as camouflage.

COMBAT/TACTICS: When hunting, Centipedes use their natural coloration to remain unseen until they can drop on their prey from above, or crawl up their pant leg or into a sleeping bag at night.

They attack by biting their foes and injecting paralyzing poison. The poison lasts for 2d6 hours, unless a save vs. poison at +4 is made. A Giant Centipede makes all saves at -1 due to its small size.

Centipedes will fight independently of each other, lacking the instinct to coordinate their actions in battle.

HABITAT/SOCIETY: Like most insects, Centipedes rove from place to place in search of food. They must eat once a day to supply their lengthy bodies with enough nutrition to move, and sometimes resort to cannibalism to survive. Many a horrified adventurer has encountered Centipedes just as they are about to square off and fight to the death for a meal.

ECOLOGY: **Giant Centipede:** Although their poison makes them last on a predator's list, coyotes and large birds will still hunt them in lean times. The Centipedes' preferred targets are small mammals that are easily overcome, but they have been known to attack anything that moves.

Huge Centipede: These Centipedes are identical to Giant Centipedes but only half as long. Apparently not bothered by their confusing name, "Huge" Centipedes have a weaker poison that immobilizes targets for 1-6 hours. They make their saving throws at -2. Mice, large insects, Giant Centipedes and even PCs with Strength scores under 8 have been known to attack Huge Centipedes.

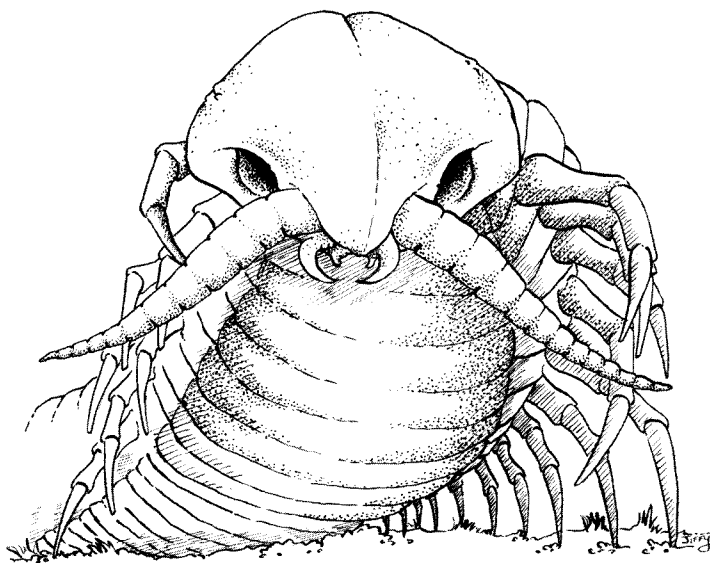
Megalo-Centipede: Because of its large size and acidic poison, Megalo-Centipedes are solitary creatures. Victims of a bite must save vs. poison or die. Those who do save still take 2d4 points of damage from the acidic bite.

They hunt larger creatures, including deer, Orcs, Goblins, humans, Horses, Giant Beavers, gargantuan flatworms and the larger insects of Garweeze Wurld.

Tunnel Worm: This distant and enormous cousin of the Giant Centipede feeds upon, and lays its eggs in, carrion. It lunges out of its hidden burrow at +2 to hit, seizing prey in its mandibles and chewing through armor in 1 round for leather, 2 rounds for chain and

three rounds for anything tougher than chain. (No damage until the worm chews through the armor.) Once the armor is breached (magic armor gets a save vs. crushing blow) the damage is 2d8 points each round.

If the worm suffers 60% of its hit points or at least 15 points of damage from fire, it will retreat immediately.



YIELD:

Medicinal: The weak poison may be extracted from Centipedes to coat weapons.

Spell Components: A drop of the poison may be used in a Paralysis spell to double the number of creatures affected.

Hide/Trophy Items: Nil

Treasure: (Tunnel Worm only) M, N, Q

Other: Nil

Centipus

DESCRIPTION: This hideous monstrosity resembles an oversized octopus with one hundred arms. Due to the depths at which it normally dwells, its hide is white. Centipuses will eat anything in reach and very little is outside its considerable reach.

COMBAT/TACTICS:

Using its many tentacles, a Centipus will just grab several items at once and smash them, while also stuffing the first thing in its beak to eat.

Anyone caught by a tentacle will be lifted up 10'-30'. Each tentacle has 8 hit points apart from the beast's total. Those caught in a tentacle have a 50% chance of taking another 1-6 points of damage, since the creature has so many arms and tends to get confused as to what it is holding and crushing.

Any Centipus using 90 or more arms to attack will most likely fall off the ship or dock it was on, as it loses its grip. A single creature will never be attacked by more than 3 arms in a single round.



Centipus

AKA: Octopus Squared, Bane of the Sea

HACKFACTOR: 40

EPVALUE: 15,000

CLIMATE/TERRAIN: Oceans

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: G (50'+ long)

MOVEMENT: 36" Swimming

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 9

NO. OF ATTACKS: 1-100 plus 1

DAMAGE/ATTACK: 1-6 per attack plus bite 2-20

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 20

The Centipus considers any object over 3' in height a target (gnomes and halflings will go unnoticed 70% of the time). The Centipi also have an ink attack, which they will use to blind opponents and flee if brought below 20 hit points.

HABITAT/SOCIETY: These creatures prowl the murky depths on a constant look out for food. When two Centipi meet, they will immediately surge forward and try to eat each other.

ECOLOGY: Created by the Sea Gawds on one of their most angry days, these creatures prowl the depths of the oceans. They usually surface after an unusually large storm or during epic naval battles, after 1-6 ships have sunk into the depths (40% likely).

Tentacles on a Centipus regrow at the rate of 1 per day.

YIELD:

Medicinal: Centipus ink can cure the bends.

Spell Components: Due to the regenerative healing power of the Centipus's tentacles, its flesh can be used to make Potions of Healing.

Hide/Trophy Items: The beak of a Centipus is a trophy highly prized by mariners, who say a ship with one will never be attacked by another. (This is not true, but mariners will pay small fortunes for the beak. The price could be anything up to 5000gp.)

Treasure: Nil

Other: Nil

Centisteed

DESCRIPTION: The Centisteed is a 100-legged horse capable of reaching amazing speeds. It is, in all aspects, just like any regular horse, except for its higher intelligence, better morale, nearly 100 hooves, and its distinctive 6-foot long, flowing mane.

COMBAT/TACTICS:

A Centisteed can trample for 2-20 points of damage per round and can run over people for up to 4 rounds if they can get the 1000' required starting distance. If stopped, the steed may rear up, attacking with 2 hooves per 3' height of the opponent. (4 attacks vs. a human, 2 vs. a halfling).

HABITAT/SOCIETY: Created by the gawd Odin on a drunken bet, the Centisteed was sent to the Prime Material plane while the gawd nursed a hangover. They are all wild and none have ever been fully tamed. Druids or other nature clerics employing spells to speak with

Centisteed

AKA: Many-legged Mount, League-long Horse

HACKFACTOR: 9

EPVALUE: 975

CLIMATE/TERRAIN: Temperate

FREQUENCY: Very Rare

ORGANIZATION: Family

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: G (200'+ long)

MOVEMENT: 48" (96")

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 7

NO. OF ATTACKS: 2 per 3' of opponent's height

DAMAGE/ATTACK: 1-6 each

SPECIAL ATTACKS: Trample

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 7

the horse find it amiable and willing to lend a hand if well-treated. Unfortunately, shoeing such an immense animal may prove cost prohibitive. Working on a Centisteed's hooves has given more than one blacksmith a nervous breakdown.

ECOLOGY: These amazing creatures are birthed by normal horses that invariably die during the delivery. The appearance of such a creature in place of a normal horse's foal seems purely random, a cruel joke by the gawds.

A Centisteed's primary motivation is running, so they will only be found in wide open plains and other places where they are free to run. A Centisteed can carry up to 50 riders or 100,000gp in weight. It eats 100 times more than a regular horse and costs 100 times more in grooming and stabling costs.



YIELD:

Medicinal: Horse hair from a Centisteed can cure laryngitis.

Spell Components: A scraping from the hoof of a Centisteed is good for a Gate or Planar Travel spell to Asgard.

Hide/Trophy Items: There are rich lords and nobles that will pay upwards of 5000gp to have a Centisteed in their stable.

Treasure: Nil

Other: Nil

Cerebral Mauler

DESCRIPTION: These disembodied brains come equipped with two tentacles ending in scimitar-like blades and a tail ending in a vicious hook. The entire creature is encased in a dull-gray shell, which oozes a clear, watery sweat. Like most floating disembodied brains, the Cerebral Mauler seeks out the intelligent brainwaves of the living, the more intelligent the better.

COMBAT/TACTICS:

The creature has a number of vicious attacks available to it. First, it can slash twice with its tentacles for 1-8 points of damage each. If the tail attack hits (all attacks are at -4), it will bore into the victim's spinal column. Thereafter, the victim must make a system shock roll at half normal percentages or the Cerebral Mauler will control him. This control only lasts 3 rounds, at the end of which the Marauder must disengage or risk brain damage. The victim must make a system shock roll or die and a second system shock roll or lose 1-6 points of Intelligence.

Cerebral Mauler

AKA: Brain Buster, Mind Marauder

HACKFACTOR: 12

EP VALUE: 975

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: See below

INTELLIGENCE: High (13-14)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-4

SIZE: M (4' long)

MOVEMENT: 6" Fly (D)

PSIONIC ABILITY: 200

Attack/Defense Modes: All/All

MORALE: Foolhardy (16)

ARMOR CLASS: 5

NO. OF ATTACKS: 2+special

DAMAGE/ATTACK: 1-8/1-8+ special

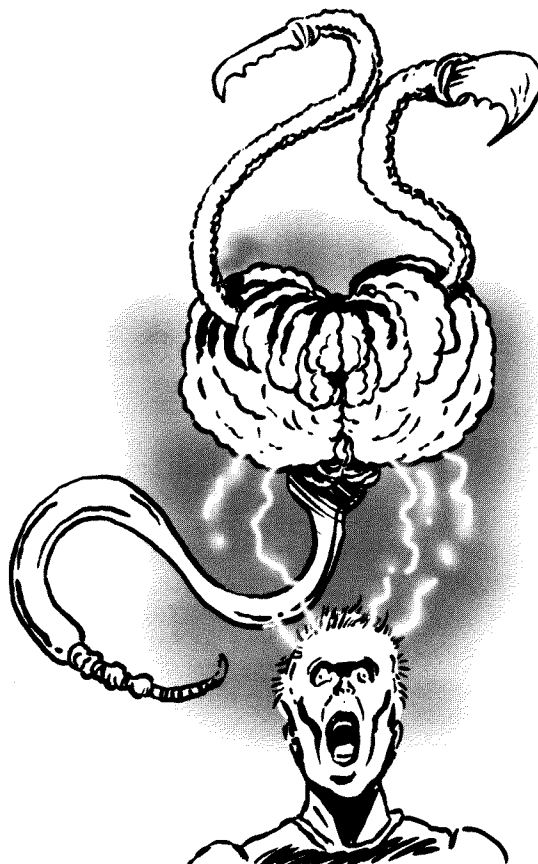
SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 3+3

Additionally, since the Cerebral Mauler eats brains, it can emit pulses of brain activity that paralyze victims (save vs. magic, Wisdom bonuses apply). These pulses reach a distance of 10' from the Mauler. Should a victim be paralyzed in this matter, the Mauler will begin to cut open his skull and feast on the brains (automatic death once victim reaches 0 hit points).



Maulers can also attack psionically and will attempt to eat the brains of psionists, wild talents, spell casters and others according to their IQ, in that order.

HABITAT/SOCIETY: Like most brain predators, Cerebral Maulers live in the NetherDeep and are the bane of Illithids, humans and demi-humans alike. They occasionally make their way to the surface, attacking magic-user's schools, psionist communes, monasteries, half-orc cooking schools or wherever bipeds strive for knowledge greater than themselves.

ECOLOGY: One in ten victims of a Cerebral Mauler's tail attack will be injected with an egg. The egg will transform the victim's brain into a new Cerebral Mauler in 6 weeks, eventually bursting from his skull and flying away. The transformation will slowly deplete the victim's Intelligence at the rate of 1 point per 3 days. A Heal spell will destroy the egg and restore the victim, although the psychological scars may never go away.

YIELD:

Medicinal: Eating the brain of Cerebral Mauler will sometimes give the imbiber flashes of its victim's memories.

Spell Components: Cerebral Maulers are a substitute component for Dilation spells to double the area of effect.

Hide/Trophy Items: Nil

Treasure: E

Other: The arms of a Cerebral Mauler can be turned into scimitars of +1 to +3 enchantments, which may be wielded by psionists without penalty, whether they have the scimitar proficiency or not.

Cerebral Parasite

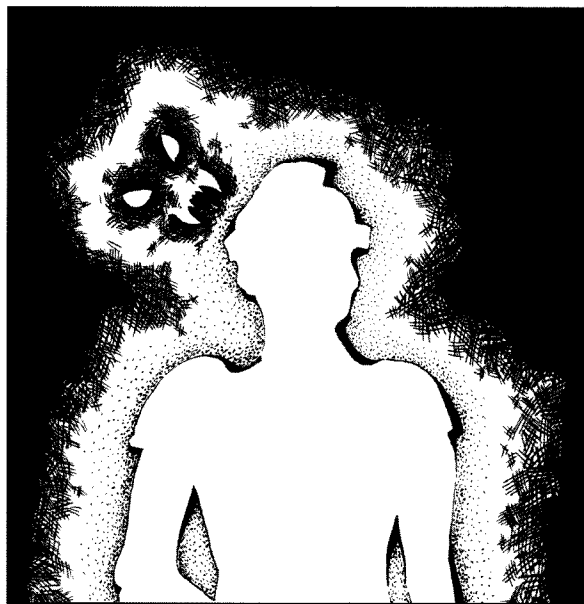
DESCRIPTION: These insects cannot be seen with the naked eye and can only be found by a careful examination of a person's aura.

COMBAT/TACTICS: Whenever the bugs come within ten feet of any psionically active person, they leap onto him. The next time the victim uses his power, the bugs drain one PSP each. A Cure Disease will remove all parasites.

HABITAT/SOCIETY: Cerebral Parasites go where the food is. They are non-intelligent and rarely recognize or take spellbooks as booty. The accumulation of treasure by these creatures is massive, but due to their tiny size, the treasure is invisible and worthless to all but other flea-sized beings.

ECOLOGY: After a bug drains 6 PSP's, it reproduces and they both

begin to feed. Cerebral Parasites inhabit the Astral, Ethereal and Prime Material Planes. They are most often found on the bodies of Intellect Devourers and poorly groomed psionists.



YIELD:

Medicinal: It is possible to concoct a non-magical serum from 100 Parasites that can be rubbed onto non-psionic creatures.

This potion then creates a "decoy mind", which will be sensed as a psionically active being. Thus, attacks against the non-psionically endowed will waste PSP's, while a real psionist can attack.

Spell Components: These bugs can be used in a Forget spell to double the area of effect.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Cerebral Parasites are worth 15gp each for the reasons stated above.

Cerebral Parasite

AKA: Psychic Flea, Brain Drainers

HACKFACTOR: 0

EP VALUE: 1

CLIMATE/TERRAIN: Any but arctic

FREQUENCY: Rare

ORGANIZATION: Swarms

ACTIVITY CYCLE: Any

DIET: See below

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 3-12

SIZE: T (flea-sized)

MOVEMENT: n/a

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: n/a

NO. OF ATTACKS: 1

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: n/a

Chaos Corpse

DESCRIPTION: Chaos Corpses are the undead in limbo, living beings who became trapped and died gibbering and screaming in the void. Chaos Corpses appear as wild-haired humanoids with disheveled clothes.

COMBAT/TACTICS: Creatures of nearly pure-chaos, Chaos Corpses are extremely unpredictable. Each round of combat, roll as if the Chaos Corpse is Confused to determine what, if anything, it does.

Spells directed at the Chaos Corpse may hit

Chaos Corpse

AKA: Mayhem Zombie, Morte-Amokulum

HACKFACTOR: 2-30

EP VALUE: 100-1000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Nil

ACTIVITY CYCLE: Any

DIET: Nil

INTELLIGENCE: Non- (0)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1-100

SIZE: M

MOVEMENT: 3" to 23"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 1 to 10

NO. OF ATTACKS: 1 to 6

DAMAGE/ATTACK: 1-20

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Chaos Factor

MAGIC RESISTANCE: See below

HIT DICE: 1 to 10

the wrong target (roll randomly amongst all possible targets, including the spell caster's allies). Chaos Corpses may devastate a countryside or destroy themselves before anyone even sees them. Lawfully aligned beings struck by a Chaos Corpse must save vs. magic or go insane.

HABITAT/SOCIETY: Unpredictability is their hallmark, and the gawds of chaos who created these beings like it that way. There is a 50% any cleric can turn a Chaos Corpse and a 25% chance (if turned) that it will explode into dust, causing 1-6 points of damage within a 20' radius. There is no society or habitat that would explain Chaos Corpses, except the tumultuous Plane of Limbo where they are created.

ECOLOGY: Chaos Corpses are created by pure chaos and by the gawds of chaos that dwell in Limbo. They can appear randomly, anywhere, at any time. They will attack random targets, sometimes helping, but always confusing onlookers.

YIELD:

Medicinal: Nil

Spell Components: Even a scrap of a Chaos Corpse is perfect for a Chaos spell.

Hide/Trophy Items: Nil

Treasure: There is a 10-100% chance each Corpse will have some magic item still on its body. It will always be a small, worn item, no bigger than a wand.

Other: Chaos Magic-users will pay 1000-10,000gp for an intact Chaos Corpse.

Chaos Feeder

DESCRIPTION:

Resembling a cross between a spider, a king crab and a Cerebral Mauler, Chaos Feeders prowl remote locations, looking for smaller beasts to torture, kill and eat. Their long legs provide very fast movement and their eyestalks make surprise a near-impossibility.

COMBAT/TACTICS:

Surprised only 1 in 10 times, the Chaos Feeder can attack with each of its pinchers for 2-8 points of damage. Its most terrible attack, however, is its stinger tooth. Anyone hit by it must save vs. poison or become paralyzed. Each round the Chaos Feeder continues to pump the venom, so as long as it is attached, and the victim's saves are made at a cumulative -2 per round.

Those who fail the save will be lifted to its mouth and skinned alive by its razor sharp teeth. The pain is so intense, victims must make a system shock roll or suffer permanent loss of 1d4 points of Constitution (and probably their lives). Damage for the mouth is 3-18 per round.

Chaos Feeder

AKA: Mayhem Spider, Torture Beast

HACKFACTOR: 11

EP VALUE: 650

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1-15

SIZE: L (9' tall)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 3

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2-8/2-8/3-18

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 5

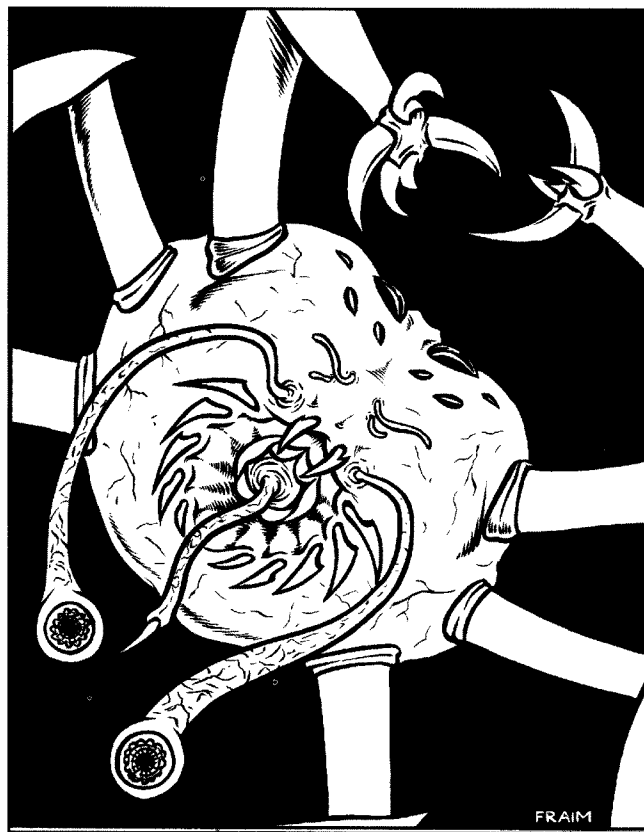
Additionally, the poison has another effect that gives the creature its name. Anyone who was injected with the venom, but survived, will begin a slow alignment change to lawful (this is a result of the venom ordering the victim's thoughts – the beast "feeds" on the chaotic thoughts and devours them). A Neutralize Poison and a Heal spell are needed to reverse the effect.

HABITAT/SOCIETY: Chaos Feeders are extremely orderly when it comes to their victims. A Feeder will take everything a victim (and only its victim) has, and return to the lair to stack it neatly with the rest. Chaos Feeders never hide their treasure and thus are constantly defending whatever they have amassed.

Dragons find Chaos Feeders particularly bothersome, as they often attempt to breach the dragons' caves to stack their coins.

ECOLOGY: Chaos Feeders will grant 1 in 100 victims a different kind of painful death. The female will inject her larvae through the victim's eye. The larvae will burrow through the nerves of the live victim, then burst from the brain in 1-6 hours.

Thankfully, Chaos Feeders only breed once every five years and then, only once. Chaos Feeders that burst from a biped's head will have one Hit Die and 1/8 the power and size of one fully grown.



YIELD:

Medicinal: Chaos Feeder venom can cure the effect Feeblemind, but it affects the imbiber just as described above.

Spell Components: Nil

Hide/Trophy Items: The shell of a Chaos Feeder can be turned into a Helm of Opposite Alignment.

Treasure: E (plus 5 times the normal non-magical equipment)

Other: Nil

Chimera	Standard	Gorgimera	Mimera	Shymera
AKA: --				
HACKFACTOR:	13	29	27	15
EP VALUE:	5000	6000	6000	3000
CLIMATE/TERRAIN:	Temperate to Tropical	Temperate to Tropical	Temperate to Tropical	Temperate to Tropical
FREQUENCY:	Rare	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Solitary or Pride	Solitary or Pride	Solitary or Pride	Pride
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Semi (2-4)	Semi (2-4)	Low (5-7)	Semi (2-4)
ALIGNMENT:	Chaotic Evil	Neutral	Chaotic Evil	Chaotic Evil
NO. APPEARING:	1-4	1	1-4	1-4
SIZE:	L (5' at shoulder)	L (5' at shoulder)	L (5' at shoulder)	L (5' at shoulder)
MOVEMENT:	9", 18" Fly (E)	12", 15" Fly (C)	12", 18" Fly (C)	12", 18" (B)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Brave (14)	Brave (14)	Brave (14)
ARMOR CLASS:	6/5/2	5/2	6/5/2 or by armor	5
NO. OF ATTACKS:	6	5	6	3
DAMAGE/ATTACK:	1-3x2/1-4x2/ 2-8/3-12	1-3x2/2-8/ 2-8/3-12	1-4x2/2-8/ 2-8/3-12	1-4x2/1-6
SPECIAL ATTACKS:	Breath Weapon	Breath Weapons	Breath Weapons, Mimicking	Breath Weapon
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	9	10	9	8

Chimera

DESCRIPTION: **Chimera:** The Chimera has the hindquarters of a large black goat, the forequarters of a huge, tawny lion and the brownish-black wings of a dragon. It has three heads: a goat, a lion and a fierce dragon. The goat head is black, with glowing amber eyes and ochre horns. The lion head is framed by a brown mane and has green eyes. The dragon head is covered with orange scales and has black eyes.

Gorgimera: This creature is similar to the Chimera, except the goat parts have been replaced by Gorgon parts and the dragon parts are red.

Mimera: In its true form it appears as a Gorgimera, but it may resemble its previous victims due to its shape-changing ability.

Shymera: Named because it is “two heads shy” of being a true Chimera, the Shymera has only the lion’s head, but have the abilities of all three combined.

COMBAT/TACTICS: **Chimera:** The monster prefers to surprise its victims, often swooping down upon PCs from the sky. It can attack 6 times; clawing twice for 1-4 points of damage each, horn gouging twice (1-3 each) and biting with the lion (2-8) and dragon (3-12) heads. In lieu of biting, the dragon head can breath fire (30’ long cone, 15’ wide at the base) for 3-24 points of damage, half if a save vs. breath weapon is made. Chimeras always breathe on opponents in range and will fight in concert with others of their kind. The dragon head is AC 2 (flank), the lion is AC 5 (front) and the goat is AC 6 (rear and opposite flank).

Gorgimera: Replacing the goat at AC 5 for the rear, the gorgon head can head butt for damage or use its breath weapon twice per day. The gas causes petrification to anyone caught in its 30’ long cone (1’ wide at the mouth and 3’ wide at the base), who does not save vs. petrification. The gorgon head can also see into the Astral and Ethereal Planes, where its breath weapon remains effective.

Mimera: They look like Gorgimeras, but the gorgon head is a ruse and has no breath weapon. The Mimera has a special shape-chang-

ing ability that can mimic the head of anyone it sees, and duplicate voices so exactly that it can repeat passwords for magic items or spells that are verbal.

When the Mimera mimics a victim, it takes on the shape of his head, including any protection or lack thereof. Bare heads are AC 10, hats AC 9, leather caps AC 7, small helms AC 5 and great helms AC 3.

There is a 10% chance that any Mimera encountered will already have the head

of a creature that can cast some sort of verbal-only spell (roll randomly). The Mimera can use any spell that it mimics three times per day. (These will always be magic-user spells, as cleric spells are granted by gawds and will not be given to monsters.)

Examples of useful, verbal-only magic user spells include: Feather Fall, Hold Portal, Blindness, Dimension Door, Polymorph Self, Drayton’s Engaging Conversation, Teleport, Geas, Limited Wish, Phase Door, Power Word: Stun, Teleport Without Error, Vanish, Mass Charm, Munari’s Irresistible Jig, Power Word: Blind, Hyptor’s





Disjunction, Prismatic Sphere, Power Word: Kill, Time Stop or even Wish. (Note: A Mimeras would actually have to hear the spell being cast in order to mimic it.)

Once a Mimeras hears the spell and reshapes its head, it must keep its head in that shape in order to maintain the ability. Once it reshapes its head, the spell is lost until heard again. Very rarely, evil mages have made alliances with Mimeras, granting them spell abilities in exchange for services. Such a specially trained Mimeras may keep the spell even after reshaping its head.

The famed mage Yordam Soresocks once defeated a Mimeras by casting verbal-only, damage inducing spells on himself. The creature copied the spells and plummeted to its death. Yordam's comrades have never forgotten his sacrifice.

Shymera: Like the lion head, it can bite, and like the dragon-head it can spew fire for 4-32 points of damage (save vs. breath weapon for half). The larger mouth allows for a wider cone of flame (30' wide at the base). Shymeras prefer to graze in open glades, but have been known to eat almost anything. They can butt like a billy goat for 1d6 points of damage.

HABITAT/SOCIETY: Chimera: These hybrids prefer caves for lairs and either live alone or in prides depending on the influence of the lion and dragon head. Very rarely, a Chimera will be found grazing with a herd of goats (of which it will be extremely protective). A Chimera hunts every 3-4 days and roams over territories of 20 square miles or more.

Chimeras love to prey on men, elves, dwarves, halflings, gnomes, half-orcs, Ogres, Trolls, Bison V'yders, giant beavers, and will even attack other monsters in its search for food. The dragon drives the Chimera to collect a hoard of treasure even though it has no use for it. They speak the language of red dragons to a limited degree.

Gorgimera: Gorgimeras use similar hunting techniques. They also speak the language of red dragons to a limited degree.

Mimera: These creatures are more intelligent than their kin and will make alliances with other evil-aligned creatures for their personal gain. Due to their abilities, Mimeras may speak a variety of languages. Very few Mimeras (1%) suffer from insanity due to the over-use of their strange abilities.

Shymera: This unusual cousin to the Chimera is believed to have come into existence simply because so many people mispronounced the Chimera's name. The Shymera loves to make its lair in abandoned barns as well as wooded forest glades. They never attack goats, although any goats will flee upon seeing a Shymera. Shymeras make excellent guard monsters, as they are easily handled if fed regularly.

ECOLOGY: These monsters are omnivorous and can even become vegetarians during times of food shortages. How they were created is a dark mystery better left unexplored. Chimeras mate often but, thankfully, rarely produce offspring.

YIELD:

Medicinal: Chimera horn can cure a sore throat and Mimeras claw can cure ear aches. Gorgimera parts are 10% likely to turn patients into stone if used for medicine.

Spell Components: Mimeras tongue can be used for Spell Turning and a ring carved from its bones is perfect for a Ring of Spell Storing. Chimera scales can be used for any fire-based spell and Gorgimera tongue can be used for a Stone to Flesh spell or potion.

Hide/Trophy Items: Chimera/Gorgimera hide can be used to create very ugly hide armor of +1 to +3 enchantment. Mimeras hide can be used to create magical hide armor that can change its appearance according to the wearer's wishes.

Treasure: F (Chimera & Gorgimera); F, W (Mimeras); F (Shymera)

Other: Blood from any of these creatures is high magical and great for making scroll inks. The entire bodies of these creatures are magical and research magic-users will pay 10-1000gp for bodies, even badly butchered ones. Prices for Shymera bodies are divided by three, as the magic in these creatures is weaker.

Chimney Mites

DESCRIPTION: Chimney Mites are tiny, swarming black insects. Each swarm is a twirling, buzzing tornado of black dots that can devour almost any organic material.

COMBAT/TACTICS: Chimney Mites only attack at night. Attracted to the warm glow of fireplaces, they swarm down the chimney and begin eating everything in sight: wooden furniture, live bodies, leather goods or household pets.

Chimney Mites prefer to attack inanimate objects, as they pose the least resistance. Victims attacked by a swarm of Chimney Mites must save vs. death or become a skeleton in 2 rounds. Victims who save still take 2-20 points of damage and will find their clothes in rags. For every point of AC below 10, a victim gets +1 to his saving throws. Any victim in metal armor who saves takes no damage. Victims in danger of being consumed can drive the Mites away by walking into fire, diving out the window and falling 10' or more, swimming in acid, immersing themselves in water, rubbing hot lava all over their bodies and/or petrifying themselves.

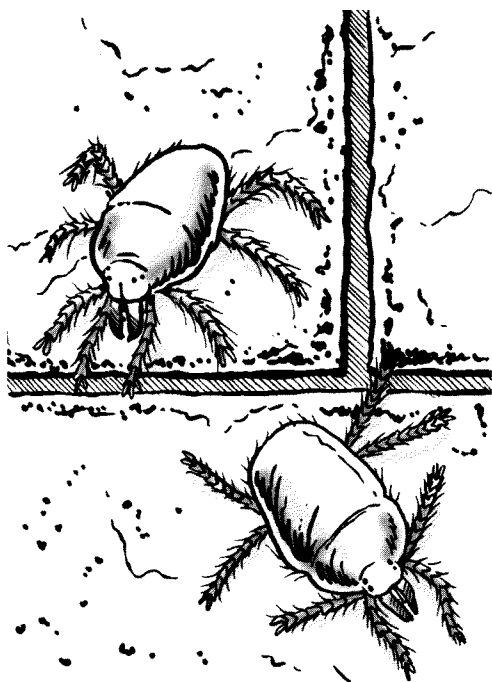
Chimney Mites that are rebuffed will attack the nearest target. Once the swarm has consumed one cubic foot per Mite, it leaves, hibernating in the nearest hollowed-out tree.

Creatures that are awake and moving will not be attacked by Chimney Mites. Chimney Mites are too small to be attacked by melee weapons.

HABITAT/SOCIETY: Chimney Mites mindlessly eat and reproduce.

ECOLOGY: Chimney Mites are attracted by warmth and light. If a fire is doused and the lights are put out, there is a 25% chance the swarm will become confused, then leave. Spells that affect insects, such as Repel Insects, Summon Swarm and Anti-Insect Shell, automatically affect Chimney Mites without a saving throw.

These Mites are sometimes kept in ceramic containers and used by evil magic-users to keep their dungeons free of debris.



YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Chimney Mites are needed to build a Chime of Hunger. These Mites have been known to consume a bed or chair right out from under a person.

Chimney Mites

AKA: Hearth Fleas, Forge Ticks

HACKFACTOR: 0

EPVALUE: 1

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Swarm

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 100-1000

SIZE: T (less than 1")

MOVEMENT: 3" Fly (A)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: n/a

NO. OF ATTACKS: See below

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: See below

Chimney Sneak

DESCRIPTION: A Chimney Sneak is a carnivorous insect that resembles a large ant. Its front feelers have three-fingered hands and its mouth contains a large, sticky tongue. They are colored dull brown.

COMBAT/TACTICS: The Sneak always makes its lair in a cave in the ceiling. It can move normally at 3", but can burrow backward at 6". It scuttles down its ceiling cave, grabs a victim and pulls it up and backwards through the hole in the ceiling.

Victims get -2 on their surprise rolls and the Sneak gets +2 to hit from above, +6 if it surprises its victim.

Should the Chimney Sneak hit with both hands, it automatically hits with the sticky tongue, anchoring victims in place. If it only hits with one hand, the tongue must roll at -2 to hit. The tongue's glue cannot be removed without ripping skin or hair (1-6 points of damage) or cutting the Chimney Sneak's tongue (which has 6 hit points).

Victims pulled into the cave can only fight with stabbing weapons.

Chimney Sneak

AKA: --

HACKFACTOR: 3

EPVALUE: 120

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 2-16

SIZE: M

MOVEMENT: 3", 6" burrow backwards

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 3

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6/1-6

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3



The average Chimney Sneak tunnel is at least 60' long and 8' above the ceiling, thus, even if the victim escapes after two rounds, it is a long way down.

HABITAT/SOCIETY: Chimney Sneaks live in the NetherDeep, setting up shop on busy travel routes, eating travelers. They dump their victim's belongings in a pile at the top of their lair. When the lair becomes too full or the prey too infrequent, the Sneak abandons its cave for a new one. Chimney Sneaks do not value treasure.

ECOLOGY: Female Sneaks lay eggs once every six months. They hatch in one week and the young Sneaks feed on smaller insects and life forms until large enough (two months later) to handle PCs.

YIELD:

Medicinal: Chimney Sneak tongue glue is permanent unless dissolved by alcohol, acid or a Neutralize Poison spell. Spellcasters pay premium rates for Chimney Sneak heads (100-600gp).

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: R (10% chance of a random magic item)

Other: Nil

Chimpanians

DESCRIPTION: Standing at about the same height as a halfling or short dwarf, the Chimpanians are stocky chimp-men who often use primitive weapons and armor.

Their barbarian tribes are known for their savagery and bad manners, but they have developed the skills to craft crude weapons and trade with other tribes. The Chimpanians have primitive rituals to celebrate important events, pass on stories, and teach tribal history.

COMBAT/TACTICS:

When ten or more Chimpanians are in an ambush, they will distract their prey with a Confusion screech. This screech will echo all over the jungle floor, allowing the Chimpanians to gain surprise on the next round 8 times in 10. (However, roll for each PC, not collectively, as one PC may happen to be looking in the right direction.)

Chimpanians employ clubs, slings and stone axes. All weapons Chimpanians wield do 1d6 points of damage. Larger Chimpanians have been known to take swords, axes and even armor from fallen foes.

HABITAT/SOCIETY: Chimpanians are most at home among the

leaves of the trees, but they have also been known to build huts. They are 50% likely to be found in either. Chimpanian tribes are led by the loudest male. This male can do a Confusion screech with as little as 2-4 other monkey men. Amongst the tribe there will be one shaman, but he has no special powers and lives by scamming the rest of the tribe for food, shelter and favors.

ECOLOGY: The gestation period for a Chimpanian is longer than a chimp, but shorter than a human. They like to wear shirts, but dislike pants. A tribe often collects items from their victims, and these relics are jealously guarded.

PCs that befriend a tribe will be surrounded and anointed through primitive ritual by all the elders of the tribe (1-4 monkey men). Noisy celebration will follow, almost certainly leading to more violence.



YIELD:

Medicinal: Nil

Spell Components: The brain of a Chimpanian can be used to make a Potion of Monkey Control, Chimpanian Control and Human Control all in one.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Cloaker

DESCRIPTION: Related to Trappers, Cloakers are fiendish, terrible horrors that dwell in dark places far beneath the earth and in the most fearsome and evil wardrobes. When a Cloaker is first seen, it is indistinguishable from a common black cloak (PCs with fashion-related skills may be able to detect the difference). The monster's back has two

rows of black eye spots that resemble buttons and two ivory-colored claws on its upper edge that could be mistaken for bone clasps.

When it unfurls to attack, its underside is revealed to be white with two glowing red eyes and a mouthful of needle-like fangs. The creature also has a double whip-like tail which it swishes in anticipation. It will sometimes growl “Surprise!”, the only word it knows in the Common Tongue.

COMBAT/TACTICS: Moving with blinding speed, the Cloaker will engulf prey and automatically bite every round for 1d4 points of damage plus the victim’s adjusted AC. It uses its whip-like tail to fend off rescue attempts. Tails are AC 1 and take 16 points of damage before falling off. Attacks against the Cloaker inflict only half damage against the Cloaker, the victim inside suffers the other half.

Cloakers can also emit a special subsonic moan that increases in intensity each round. The power is blocked by stone or dense materials and cannot be used on a biting round. First intensity moans cause unease and numbs the minds of all within 80 feet of the Cloaker, giving the victims –2 to hit and damage. Any creature listening to the moan for more than six rounds stays in a trance (unable

Cloaker
AKA: Full Devil Jacket, Demon Shawl
HACKFACTOR: 18
EP VALUE: 1400
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: High (13-14)
ALIGNMENT: Chaotic Neutral
NO. APPEARING: 1
SIZE: L (8" long)
MOVEMENT: 1", 15" Fly (D)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 3 (1)
NO. OF ATTACKS: 2+special
DAMAGE/ATTACK: 1-4/1-4 + special
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: 6

to attack or defend) until the moaning stops. Each moan can be undone by a Neutralize Poison spell and can be stopped with a Silence 15' Radius spell.

Second intensity acts as a Fear spell in a 30' radius. Those who miss a save vs. spell flee for two rounds. Third intensity moans cause nausea and weakness (30' long cone, 20' wide at its end). Victims must save vs. poison or be overcome with nausea for 2-5 rounds, vomiting and heaving instead of attacking or defending. Fourth intensity acts as a Hold Person spell with a five round duration and can be used within 30 feet, on a single target.

Cloakers can manipulate shadows, improving AC to 1 or creating 3-6 Mirror Images. A Light spell cast directly at a Cloaker will blind it and prevent any shadow abilities from operating.

HABITAT/SOCIETY: Cloakers generally seek to kill those who enter their lairs, unless they can think of some other, more amusing way to punish PCs. Mages that have studied Cloakers extensively have only been able to communicate with them on a limited basis and now know the Cloaker words for “I want,” “to kill” and “you.”

ECOLOGY: It is believed that Cloakers are asexual.

YIELD:
Medicinal: Vocal cords can be soothed with Cloaker broth.
Spell Components: Cloaker vocal cords can be used in a Shatter or Shout spell.
Hide/Trophy Items: Cloakers can be tanned and enchanted into Cloaks of the Bat.
Treasure: C
Other: Nil

Clubnek

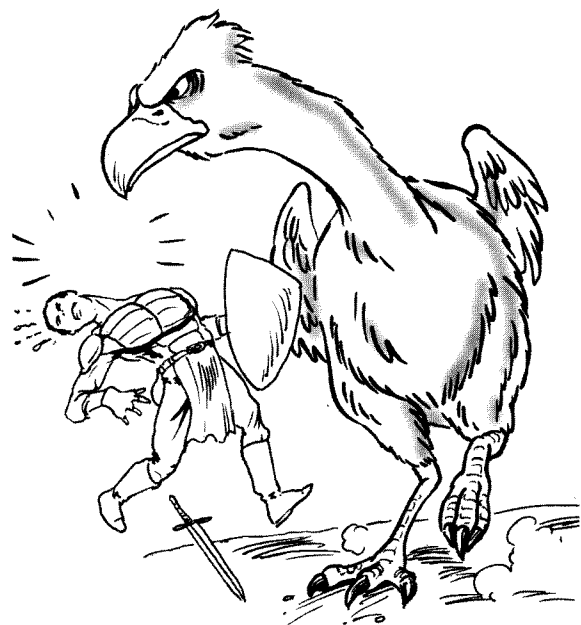
DESCRIPTION: These creatures are like mutated ostriches in appearance, with an oversized hard, bony beak. Clubneks have been seen in varying shades of green, and have yellow beaks.

COMBAT/TACTICS: Clubneks are not normally aggressive unless threatened, but their behavior is rather erratic and unpredictable. They will rush up to anyone they perceive as a threat and strike with their bony beak for 1d8 points of damage. They will also kick out with both of their triple-clawed feet, inflicting 1d6 points of damage each.

Clubnek
AKA: Dire Doombird
HACKFACTOR: 0
EP VALUE: 35
CLIMATE/TERRAIN: Temperate
FREQUENCY: Uncommon
ORGANIZATION: Flock
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral
NO. APPEARING: 2-8
SIZE: L (9' tall)
MOVEMENT: 12", see below
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 8
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6/1-6/1-8
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2

In a burst of high speed, a Clubnek can achieve a movement rate of 24" in one of every five rounds.





HABITAT/SOCIETY: These creatures are primarily herbivorous and are rarely found below ground, preferring to roam the meadowland and woods in search of succulent greens.

ECOLOGY: Clubneks gather in small flocks of one or more mated pairs. Each pair will help in feeding and caring for the flock's 4-12 young chicks, which hatch each spring.

YIELD:

Medicinal: A single Clubnek can feed 2-6 people for 1-3 days.

Spell Components: Nil

Hide/Trophy Items: A Clubnek's glossy green feathers can be used to make attractive hats and other decorative items.

Treasure: Nil

Other: Nil



Females have no wattle or comb, as males do. Other than these small hints, distinguishing one variety from another is very difficult.

COMBAT/TACTICS: The birds are all immune to their own powers and to others of their kind.

Cockatrice: This foul fowl will attack anything, human or otherwise, which it deems a threat to its lair. It will grapple with an opponent, attempting to touch a victim's exposed flesh and turn it to stone. The chance of striking an exposed area is 10% multiplied by the adjusted AC of the potential victim. Victims receive no save and the power extends into the Ethereal Plane. Flocks will fly into opponents' faces, attempting to overwhelm and confuse them.

Cockatrice

DESCRIPTION: The Cockatrice and its ilk are a repulsive hybrid of a lizard, a farmyard rooster and a bat. It is infamous for its ability to turn flesh into stone.

These birds are about the size of a large goose with the head and body of a rooster, two bat-like wings and the tail of a lizard tipped with feathers. Its feathers are golden brown, its beak yellow, its tail green and its wings gray. The only distinguishing marks between the types are that Pyrolisks have one red tail feather, Cryolisks one blue tail feather and Polyliks one yellow.

Cockatrice	Standard	Pyrolisk	Cryolisk	Polylik
AKA:	Stone Fowl	Fiery Fowl	Cold Turkey	Doppelfowl
HACKFACTOR:	11	17	17	9
EP VALUE:	650	1400	1400	650
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Uncommon	Rare	Rare	Very Rare
ORGANIZATION:	Flock	Flock	Flock	Flock
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Animal (1)	Low (5)	Low (5)	Animal (1)
ALIGNMENT:	Neutral	Neutral Evil	Neutral Evil	Neutral
NO. APPEARING:	1-6	1-4	1-4	1-6
SIZE:	S (3' tall)	S (3' tall)	S (3' tall)	S (3' tall)
MOVEMENT:	6", 18" Fly (C)	6", 18" Fly (C)	6", 18" Fly (C)	6", 18" Fly (C)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Confident (12)	Confident (12)	Confident (12)
ARMOR CLASS:	6	6	6	6
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1-3	1-4	1-4	1-3
SPECIAL ATTACKS:	Stone Touch	Gaze	Gaze	Polymorph Touch
SPECIAL DEFENSES:	Nil	Immune to Fire	Immune to Cold	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	5	6+2	6+2	5

Pyrolisk: Pyrolisks revel in mayhem and their gaze causes victims to burst into flame and die unless a save vs. death magic is made. Those who save suffer 2-13 points of fire damage. Any creature immune to fire is unaffected by its gaze, as well as PCs that make their first saving throw. The creature can cause any fire source to explode as a Pyrotechnics spell once per round. The bird itself is immune to all fire spells and attacks.

Cryolisk: Similar to the Pyrolisk, these birds freeze victims with their gaze, causing 2-13 points of damage if the save is made and frozen death if failed. Additionally, they can create a 1' x 10' x 10' Wall of Ice once per round. Cryolisks are immune to cold and cold attacks. PCs frozen by Cryolisks can be revived if thawed out within 10 rounds. Cryolisks smash frozen victims and eat the pieces unless attacked.

Polylink: Anyone meeting the gaze of one of these creatures must save vs. death or be Polymorphed into another Polylink with the same stats (consult the Polymorph Other spell for the chance of retaining memory). Anyone making the save suffers 2-13 points of damage as feathers burst from random parts of the victim's body. These will fall off if the Polylink dies, but until then they subtract 1-6 points of Charisma for any non-avian creature viewing the PC.

HABITAT/SOCIETY: These birds subsist on small animals and insects, and have nasty temperaments. Females are rare, thus the society is matriarchal and females have more than one mate. Nests are permanent and will be lined with shiny coins, beautiful gems and the broken heads of various victims. The mortal enemy of the Pyrolisk is the Phoenix, but it attacks creature it encounters. Polylinks will be attacked by Cockatrices, Pyrolisks and Cryolisks on sight, while the other three birds may, in times of crisis, band their flocks together for mutual survival.

ECOLOGY: Females lay 1-2 eggs per month and 25% hatch in 11-19 days. The young reach maturity in six months. The eggs are prized as the birds make excellent, if dangerous, guardians and pets.



YIELD:

Medicinal: Cockatrices only look like chicken, they taste like Basilisk and are not good to eat.

Spell Components: Tail feathers from these birds are excellent for inscribing magic scrolls of all kinds. The red feather will add +1 per die to damage rolls on fire attacks, the blue will add +1 per die to damage rolls on cold attacks and the yellow will make victims of Polymorph Other spells save at -2.

Hide/Trophy Items: Nil

Treasure: D

Other: Eggs from these creatures are extremely prized and fetch 300-1800gp each.

Cockroach, Carnivorous Giant

DESCRIPTION: Giant Cockroaches look like a large version of their smaller cousins. The immensely large Giant Carnivorous Cockroach can fly laboriously, but has a tougher exoskeleton.

COMBAT/TACTICS: The weakness of all Roaches is bright light. A Light spell cast directly on a Roach will blind it, while a Continual Light spell forces a morale check at -4. Roaches will not willingly enter bright light. Brave Roaches that do make their morale checks are 40% likely to attack the source of their discomfort.

These larger bugs have developed a taste for flesh and hunt it actively. Any creature hit by its mandibles (1-12 points of damage) must make a Strength check to free itself. These Roaches aren't picky about where they get their meat and once they have it, they will abandon battle to feast. Carnivorous Roaches that are fed on a regular basis make excellent guards in dungeon settings.

HABITAT/SOCIETY: Roaches love dark places where they can hide and feed. The more waste and debris the better, and they thrive in dungeon settings. Some dungeons have become so overrun with these monsters that they have wiped out humanoid tribes that once dwelled there. Rumors persist of swarms of these creatures numbering in the thousands.

ECOLOGY: Roaches lay their eggs in whatever filth is available. They are nearly immune to poisons and miss their save only on a one. Roaches multiply rapidly if there is a queen (10% chance for each type). She is a non-combatant capable of laying 10-100 eggs a day. These young mature at the rate of one Hit Die per week. Roaches adapt quickly and reproduce rapidly. Should a hive be exposed to the same attacks over a one-year period, there is a 10% chance the Roaches will develop a resistance to it.

Cockroach, Carnivorous Giant

AKA: --

HACKFACTOR: 6

EP VALUE: 420

CLIMATE/TERRAIN: Temperate to Tropical

FREQUENCY: Rare

ORGANIZATION: Swarm

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-4

SIZE: M (5'-6' long)

MOVEMENT: 3", 9" Fly (E)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 3

NO. OF ATTACKS: 3

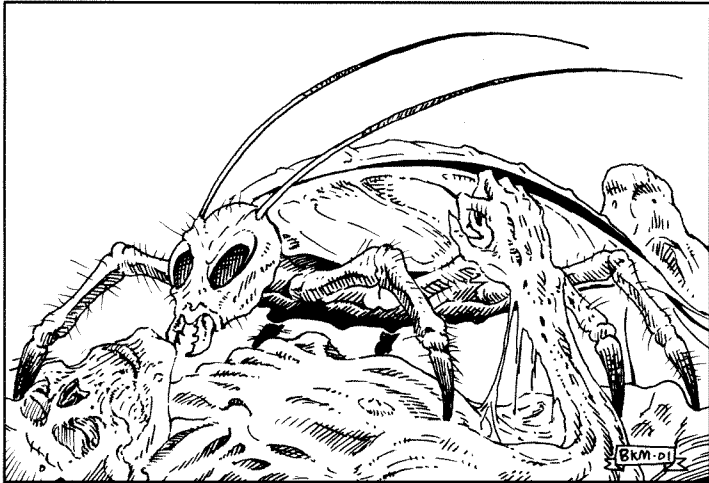
DAMAGE/ATTACK: 1-2/1-2/1-12

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5

**YIELD:**

Medicinal: Roaches are edible if cleaned properly.

Spell Components: These bugs are ideal for Summon Swarm or Giant Insect spells.

Hide/Trophy Items: The shell of a Giant Carnivorous Cockroach is a perfect size for a medium shield and can be enchanted to +1.

Treasure: Nil

Other: Nil

Cockroach, Cheetah

DESCRIPTION: Giant Cockroaches look like a large version of their smaller cousins. The Cheetah Cockroach has a distinctive pattern of spots on its back that resemble a Cheetah's markings.

COMBAT/TACTICS: The weakness of all Roaches is bright light. A Light spell cast directly on a Roach will blind it, while a Continual Light spell forces a morale check at -4. Roaches will not willingly enter bright light. Brave Roaches that do make their morale checks are 40% likely to attack the source of their discomfort.

Cheetah Cockroaches prowl like pack animals, looking for meat to devour. They are smart enough to set ambushes, and are likely to try the same attack schemes again and again. Their mandibles are so quick that they bite twice each round as they flutter around their prey. The smell of blood is 35% likely to attract these bugs from up to a mile away. They attack without mercy, concentrating on weaker targets.

HABITAT/SOCIETY: Roaches love dark, moist places. They thrive in dungeon settings. Some dungeons have become so overrun with

Cockroach, Cheetah

AKA: --

HACKFACTOR: 1

EP VALUE: 65

CLIMATE/TERRAIN: Temperate to Tropical

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 5-30

SIZE: S (1' long)

MOVEMENT: 3", 18" Fly (C)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 4

NO. OF ATTACKS: 2

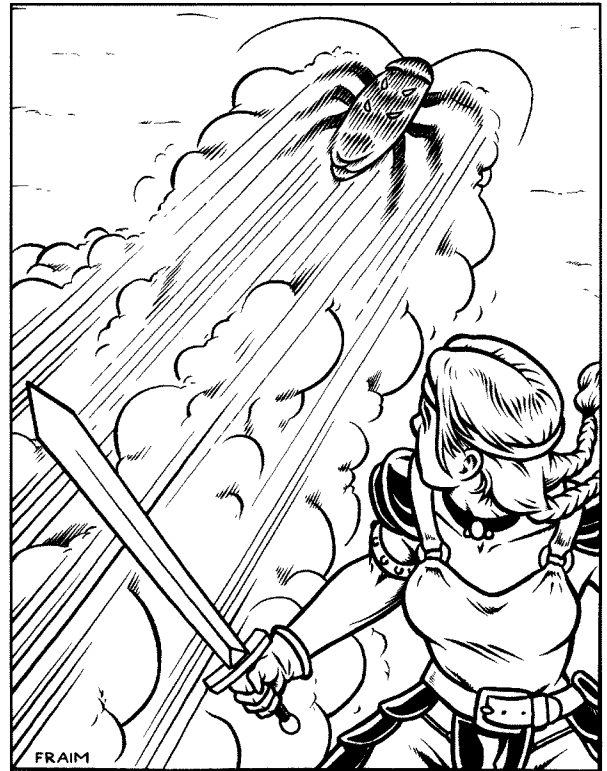
DAMAGE/ATTACK: 2-7/2-7

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1+2



these monsters that they have wiped out entire humanoid tribes that once dwelled there. Rumors persist of swarms of these creatures numbering in the thousands.

ECOLOGY: Roaches lay their eggs in filth. They are nearly immune to poisons and miss their save only on a one. Roaches multiply rapidly if there is a queen (10% chance for each type). She is a non-combatant capable of laying 10-100 eggs a day. These young mature at the rate of one Hit Die per week. Roaches adapt quickly, and should a hive be exposed to the same attacks over a one-year period, there is a 10% chance the Roaches will develop a resistance to it.

YIELD:

Medicinal: Roaches are edible if cleaned properly.

Spell Components: These bugs are ideal for Summon Swarm or Giant Insect spells.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Cockroach, Giant - Dire/Hair-Lipped

DESCRIPTION: Giant Cockroaches look like a large version of their smaller cousins. The Dire Cockroach boasts large wings and sharp mandibles. The Hair-Lipped Cockroach resembles the Dire Roach, but has a longer, lower set of mandibles with a fleshy screen to filter through muck.

COMBAT/TACTICS: The weakness of all Roaches is bright light. A Light spell cast directly on a Roach will blind it, while a Continual Light spell forces a morale check at -4. Roaches will not willingly enter bright light. Brave Roaches that do make their morale checks are 40% likely to attack the source of their discomfort.

Cockroach, giant	Dire	Hair-Lipped
AKA:	--	--
HACKFACTOR:	4	3
EP VALUE:	120	120
CLIMATE/TERRAIN:	Temperate to Tropical	Temperate to Tropical
FREQUENCY:	Uncommon	Common
ORGANIZATION:	Swarms	Broods
ACTIVITY CYCLE:	Night	Night
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Non (0)	Non (0)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-6	2-20
SIZE:	S (2-3' long)	M (4' long)
MOVEMENT:	6", 12" Fly (D)	6", 6" Fly (D)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Fearless (19)	Fanatic (20)
ARMOR CLASS:	4	6
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-8	1-4
SPECIAL ATTACKS:	Nil	Cause Disease
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	2+3	2

Dire Cockroach: The Dire Roach is dangerous, but not nearly as vicious as its kin. This large bug does not like to have its meals disturbed and, since it is always eating and will eat almost anything, this is very likely (97% chance it is having a meal when encountered). The Dire Roach bites (for 1d8 points of damage) anything with its mandibles until it stops moving, then resumes its meal. Thieves that successfully make Hide in Shadows and Move Silently checks in the dark can easily pass by Dire Roaches.

Hair-Lipped Cockroach: These insects sift through the muck of sewers to find nutrients. If left alone, they continue to filter muck. If disturbed

by light or attack, they bite (1d4 damage). Their bite is weak, but those who miss their saving throw vs. poison will contract a disease in 1-4 days.

HABITAT/SOCIETY: Roaches love dark, moist places where they can hide and feed. The more waste and debris the better, and they thrive in dungeon settings. Some dungeons have become so overrun with these monsters that they have wiped out the humanoid tribes that once dwelled there. Rumors persist of swarms of these creatures numbering in the thousands.

ECOLOGY: Roaches lay their eggs in whatever filth is available. They are nearly immune to poisons and miss their save only on a one. Roaches multiply rapidly if there is a queen (10% chance for each type). She is a non-combatant capable of laying 10-100 eggs a day. The young mature at the rate of one Hit Die per week. The Hair-Lipped Roach is also immune to disease. Roaches adapt quickly and reproduce rapidly. Should a hive be exposed to the same attacks over a year, there is a 10% chance the Roaches will develop a resistance to it.

YIELD:

Medicinal: Roaches are edible if cleaned properly, although the Hair-Lipped Roach is 90% likely to Cause Disease if eaten.

Spell Components: These bugs are ideal for Summon Swarm or Giant Insect spells.

Hide/Trophy Items: The shell of a Giant Cockroach is a perfect size for a medium shield and can be enchanted to +1.

Treasure: Nil

Other: Nil

Cockroach, Giant Winged

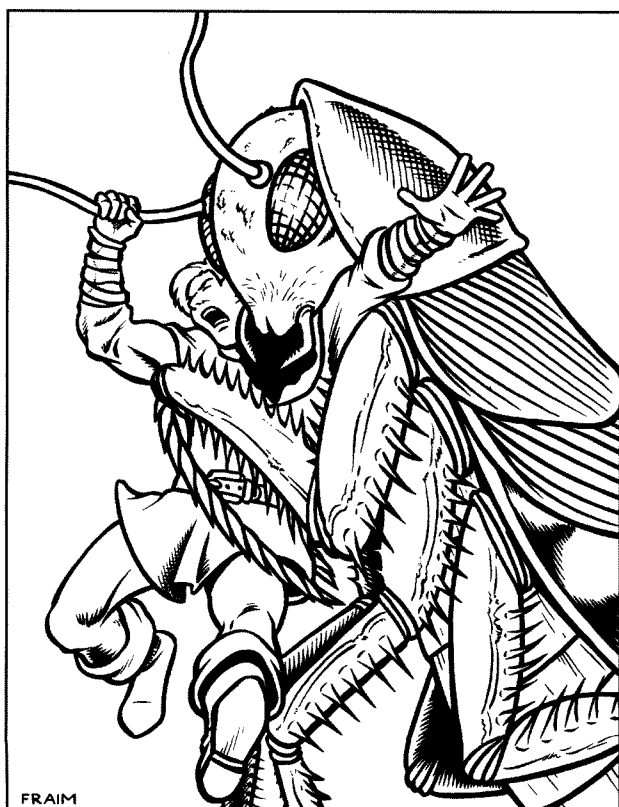
DESCRIPTION: Giant Winged Cockroaches look like larger versions of their smaller cousins, with wings. The Hissing Roach has an inflatable lower abdomen. The Oriental Cockroach is not as flat as its western cousins and is 25% likely to be confused with a Beetle. The Short-Winged Cockroach has wings that are too small to support its bulk. Roaches enjoy messy, dark places.

COMBAT/TACTICS: The weakness of all Roaches is bright light. A Light spell cast directly on a roach will blind it, while a Continual Light spell forces a morale check at -4. Roaches will not willingly enter bright light. Brave Roaches that do make their morale checks are 40% likely to attack the source of their discomfort.

Hissing Roach: When encountered and disturbed, the Hissing Roach will hiss loudly, hoping to frighten predators that would eat it. This is 40% likely to attract monsters and 70% likely to cause the GM to make another check on the wandering monster table. Hissing Roaches will defend themselves if attacked and will continue to hiss until dead, the threat is gone or until they are out of breath.

Oriental Roach: The small ones are bred to fight and the recent addition of these large bugs (developed by a Wu-Jen) has elevated the national sport of Cockroach fighting to a craze. Oriental Roaches are well-trained fighters, attacking twice with their forelegs and once with their mandibles, but respond to a command to stop. Well-fed Cockroaches can last for years, but they will not, under any circumstances, take a dive during a fight.

Short-Winged Roach: These Roaches evolved bigger bodies, but wings that cannot support their weight. They are so flat, however,



Cockroach, Winged	Hissing	Oriental	Short-Winged
AKA:	Angry Roach	Decorative Roach	Stump Roach
HACKFACTOR:	1	1	4
EP VALUE:	15	65	270
CLIMATE/TERRAIN:	Temperate to Tropical	Temperate to Tropical	Temperate to Tropical
FREQUENCY:	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Swarms	Broods	Broods
ACTIVITY CYCLE:	Night	Night	Night
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Semi (2-4)	Animal (1)	Non (0)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	2-12	3-30	5-20
SIZE:	S (1' long)	S (1'-3' long)	M (4' long)
MOVEMENT:	6", 12" Fly (D)	6", 12" (D)	12"
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Daring (15)	Defiant (17)
ARMOR CLASS:	3	4	5
NO. OF ATTACKS:	1	3	3
DAMAGE/ATTACK:	1-4	1-2/1-2/1-8	1-4/1-4/1-10
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	1+1	2+1	4

that they can fit under a door so long as there is at least one inch between door and floor. They attack twice with their forelegs and once with their mandibles.

HABITAT/SOCIETY: Roaches love dark, moist places where they can hide and feed. The more waste and debris the better, and they thrive in dungeon settings. Some dungeons have become so overrun with these monsters that they have wiped out the humanoid tribes that once dwelled there.

ECOLOGY: Roaches lay their eggs in whatever filth is available. They are nearly immune to poisons and miss their save only on a one. Roaches multiply rapidly if there is a queen (10% chance for each type). She is a non-combatant capable of laying 10-100 eggs a day. The young mature at the rate of one Hit Die per week. Roaches adapt quickly and reproduce rapidly. Should a hive be exposed to the same attacks over a year, there is a 10% chance the Roaches will develop a resistance to it.

YIELD:

Medicinal: Roaches are edible if cleaned properly. The abdomen of a Hissing Cockroach is watertight and can be used for a water skin.

Spell Components: These bugs are ideal for Summon Swarm or Giant Insect spells.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Cockroach, Lightning

DESCRIPTION: The Lightning Cockroach is a type of giant Winged Cockroach, with a yellow-colored thorax and a lightning bolt-shaped birthmark visible on its side. In all other respects, it looks like a larger version of its smaller cousins, with wings.

COMBAT/TACTICS: The weakness of all Roaches is bright light. A Light spell cast directly on any Roach will blind it, while a Continual

Cockroach, Lightning

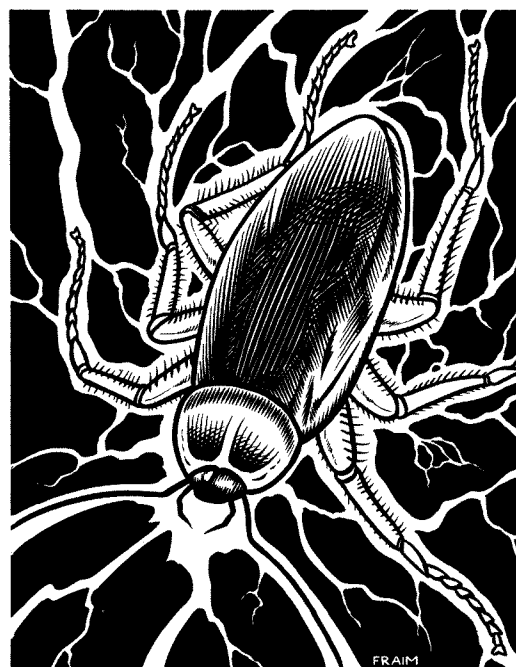
AKA: --
HACKFACTOR: 6
EP VALUE: 270
CLIMATE/TERRAIN: Temperate to Tropical
FREQUENCY: Rare
ORGANIZATION: Swarms
ACTIVITY CYCLE: Night
DIET: Omnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1-6
SIZE: S (3-4' long)
MOVEMENT: 6", 18" (B)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 4
NO. OF ATTACKS: 1 or 1
DAMAGE/ATTACK: 1-10 or 3-18
SPECIAL ATTACKS: Lightning Blast
SPECIAL DEFENSES: Immune to lightning
MAGIC RESISTANCE: Standard
HIT DICE: 3+1

Light spell forces the Roach to make a morale check at -4. Roaches will not willingly enter bright light. Brave Roaches that do make their morale checks are 40% likely to attack the source of their discomfort.

The Lightning Roach has shorter antennae than its Roach kin. When disturbed, they can cause a charge to erupt between the two antennae, firing forward up to 20' for 3-18 points of damage (half if a save vs. breath weapon is made). Their mandibles do 1d10 hit points of damage.

Lightning Roaches take no damage from lightning (or similar electrical attacks) and they are frequently a problem in Storm Giant castles.

HABITAT/SOCIETY: Roaches love dark, moist places where they can hide and feed. The more waste and debris the better, and they thrive in



dungeon settings. Some dungeons have become so overrun with these monsters that they have wiped out the humanoid tribes that once dwelled there.

ECOLOGY: Roaches lay their eggs in whatever filth is available. They are nearly immune to poisons and miss their save only on a one. Roaches multiply rapidly if there is a queen (10% chance for each type). She is a non-combatant capable of laying 10-100 eggs a day. These young mature at the rate of one Hit Die per week. Roaches adapt quickly and reproduce rapidly. Should a hive be exposed to the same attacks over a year, there is a 10% chance the Roaches will develop a resistance to it.

YIELD:

Medicinal: Roaches are edible if cleaned properly.

Spell Components: These bugs are ideal for Summon Swarm or Giant Insect spells.

Hide/Trophy Items: The shell of a Lightning Cockroach can be used to make bucklers that give the wearer +1 to AC and +2 to saves vs. lightning, with a 10% chance to deflect any lightning attack. The antennae of the creatures are highly valued for Wands of Lightning.

Treasure: Nil

Other: A set of antennae from a Lightning Cockroach is worth 1000-6000gp to a mage.

Coffer Corpse

DESCRIPTION: A Coffer Corpse is a Zombie-like creature that roams stranded funeral barges or other places where the dead failed to return to their maker. There is a 25% chance it is clutching the weapon it was buried with and a 25% chance that it is clutching the neck of the last person who crossed its path.

COMBAT/TACTICS: A Coffer Corpse can only be damaged by magic weapons, although regular weapons will appear to do damage. If struck for six or more points of damage with regular weapons, the Corpse falls to the ground, apparently destroyed. It then rises up the next round, causing Fear for 1-6 rounds to anyone that does not make a saving throw vs. paralysis.

Corpses fight with their weapons or their claws (1d6 points of damage or by weapon type). On a modified 16 or above, the Corpse has wrapped its hands around the victim's throat, causing another 1-6 points of damage per round until either the victim or the Corpse is destroyed.

Coffer Corpse

AKA: Choke Zombie, Barge Creeper

HACKFACTOR: 3

EP VALUE: 65

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: M

MOVEMENT: 6"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6 or by weapon

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Magic weapons to hit

MAGIC RESISTANCE: Standard

HIT DICE: 2

HABITAT/SOCIETY: Coffer Corpses dwell in places of death. They are angry at not getting their final reward.

ECOLOGY: Like all undead, they are immune to mind altering spells. They are turned as Wraiths on the undead table.



YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: B

Other: Nil

Confusion Beast

DESCRIPTION: A close relative of the Displacer Beast, this creature resembles a large, black puma, but has a prehensile tail. The tail ends in a clump of bone closely resembling a morning star, which the creature can use to club its victims. Confusion Beasts eat humanoids just out of spite. They prefer the taste of deer.

COMBAT/TACTICS: A Confusion Beast has the power of a Confusion spell: all who gaze upon the creature must save vs. spell. A successful save negates the effect, but a save must be made each round.

A Confusion Beast will often perch itself on a tree or a low rise, so it can better club its prey. Targets hit by the tail (2-7 points of damage) have a percentage chance of falling unconscious equal to the amount of damage done by the cat's club. Those that fall unconscious do so for 20 rounds, minus one round for each point of the victim's Constitution. It may also attack with its claws (1d4 points of damage) or by biting (1d6). Confusion Beasts are immune to their own power, the spell of the same name and magic items that mimic Confusion (or have similar effects).

HABITAT/SOCIETY:

The Confusion Beast delights in the pain it causes others. It prefers to keep its lair in dense foliage or in trees, but it hunts out in the open, where its powers can affect the most targets.

ECOLOGY:

Confusion Beasts are born like most cats, but litters tend to be of only 1-3 cubs. The cubs have access to their Confusion power the second they open their eyes. Oddly enough, Confusion Beasts themselves can only become confused by dwarven drinking songs. The pitch is 20% likely to confuse the Beast as per the spell so long as the dwarf continues to sing and the Beast remains in hearing range.

Confusion Beast**AKA:** Confusion Cougar**HACKFACTOR:** 12**EP VALUE:** 650**CLIMATE/TERRAIN:** Temperate/
Forest/Hills**FREQUENCY:** Very Rare**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Day**DIET:** Carnivore**INTELLIGENCE:** Semi (2-4)**ALIGNMENT:** Neutral**NO. APPEARING:** 2-5**SIZE:** L (7' long)**MOVEMENT:** 15"**PSIONIC ABILITY:** Nil**Attack/Defense Modes:** Nil/Nil**MORALE:** Confident (12)**ARMOR CLASS:** 4**NO. OF ATTACKS:** 1 or 3**DAMAGE/ATTACK:** 2-7 or 1-4/1-4/1-6**SPECIAL ATTACKS:** See below**SPECIAL DEFENSES:** See below**MAGIC RESISTANCE:** Standard**HIT DICE:** 6**YIELD:**

Medicinal: A Confusion Beast's small intestine can be used to conceal magic items from detection spells.

Spell Components: A bit of fur can be used as the material component for the Confusion spell. The tail can be enchanted into a +1 morning star.

Hide/Trophy Items: The hide of the Beast can be sewn into a cursed Cloak of Confusion (the victim is struck as if by the spell until he receives a Remove Curse spell).

Treasure: D

Other: Nil

Corby, Dire**DESCRIPTION:**

Dire Corbies are fearless birdmen with small forearm wings ending in clawed hands. They have muscular humanoid bodies and are covered with tiny, dull-colored feathers.

COMBAT/TACTICS:

Dire Corbies use their rock-hard claws to scratch opponents for 1d6 points of damage. They hunt regularly in flocks and shout terrifying war-cries of just one word, repeated over and over, such as "Doom! Doom!" or "Die! Die!"

Dire Corbies are ferocious and always fight to the death. No morale check is necessary.

HABITAT/SOCIETY:

At one point, they believed that giant bats near their lairs were stealing their souls. The Corbies made war upon them for many years throughout Garweeze Wurld. They have since ceased fighting openly with the bats and now have an uneasy truce with them.

They now believe that the halflings secretly covet their longer wing feathers. The mere sight of a halfling will enrage the Corby, and it will attack them fearlessly.

ECOLOGY: Living in large, communal underground caverns, the Dire Corbies scrawl primitive drawings on the cave wall that some-

Corby, Dire**AKA:** Bird Cavemen**HACKFACTOR:** 1**EP VALUE:** 35**CLIMATE/TERRAIN:** Subterranean**FREQUENCY:** Rare**ORGANIZATION:** Flocks**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Low (5-7)**ALIGNMENT:** Neutral Evil**NO. APPEARING:** 1-12**SIZE:** M**MOVEMENT:** 12"**PSIONIC ABILITY:** Nil**Attack/Defense Modes:** Nil/Nil**MORALE:** Fanatic (20)**ARMOR CLASS:** 6**NO. OF ATTACKS:** 2**DAMAGE/ATTACK:** 1-6/1-6**SPECIAL ATTACKS:** Nil**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Standard**HIT DICE:** 2

times give PCs clues to other caverns and sometimes contain drawings relating to the Dire Corbies strange beliefs.

YIELD:
Medicinal: Nil.
Spell Components: Dire Corby claw is a key ingredient in a Potion of Fearlessness.
Hide/Trophy Items: Nil.
Treasure: Q x 5
Other: Nil

Corpse Crab

DESCRIPTION: Corpse Crabs appear as corpses infested with a crab-like parasite, allowing the dead to walk and move in zombie-like fashion. The controlling Crab resembles a normal crab, but its feelers have extended nerves that actively seek out the spine of the deceased and send signals to its legs and arms.

COMBAT/TACTICS: Resembling Zombies, Corpse Crabs in their hosts will be mistaken as such 90% of the time. The other 10% of the time, a PC might notice something moving under its skin. Corpse Crabs are able to flail their host's arms, striking opponents for 1-6 points of damage.

There is a 20% chance the Crab is adept enough for the corpse to use a hand-held weapon. On its own, the Crab moves at 3", but while inside a host, it moves at 6". The Corpse Crab's hosts are AC 8, HD 2. The Crab, when free of a corpse, can only do 1d3 points of damage with its small pincers.

The Crab's host cannot be turned and mental spells are only effective if directed at the Crab, and appropriate for controlling a monster. Corpse Crabs will attack adventuring parties on sight, seeking the strongest new host body.

HABITAT/SOCIETY: These bizarre scavengers often find the dead bodies of shipwreck victims. They inhabit them to increase their mobility during the mating season, to migrate to warmer climes and to search for food. During hard times, they will eat the carrion of the corpses that they are controlling. Eventually, the dead body becomes too decayed and the Crab must find a new home.

ECOLOGY: During the spring, female Corpse Crabs lay their eggs inside a particularly meaty corpse. The female will actively seek a fresh body for her young whenever possible. In a bizarre scene, the Corpse shakes its arms violently when the little Crabs hatch, as all the young attempt to move the Corpse at once. Eventually, they so damage the body that all they can do is eat their first meal and move on.

Corpse Crab

AKA: Zombie Crab, Carrion Crab

HACKFACTOR: 1

EPVALUE: 15

CLIMATE/TERRAIN: Coastal areas

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Scavenger

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO.APPEARING: 1-12

SIZE: M (6' tall)

MOVEMENT: 3" (6")

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-3, 1-6 or by weapon

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 1/2



Corpse Crabs are trainable animals, but they make poor guards, since they often wander from their posts in search of food.

YIELD:
Medicinal: The Crabs are edible, but their corpses are not.
Spell Components: The brain of a Corpse Crab is perfect for a Potion of Human Control.
Hide/Trophy Items: Nil
Treasure: (20% chance of retaining the previous victim's treasure)
Other: Nil

Corpse Skink

DESCRIPTION: Colored bright green with yellow and orange bands, the Corpse Skink is a carrion feeder that makes its nest in the body of a decaying animal. Growing up to 3' long and coming equipped with a prehensile tail, the Corpse Skink is a frequent visitor to graveyards and abandoned morgues.

COMBAT/TACTICS: Corpse Skinks will bite for 1d6 points of damage and tail slap for 1-2. On a natural roll of a 20, the opponent must make a Dexterity check or drop his weapon. A Skink only attacks to protect its nest, its young or itself.

Corpse Skink

AKA: Reptilius-Morte

HACKFACTOR: 0

EPVALUE: 65

CLIMATE/TERRAIN: Savannah/
Plains/Hills/Mountains

FREQUENCY: Uncommon

ORGANIZATION: Family

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO.APPEARING: 1-12

SIZE: S (3' long)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Timid (6)

ARMOR CLASS: 7

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6/1-2

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2

HABITAT/SOCIETY: When a PC comes across a nest of Skinks, there is a 75% chance that it appears as a normal corpse. Otherwise the corpse will appear to be twitching. This is a result of movement by the Skinks inside the body. Unless the PCs take precautions, there is a 5 in 10 chance they will be surprised by a Skink attack.

There is a 10% chance of finding treasure on the corpse in a Skink's nest. Corpse Skinks do not make their nests in the bodies of the undead, as they find that movement to be disconcerting.

ECOLOGY: Like normal Skinks, Corpse Skinks prefer dry, bushy and/or rocky terrain. Skinks inhabit corpses that have been dried out by the desert, although the Skink is not above feeding on carrion. Corpse Skinks hatch from eggs in bunches of 1-3 every spring. For some reason, Corpse Skinks prefer Ogre carrion to any other. This is why most Ogres consider the sighting of a Corpse Skink a very bad omen.



YIELD:

Medicinal: Corpse Skink is edible and relieves fatigue, leaving the eater refreshed.

Spell Components: A Corpse Skink can be made into a Potion of Vitality.

Hide/Trophy Items: Corpse Skink leather is very supple and excellent for thief's gloves. These gloves will protect the hands, but do not subtract from any thief abilities.

Treasure: Nil

Other: Nil

Couatl

DESCRIPTION: Couatl are winged, feathered serpents that have rainbow colored plumage. They are nearly always encountered in the warmest jungle regions. The Couatl consider themselves protectors of the jungle.

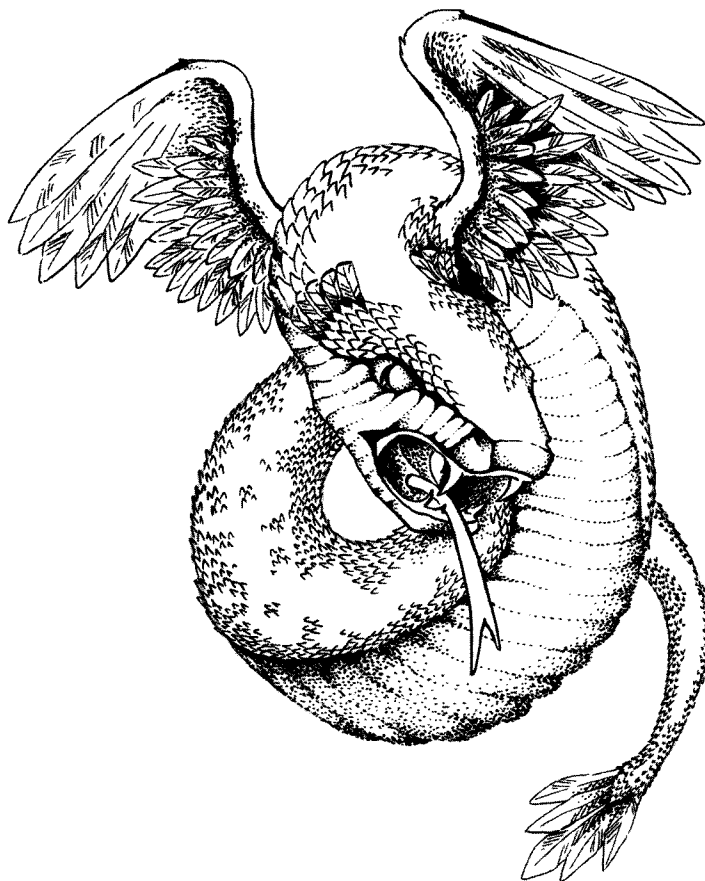
COMBAT/TACTICS: Couatl seldom attack without provocation, but will always attack evil-doers. They usually attack from the air, casting a variety of spells or using their psionics.

Couatl have the following psionic abilities at 9th level:

Clairsentience: Aura Sight, All-round Vision, See Sound; **Psychometabolism:** Metamorphosis, Chemical Simulation, Ectoplasmic Form; **Psychoportation:** Teleport, Time Shift; Telepathy; Mindlink, ESP and Invisibility.

Couatl can cast spells as a 5th level magic-user and/or a 7th level cleric (45% magic-user, 35% cleric and 20% chance of both). The serpent can polymorph itself and/or turn ethereal (plus 450 pounds of matter) at will. They can Detect Good/Evil, Detect Magic, turn Invisible and employ ESP at will. The oldest, most powerful Couatl can Plane Shift themselves and up to 8 others with a 90% success rate.

When forced to fight hand-to-fang, Couatl can bite for 1-3 and constrict for 2-8 points of damage. Their bites are poisonous and those struck must save vs. poison or die.



Couatl

AKA: Winged Serpent, Gawd of Air

HACKFACTOR: 35

EP VALUE: 6000

CLIMATE/TERRAIN: Tropical

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Genius (17-18)

ALIGNMENT: Lawful Good

NO. APPEARING: 1-4

SIZE: M (12' long)

MOVEMENT: 6", 18" Fly (A)

PSIONIC ABILITY: 110 + 1-100 PSP's

Attack/Defense Modes: Any/All

Dis/Sci/Dev: 4/5/18 at level 9 use

MORALE: Brave (14)

ARMOR CLASS: 5

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-3/2-8

SPECIAL ATTACKS: Poison/Magic/
Constriction/Psionics

SPECIAL DEFENCES: Become
ethereal at will

MAGIC RESISTANCE: Standard

HIT DICE: 9

HABITAT/SOCIETY: Considered divine by the inhabitants of the regions in which they dwell, Couatl are benevolent creatures that help mankind. Anyone that attacks or harms a Couatl will be considered evil for doing so.

Although solitary in nature, the Couatl consider themselves part of one extended clan. In dire emergencies, the eldest among them lead Couatl gatherings that can number in the hundreds. This is sometimes known as the League of the Couatl.

A Couatl can offer excellent advice and counsel to PCs that do not waste its time. Good adventurers will be helped, possibly even with a magic item from its hoard. Couatl are very busy creatures and are constantly answering cries for assistance. They routinely patrol their jungle regions, seeking out crime and evil-doers to punish.

ECOLOGY: Making their lairs in remote regions, Couatl hunt nightly and enjoy exploring. Occasionally, a pair will mate for life and build a joint lair. Couatl bear live young, but only once per century. Both parents participate in educating and protecting the young, fighting to the death to do so. Young Couatl take 30 or 40 years to mature, sometimes staying with their parents for up to a full century. Some Couatl polymorph themselves into a "secret identity" in order to add to their overall knowledge and experience.

YIELD:

Medicinal: The poison of a Couatl can be removed and will keep its potency indefinitely.

Spell Components: Feathers from a Couatl can be used to Plane Shift to the Ethereal Plane and for spells that shift items to that plane. The highly magical feathers can be used for Feather Tokens.

Hide/Trophy Items: Couatl hide is sometimes used by evil mages to bind powerful spellbooks.

Treasure: B, I

Other: The entire body of a Couatl is magic and will fetch 1000-10,000gp to an evil magic-user.

Crab Man

DESCRIPTION: These semi-intelligent, man-size crabs are full of anger. They walk defiantly on two pairs of legs, two small pincers tipping their short arms for finer manipulation. Two slender eyestalks bob above mandibles that make up the Crab Man's sneer of disgust. Male Crab Men are brightly colored, while females are dull.

COMBAT/TACTICS: Annoyed but peaceful creatures, Crab Men fight with their large claws, each inflicting 1-6 points of damage. Males of a certain subspecies have only one large claw that delivers 1d8 points of damage. Crab Men never wield weapons and, if asked to, will click their pincers angrily, to show that their claws are weapon enough.

HABITAT/SOCIETY: During rises in the Crab Man population, the Crab Man will hunt voraciously, savagely attacking coastal towns and eating everything that moves. These frenzies last for only a few days to a week, at which point the Crab Men settle into their newly expanded territory.

Normally, they are simple hunter-gatherers who eat algae and carrion. Their lairs will be peppered with tiny sand pellets that are the result of their eating habits (Crab Men eat a tremendous amount of sand and spit it back out as pellets). Lairs consist of coastal caves, with one cave

for each Crab Man. There will be an equal number of females grumbling about the caves. Females produce 100 eggs within two weeks after mating and lay them in the ocean. The young larvae take six months to molt and many do not make it to adulthood.

Crab Men seldom trade, and produce only seaweed weaving, crude driftwood carvings, and seashell constructions. Crab Men have a Crab Gawd, but while they do value certain personal claw-made items as religious artifacts, the details of their religious beliefs remain unknown.

Crab Men tribes are led by the largest males with maximum hit points. The Crab Men speak their own language, which consists of hisses and clicks. Crab Men love shiny metal, particularly if it is silver colored, but are unable to distinguish between silver, platinum and steel. Crab Men lairs often contain piles of these metals, many worked into sculptures.

ECOLOGY: The limbs and eyestalks of a Crab Man grow back in 1-4 weeks if severed. Crab Men can live up to 20 years and grow as tall as ten feet. Sahuagin consider Crab Men a delicacy and raid them for food. Crab Man shells cannot be used for armor, but their claws can be used as passable clubs.

Crab Man

AKA: Shellfiend

HACKFACTOR: 1

EP VALUE: 65

CLIMATE/TERRAIN: Temperate to Tropical Sea Coasts

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low to Average (5-10)

ALIGNMENT: Neutral

NO. APPEARING: 2-12

SIZE: M-L (7'-10' tall)

MOVEMENT: 9", 9" Swimming

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 4

NO. OF ATTACKS: 2 or 1

DAMAGE/ATTACK: 1-6/1-6 or 1-8

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3



YIELD:

Medicinal: Crab Men are delicious, especially when cooked in garlic. Crab Men larvae (AC 8, 1 Hit Die, Dmg 1-2/1-2) are a favorite food of ocean predators.

Spell Components: Crab Man spinal fluid can be used to write a Scroll of Regeneration or create a Potion of Regeneration that will work on one limb per dose.

Hide/Trophy Items: Nil

Treasure: Kx5, Lx5, C in lair only

Other: Nil

Crane, Dire

DESCRIPTION: Dire Cranes resemble normal cranes except they are 14 feet tall and have a sinister look about them as they lurk through the swamps. These evil avians will normally be encountered in remote, shallow swamps where they feast on giant toads, bullywugs and unlucky bipeds.

COMBAT/TACTICS: A Dire Crane can pick up any man-sized or smaller opponent in its beak. On a successful hit, the creature can forego the next round of attack, and instead attempt to swallow a victim. Victims can avoid this fate and escape the bird's beak by making an open doors roll at -3. Victims in the process of being swallowed who inflict more than 5 hit points of damage to the creature internally are 25% likely to be spit out.

Also, the beak of the Dire Crane is known to be extremely sharp. Victims who are spit out are 85% likely to be attacked immediately by the Crane's stabbing beak for 2-12 points of damage.

During battle, a Dire Crane's reach is 7 feet or more. It also prefers to stand in at least 4 feet of water, which works to the Crane's advantage in combat. Dire Cranes can surprise an opponent 4 in 10 times if standing in water.

HABITAT/SOCIETY: Dire Cranes live in remote, overgrown swamps inhabited by giant frogs, giant toads, gargantuan crustaceans, giant catfish and giant pike. They are ill-tempered birds that are unfit for domestication. This, combined with the fact that they cannot understand languages, makes any negotiation tenuous at best.

ECOLOGY: Dire Cranes guard their nests, and lay 1-3 giant eggs each year. When they hatch, the young Cranes are very hungry and will eat anything or anyone within reach. Black Dragons sometimes eat Dire Cranes for a light snack.

Crane, Dire

AKA: Swamp Stork, Carnivore Crane

HACKFACTOR: 5

EPVALUE: 175

CLIMATE/TERRAIN: Subtropical/
Tropical Swamps

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral (evil)

NO. APPEARING: 1

SIZE: L (14' tall)

MOVEMENT: 12", 15" Fly (C)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

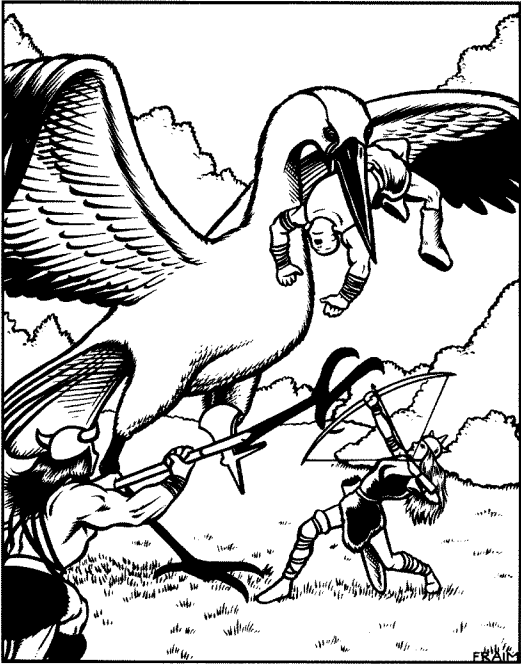
DAMAGE/ATTACK: 2-12

SPECIAL ATTACKS: See Below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4+2



YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Dire Crane feathers are sometimes used as quills for magic scrolls. Magic-users will pay 1-4gp per feather and 10-60 usable feathers can be found on a Dire Crane.

Crawling Claw

DESCRIPTION: Crawling Claws are the animated remains of hands, paws or talons of nearly any kind of living creature that may have upset the mage who created them. The flesh is dead and wounds on them do not heal without the aid of magic.

COMBAT/TACTICS: When a Claw detects a victim, it leaps up to 15 feet to attack. It deals 1-6 hit points of damage to anyone wearing something as protective as leather armor or less and 1d4 to anyone in heavier armor. Edged weapons do half damage, magic weapons do not increase damage in any way, but enchantments can still add bonuses for attack rolls.

Crawling Claw

AKA: Death Grip, Fingers of Doom

HACKFACTOR: 1

EPVALUE: 35

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Swarm

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-20

SIZE: T (human hand)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4 (vs. armored
foes) 1-6 (unarmored)

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below

HIT DICE: 2-4 hit points

Claws are immune to death magic and Raise Dead spells, although a Resurrection spell renders them immobile for one turn per level of the

caster. Claws have undead resistance when it comes to spells, but cannot be turned, controlled or damaged by holy water. Cold spells make the hands brittle and cause +1 point of damage per die to Claws.

HABITAT/SOCIETY: The Claws have a limited ability to communicate with each other and coordinate attacks, but this is limited to Claws created by a mage in the same "batch". Claws will clamber over victims and can be instructed to move large objects.

ECOLOGY: Crawling Claws are created by mages and clerics as a sort of amusement and a test of their skills. The maximum number of Claws that can be created are equal to the level of the person enchanting them. Claws must be "programmed" when created and their instructions cannot be changed. Instructions must be kept simple (such as, "Kill anyone that attempts to open this chest.").

Some Claws are directly controlled by the thoughts of their creator. The mental effort to control them is tiring and cannot be maintained more than three rounds without one round of rest. The range of control is 10' plus 5 feet per level of creator. Only unconsciousness or death will break direct control and the Claws will continue operating on their last instructions.



YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Nil

Creeper, Purple Howling

DESCRIPTION: The Purple Howling Creeper resembles a cross between a hellish humanoid and a hairless cat. Its skin is distinctly purplish gray. An enormous mouth full of crooked pointy teeth is perpetually open to scream. Two small black horns accent the tiny red-rimmed eyes that are heavily wrinkled from so much howling.

COMBAT/TACTICS: When idle, these creatures sit near the area where their last meal took place. Any movement within 15 feet of the Creeper will cause it to howl loudly, attracting wandering monsters 8 times in 12. If attacked, it defends itself with its sharp claws and bite repeatedly. The gut-wrenching howls from the beast are 20% likely to disrupt spell casting within 50'.

HABITAT/SOCIETY: Purple Howling Creepers often appear near the perimeter of camps and villages, where they scrounge for food. They will eat anything from carrion and fresh meat to grass and bugs. Believing the Creeper to be a bad omen, many villagers will leave wineskins or ale as an offering to appease it. The alcohol (at least 2 wineskins' worth) causes it to save vs. poison or become ill and die in 2-12 days. During that time, its wail diminishes to a mere whisper.

ECOLOGY: Purple Howling Creepers were originally developed by a magic-user with a taste for agony. Unfortunately, the Creeper has quickly reproduced and spread all over Garweeze World. Dragons will locate and devour Purple Howlers as a snack.



YIELD:
Medicinal: A tasty stew, edible only to Dragons, can be brewed with this Creeper. Anyone else who consumes it must save vs. poison or become ill for 2-6 days.
Spell Components: Creeper can be used in a Magic Mouth spell.
Hide/Trophy Items: Nil
Treasure: Nil

Creeper, Purple Howling

AKA: Screaming Scrounger
HACKFACTOR: 3
EP VALUE: 65
CLIMATE/TERRAIN: Temperate/Tropical
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Animal (I)
ALIGNMENT: Neutral
NO. APPEARING: 1-4
SIZE: M (4'-8')
MOVEMENT: 6'
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 8
NO. OF ATTACKS: 1-6
DAMAGE/ATTACK: 1-3 per attack
SPECIAL ATTACKS: Howl
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 3+4

Other: Due to its value to Dragons, magic-users will sometimes pay 1-20gp per beast. In some kingdoms, however, bringing the creature within city limits is illegal. Some punishments are rumored to be very extreme.

Creeper, Yellow Musk

DESCRIPTION: The Yellow Musk Creeper is a light green to yellow climbing plant that can move all on its own. It will have 2-12 flowers, 1-4 buds and cover roughly a 20' square area. Creeper Zombies are humanoids with Creeper vines bursting from their skull, eye sockets, mouth, nostrils and ears. The skin turns yellow and the victim's gaze is fixed and dazed.

COMBAT/TACTICS: Creepers attack by swaying hypnotically and puffing dust into a victim's face from their flowers. Those who miss a saving throw vs. spell become entranced and walk into the Creeper. A victim who misses his saving throw will resist any attempts to stop him from moving toward the plant.

Creeper, Yellow Musk
AKA: Brain Plant, Cranium Weed
HACKFACTOR: 4
EPVALUE: 120
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO.APPEARING: 1
SIZE: L
MOVEMENT: Immobile
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: 3

Once a victim is inside the plant, the Yellow Musk Creeper attaches roots to the victim's brain and drains his Intelligence at the rate of 1d4 points per round. Any hit on the root will stop the process, but the plant will attempt to reattach unless the victim is dragged away.

If the victim's Intelligence drops to 0 or less, it dies and a new Yellow Musk Creeper seed starts sprouting in his skull. If the victim's Intelligence is reduced to 1 or 2, he becomes a Yellow Musk Zombie, eventually decaying and wandering away to drop dead and start a new plant. The Creeper usually has one Zombie per two flowers.

HABITAT/SOCIETY: Creepers have enough mobility in their branches to cover their tracks and hide previous victims. They are sometimes planted near treasure hoards to guard them. Sometimes intelligent undead use them in this way, since they are immune to the plant's attack. The Yellow Musk Zombies will protect the plant to the death. The Zombies cannot be turned and are immune to mind influencing spells.

ECOLOGY: The only way to kill a Creeper is to stab into the bulbous root at the base of the plant. Zombies can be cured with Neutralize Poison (which kills the bud) and Heal (which restores the victim). The victim will need another Heal spell or 4 weeks of rest to fully recover.

YIELD:
Medicinal: The roots of the plant can be boiled into a concoction that functions as a Forget spell (20th level casting ability, 10th level if the victim succeeds at a saving throw vs. poison). 2-8 vials can be made from one plant.
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Incidental. Zombies will be carrying their belongings.
Other: Because of the poison that can be made from the Creeper, it is worth 10-100gp per plant.



Creeping Horror

DESCRIPTION: Creeping Horrors are 6-legged, demonic-looking fiends, with razor-sharp claws, a mouthful of fangs and a distorted human face with an upturned nose, black eyes and long, greasy hair. Their flesh is pale, and their claws and hair are black.

COMBAT/TACTICS: Creeping Horrors can climb almost any surface with a 90% chance of success and thus ambush prey from above, raking with four sets of claws, (1-6 points of damage each) steadying themselves with the back two. Creeping Horrors can "taste fear" and always abandon fighting opponents to pursue fleeing ones.

Creeping Horror
AKA: Abysmal Terror of the Depths
HACKFACTOR: 2
EPVALUE: 175
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO.APPEARING: 1-15
SIZE: M (6' long)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Defiant (17)
ARMOR CLASS: 3
NO. OF ATTACKS: 5
DAMAGE/ATTACK: 1-6x4/1-8
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 3

HABITAT/SOCIETY: Part demon, part dawg, part greasy-haired humanoid with a turned up nose, the Creeping Horror is disturbing to look at and is even more disturbing to be killed by. They live in darkness, able to see with infravision within 90'. Horrors lurk at the edges of pits and other large dungeon traps to finish off injured prey.

ECOLOGY: Creeping Horrors spawn in total darkness. Their young will never be encountered, since they flee the nest, feeding on any small creatures they can find. They reach maturity in a mere 3 months.

The original Creeping Horror is believed to have been a young magic-user who was cursed by a demon he summoned and could not control. In addition to killing and eating victims, Creeping Horrors often add insult to injury by defiling corpses they cannot eat.



YIELD:

Medicinal: Nil

Spell Components: The weak demonic blood of the Creeping Horror is perfect for a Protection From Good spell.

Hide/Trophy Items: Nil

Treasure: U (each)

Other: The teeth and jaws of a Creeping Horror, if harvested correctly, can be used as a bear trap, which does 3-12 points of damage. (Chain not included.)

Cricket, Common

DESCRIPTION: Crickets are tiny, grasshopper-like insects that make a pleasant chirping noise when they rub their legs together. They are a brownish-purple and completely inoffensive.

COMBAT/TACTICS: A Cricket cannot hurt anything with more hit points than itself. Feasting on grass, they hop away from PCs that would attack them. PCs using siege weapons to attack Crickets get -18 to hit, due to the cricket's small size.

HABITAT/SOCIETY: Crickets live in swarms, living, laughing and loving under the stars and under tall grasses. They occasionally get trapped inside a building, where they will chirp incessantly until let outside or stepped on. Catching a live Cricket gives temporary good luck; the possessor of the Cricket gains +1 to hit on the next 2-5 combat rounds. Should the Cricket die in his care, the possessor gets -1 to hit for the next 2-8 rounds. In some cultures, Crickets are kept as pets to fight against other pet Crickets.

ECOLOGY: Crickets live in a world where a blade of grass is like a tree and the boot of a PC is instant armageddon. Crickets spawn from eggs which are planted by the female during the late spring. The Crickets hatch and develop into maturity in a matter of weeks, just in time to chirp incessantly all summer long.

Cricket, Common

AKA: Luck Bug

HACKFACTOR: 0

EP VALUE: 1/100

CLIMATE/TERRAIN: Temperate/Forests

FREQUENCY: Common

ORGANIZATION: Swarm

ACTIVITY CYCLE: Night

DIET: Herbivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 10-100

SIZE: T (3" long)

MOVEMENT: 1", 3" Jumping

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Weak (3)

ARMOR CLASS: 10

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 0

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1 hit point



YIELD:

Medicinal: Crickets are edible.

Spell Components: A Cricket can be used for a Summon Swarm spell, which specifically summons a swarm of Crickets.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Criocamp

DESCRIPTION: The fantastic Criocamps have the front torso and head of a ram with the body, flippers and large tail of a fish. They are covered in short fur that is usually white, gray or a bluish-green. Their two front legs have webbed hooves that can propel them through the water at great speeds. They are a nuisance to fishermen and recreational boaters.

COMBAT/TACTICS: Criocamps are notoriously territorial and will aggressively ram (2-12 damage) anything that approaches their herd. For every 10' a Criocamp travels beyond 120', add +1 damage to the target struck. Some Criocamps have been known to hit boats so hard that they tear through both sides of the hull.

Fortunately, in a herd of 5-30, only 10% of the Criocamps will be male and old enough to attack. The rest will be females who can only bite for 1-6 points of damage if cornered.

HABITAT/SOCIETY: Criocamps are sometimes domesticated and used by Mer-Folk, Sea Elves and others as livestock. Unfortunately, they require a great deal of care and maintenance, especially around mating season, so corraled and domestic Criocamps are rare.

ECOLOGY: Criocamps are sea mammals that breathe air. The first Criocamps were created by an insane magic-user named Leonardi the

Criocamp	
AKA:	Ram Fish, Piscean Goat
HACKFACTOR:	2
EP VALUE:	175
CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Animal
ALIGNMENT:	Neutral
NO. APPEARING:	5-30
SIZE:	M (5' long)
MOVEMENT:	24" Swim
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/Nil
MORALE:	Daring (15)
ARMOR CLASS:	6
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12 or 1-6
SPECIAL ATTACKS:	Charge
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
HIT DICE:	3+2

Wiley. Leo spent years trying different enchantments on thousands of rams and sheep before successfully creating the first Criocamps. His experiments have never been repeated, but the Criocamps are surprisingly well-motivated to mate and raise young.

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Items carved from Criocamp horns are suitable for enchantment. Horns are worth 350gp per pair.

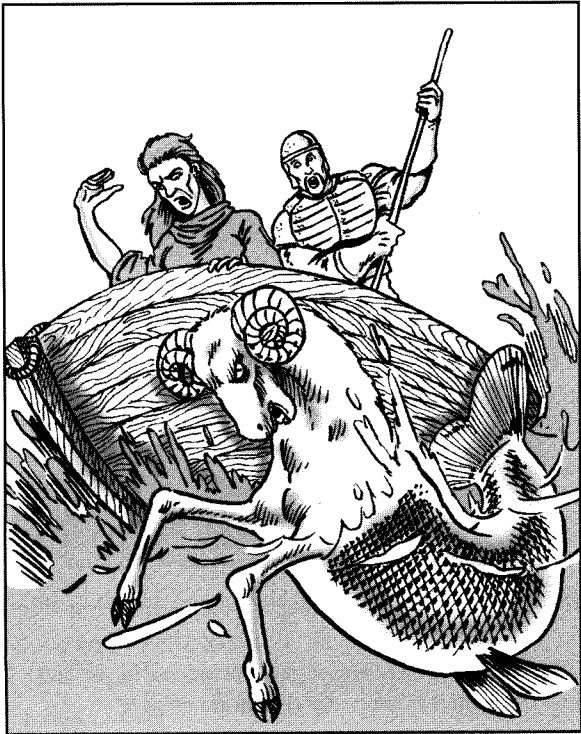
Crocodile	Common	Giant
AKA:	Croc	King Croc
HACKFACTOR:	3	11
EP VALUE:	65	1400
CLIMATE/TERRAIN:	--- Swamp/Tropical/Subtropical ---	
FREQUENCY:	Common	Common to Very Rare
ORGANIZATION:	Nil	Nil
ACTIVITY CYCLE:	Day	Day
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	3-24	1 or 2-12
SIZE:	L (8'-15' long)	H (21'-30' long)
MOVEMENT:	6", 12" Swim	6", 15" Swim
PSIONIC ABILITY:	Nil	85
Attack/Defense Modes:	Nil/Nil	D/H
MORALE:	Half-hearted (9)	Average (11)
ARMOR CLASS:	5	4
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	2-8(bite)/2-12 (tail)	3-18 (bite)/2-20(tail)
SPECIAL ATTACKS:	Surprise	Surprise
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	3	7

Crocodile, Common/Giant

DESCRIPTION: Crocodiles are large, dangerous predatory reptiles. Giant Crocodiles are even larger, more dangerous and more predatory reptiles. A Crocodile has a tough, horny hide, which blends in well with its surroundings. It has a long mouth full of conical teeth. Its four short legs move rapidly and its long tail can be used to unbalance foes. Crocodiles are 20% likely to be mistaken for logs when not moving.

COMBAT/TACTICS: Crocs lie in wait for prey (-2 to opponent's surprise roll), then lunge and bite, attempting to drag their prey into and under the water. They slap with their tails and, if other Crocs are around, they will help tear apart the prey. The only thing that will slow a Crocodile is cold. If the temperature falls below 40° F or the Croc is hit with a cold attack, his movement slows to one half and he automatically loses initiative. Crocodiles will flee to the water if hit with cold, but will be back to attack, once they have warmed themselves.

HABITAT/SOCIETY: Crocs congregate in large numbers, but are not sociable and do not hunt together. In areas with large numbers



of Crocs, feeding frenzies erupt when attacking prey. Crocs have been known to tip boats to see what falls out. Giant Crocs sometimes attack fishing boats, gorging themselves on the catch and leaving fisherman unscathed. On land, Giant Crocs may tip over small buildings to see what's inside.

ECOLOGY: The reptiles mate once a year. The female buries the eggs in the sand and guards them from predators until they hatch. Once they have hatched, crocodiles fend for themselves, so few reach maturity. Some foolish adventurers have taken baby crocs home, only to lose them in the outhouse. This has spawned sewer crocs that live on waste, carrion and sewer maintenance dwarves.



YIELD:

Medicinal: Crocodile meat is edible and nutritious.

Spell Components: Giant Crocodile teeth can be used for Animal Growth spells.

Hide/Trophy Items: The hide of crocodiles makes excellent leather mail which can be enchanted to blend (as a Cloak of Elvenkind) or give the wearer the ability to swim at 12".

Treasure: Incidental from previous victims

Other: Crocodile eggs are worth 1-10gp, Giant Crocodile eggs are worth 10-100gp. In cities where sewer crocs have become a danger, bringing these eggs within city limits is a punishable offense.

Crocolisk

DESCRIPTION: An immense crocodile in appearance, these Basilisk/Crocodile hybrids have six legs and a hide that is slightly lighter in color than a regular Croc's.

COMBAT/TACTICS: A Crocolisk's gaze attack is a focused ray, which instantly petrifies the target, should the target fail a save vs. petrification. Typically, the Crocolisk aims for its prey's legs. Both eyes focus the ray attack at the same organic object.

Any PC with a leg petrified will lose 20% of his current hit point total and be at 1/8 normal movement rate. A second petrified leg stops all movement and removes another 20% of current hit points. A victim's arms will be targeted only if the Croc is struck by a foe with petrified legs. Each petrified arm subtracts 10% of the victim's hit point total.

These Crocs have been known to petrify wooden boats, causing them to sink. Another tactic is to petrify the leather armor or clothing of humans. Petrified leather armor takes 10 hit points of damage and petrified cloaks take 8 before breaking up enough to free captives.

HABITAT/SOCIETY: These solitary predators cruise the swamps, petrifying the limbs of warm-blooded mammals to make them easier to devour. Plants are also affected, so areas of petrified weeds and trees should be avoided. (Crocolisks have been known to petrify trees by accident, causing them to collapse on anyone in the line of fire.) Crocolisk eye rays can be reflected by polished surfaces, such as mirrors. Disturbingly, Crocolisks enjoy the taste of alcohol and will delay their pursuit of prey to drink it.



ECOLOGY: Crocolisks are similar to Crocodiles, but due to their powerful abilities, they grow fat and lazy, thus living shorter lives. Their attempts to spawn are largely unsuccessful, because most of their eggs are turned to stone by the mother's gaze.

Crocolisk

AKA: Rock Croc

HACKFACTOR: 11

EP VALUE: 1600

CLIMATE/TERRAIN: Swamp/
Tropical/Subtropical

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: H (20'-25' long)

MOVEMENT: 3", 12" Swimming

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 3

NO. OF ATTACKS: 1 or 1

DAMAGE/ATTACK: 3-18 (bite)

SPECIAL ATTACKS: Eye ray

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 7

YIELD:

Medicinal: Crocolisk tastes like very hot Chicken Vindeloo.

Spell Components: Crocolisk eyes are perfect for Wands of Petrification.

Hide/Trophy Items: Crocolisk hide can be cured into hide armor of +1 to +3 enchantment.

Treasure: Nil

Other: A set of Crocolisk teeth can be made into a necklace that provides +1 to save vs. petrification.

Crop Lurker

DESCRIPTION: Crop Lurkers are blood-thirsty reptilian predators that hide in rows of crops and prey on farmers. They have sharp claws and teeth and can sprint and pounce like a cat. Their hides range in color from a corn-yellow to a dark potato-brown.

COMBAT/TACTICS: Lurkers love to hide in the irrigation ditches and pounce upon farmers, livestock and other mammals. They can hide in vegetation as low as 1' high with an 85% chance of staying invisible. Nearly always the Crop Lurker will scare its prey, since this gets the heart pumping and blood will spew forth when the prey is bitten.

Crop Lurkers may chase a victim parallel to a row of crops before turning and lunging. The Crop Lurker can sprint for 3 rounds; then it must slow to half movement for 3 rounds before sprinting again.

HABITAT/SOCIETY: Crop Lurkers are just intelligent enough to understand that farms are a source of food and eventually, some mammal will come along to eat it. The sure sign of a Crop Lurker is an orchard or acre of vegetables that are overripe and uneaten. Domesticated Crop Lurkers keep farms free from Rats, Squirrels, Ravens, Goblins and other farmyard vermin.

ECOLOGY: It is said that a novice druid with a talent for shaping animals created the original Crop Lurkers. Unfortunately, the experiment went awry. Without constant supervision by human masters, Crop Lurkers will run off on their own, spawning wild Lurkers and eating every mammal in site. Crop Lurkers gestate in two months and mature in five. A litter contains 1-4 Lurkers with 1 hit point each, capable of doing 1d3 points of damage by clawing or 1d6 points of damage by biting.

YIELD:

Medicinal: Nil

Spell Components: Due to the druidic magic used in their creation, any creature that eats Lurker meat is subject to a monstrous Animal Growth spell, which increases the animal's size

Crop Lurker

AKA: Farmer's Bane, Corn Stalker

HACKFACTOR: 3

EP VALUE: 120

CLIMATE/TERRAIN: Temperate Farms

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1-4

SIZE: M (4' long)

MOVEMENT: 12", 18" Sprints

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 4

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-3/1-3/1-6

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Camouflage

MAGIC RESISTANCE: Standard

HIT DICE: 2+1

by 25% and is 40% likely to cause a murderous rage. (Humans are vulnerable to this, but demi-humans and druids are immune.) The effect lasts 1-20 turns and has a 5% chance of lasting 1-4 days, reoccurring every night until a Remove Curse spell is cast.

Hide/Trophy Items: Nil

Treasure: 60% have overalls, corncob pipe, pitchfork and a skeleton.

Other: Young Crop Lurkers can be trained and are worth 10-60gp per cub.

Crouching Hopper

DESCRIPTION: Today's Crouching Hoppers are modern descendants of the Raptor dinosaurs that roamed Garweeze Wurd during the Jurassic period. The lizards are about the size of a dawg, with a whipping tail, sharp fangs and an angular head. Most Hoppers have green hides to match their temperate or tropical surroundings, but some have adapted with beige skin to match the desert plains.

COMBAT/TACTICS: Nothing sneaks better than a Crouching Hopper. Patient, ruthless and cruel predators, Hoppers can track their prey flawlessly for miles. They successfully hide and move silently in their native environment 90% of the time. Opponents suffer a -2 to their surprise rolls.

Hoppers will stalk a lone PC as soon as he separates from the party. Unless they are ravenous, they can wait 2-12 hours if necessary. Hoppers can leap up to 6 feet upward, 15 feet straight ahead or 3 feet backward.

Extremely cunning and adaptive, Hoppers have been known to lure prey with the following tactic: One of the pack injures itself enough to bleed (1 hit point) then moans pitifully, while the others hide in the long grass. When something comes to investigate, they attack.

Hoppers are extremely observant and have a 50% chance of noticing any behavior that the PCs repeat. (For example, if the PCs take turns healing their wounds from the same flask of Healing Potion, they will understand that the substance in the flask is "good".) Although they do not value treasure, Hoppers have been known to use it as bait.

HABITAT/SOCIETY: Hoppers live in packs, like wild dawgs. The pack leader can be female or male.

ECOLOGY: Hopper eggs hatch in the summer, bringing 2-16 ravenous psychotic killers into the world every year. During the first 3 months of a Hopper's life, the other Hoppers attack twice as many targets to feed the young.

Crouching Hopper

AKA: Mini-Raptors

HACKFACTOR: 2

EP VALUE: 65

CLIMATE/TERRAIN: Temperate to Tropical

FREQUENCY: Uncommon

ORGANIZATION: Packs

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 4-16

SIZE: S

MOVEMENT: 15' across/4' up/3' back

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 7

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-4/1-4/2-8

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1+4

**YIELD:**

Medicinal: Crouching Hoppers are edible. Some human cultures believe that eating the heart of a Crouching Hopper will give you the murderous disposition of one.

Spell Components: Nil

Hide/Trophy Items: Crouching Hopper hide can be turned into leather, which is perfect material for a pair of Boots of Striding and Springing.

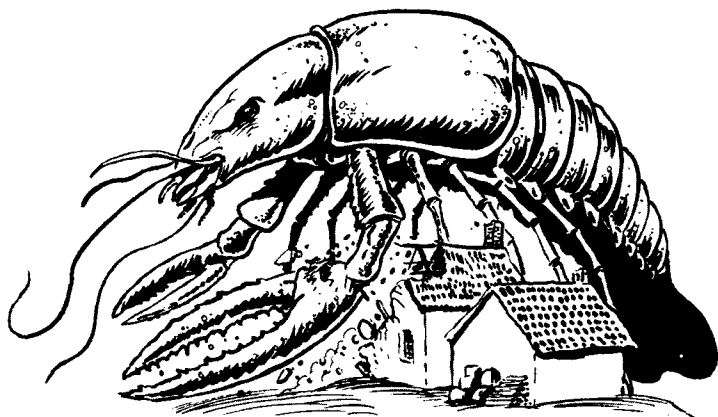
Treasure: D (in lair)

Other: Nil

Crustacean, Crab/Crayfish/Lobster

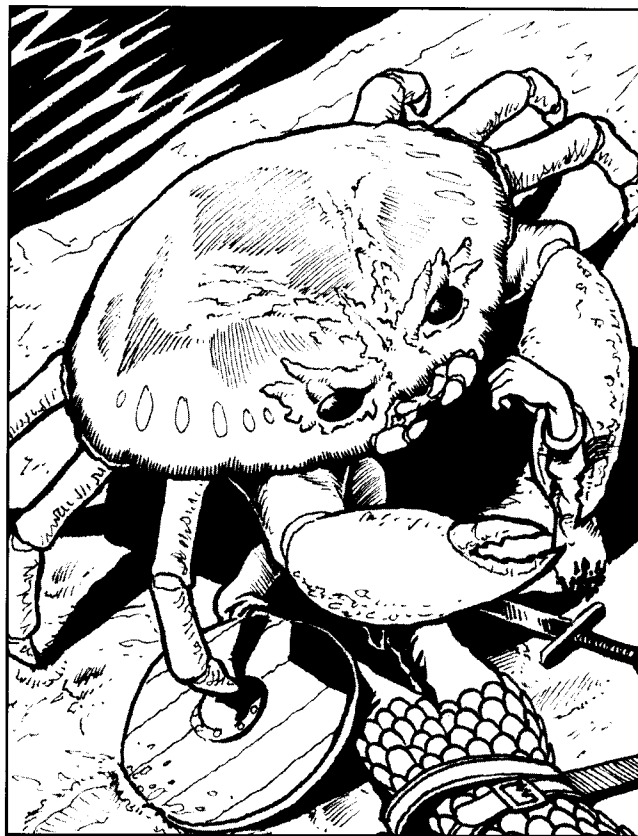
DESCRIPTION: Giant Crustaceans are mutations of crabs, crayfish, evil crabs and lobsters. Crayfish are found in fresh water regions, while the others are found in saltwater regions.

COMBAT/TACTICS: **Crabs, Giant:** Always hungry, Giant Crabs sneak up on their prey (-3 to opponent's surprise roll), catch it in their pincers (2-8 damage), dismember it and eat it. Once they have



caught something edible, they will stop to eat it. If attacked while eating, they scuttle back into the water with their prize.

Crayfish, Giant: This small, freshwater lobster will also ambush its prey (-2 to opponent's surprise roll). It rushes out of the river, seizing its prey (2-12 damage) and dragging it back to its lair. It is unlikely to attack PCs unless they are stupid enough to swim near its lair.



Crabs, Dire: The Dire Crabs are more powerful, evil crustaceans that build traps and snares to help capture prey. Typical traps will be holes dug just below the surface of the water. When someone falls into one, he will usually (20%) be up to his neck in water and sand. The crab will rush out and attempt to snip off its prey's head (on a natural 20, but only if the trap works). Besides -3 to opponent's surprise rolls, these crabs have sharper pincers (4-10 points of damage) with which to tear flesh.

Additionally, these shelled fiends have been known to weaken piers and sabotage ships in dock, then attack workers when they attempt to repair the damage to their boats.

Lobsters, Giant: These large crustaceans prefer to ambush their prey (doing 4-24 damage with each pincer), but unless at sea (-2 to opponent's surprise) they get no modifiers to surprise due to their immense size.

Giant Lobsters are sometimes driven onto land by great storms, then run amok, crushing buildings and eating anything in their path until they get their bearings and stumble toward the sea again.

HABITAT/SOCIETY: **Crabs, Giant:** Living on the shoreline, they search beaches for food and venture into the water to eat fish. They are able to breathe both air and water. Large carrion will attract Giant Crabs and they will eat dead fish that wash up on shore. A clean beach is a sure sign of a Giant Crab and should be avoided.

Crustacean	Crab, Giant	Crayfish, Giant	Dire Crab	Lobster, Giant
AKA:	Pincher	Big Crawdad	Clawed Fiend	Red Menace
HACKFACTOR:	3	5	6	8
EPVALUE:	65	175	420	650
CLIMATE/TERRAIN:	Any Seashore	Temperate/Freshwater rivers	Any Seashore	Any Seashore
FREQUENCY:	Rare	Uncommon	Very Rare	Rare
ORGANIZATION:	Nil	Nil	Solitary	Nil
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Omnivore	Omnivore	Carnivore	Omnivore
INTELLIGENCE:	Animal (I)	Animal (I)	Semi (2-4)	Animal (I)
ALIGNMENT:	Neutral	Neutral	Neutral Evil	Neutral
NO.APPEARING:	2-12	1-4	1	1-3
SIZE:	L (8'-15' long)	L (8'+ long)	L (8'-15' long)	H (22')
MOVEMENT:	9"	6", 12" Swim	9"	6", 12" Swim
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Courageous (13)	Courageous (13)	Defiant (17)	Courageous (13)
ARMOR CLASS:	3	4	3	4
NO. OF ATTACKS:	2	2	2	2
DAMAGE/ATTACK:	2-8/2-8	2-12/2-12	4-10/4-10	4-24/4-24
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Surprise	Surprise	Surprise	Surprise
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	3	4+4	5	6+6

Crayfish, Giant: Living on the bottom of very deep, wide rivers, they feed almost exclusively on bottom-dwelling fish and non-buoyant dwarves. They spend most of their time hunting and sometimes compete with local fishermen.

Crab, Dire: These evil crabs will have a lair that is only accessible from underwater. There they revel in the trophies made from previous victims.

Lobsters, Giant: Living on the bottom of very deep seas, they feed on Sharks, Whales, Octopi, Giant Jellyfish, humongous fish, extremely large clams and plankton.

ECOLOGY: Crabs, Giant: Crabs exist only on the most basic, instinctive level and are solely interested in survival. Crabs mate in the autumn. Females bury their eggs in the sand. Hatchlings arrive in the spring, but few survive to maturity.

Crayfish, Giant: Considered a great delicacy by other species, when word gets out that a Giant Crayfish is near, the area will become rife with hunters in 2-12 days. Some of the hunters will include Dragon Turtles, Giant Snapping Turtles, Merrows, Giant Otters, Gar, Giant Pike, Storm Giants and especially Nixies.

Crab, Dire: Giant Crabs are mutants among Crab-kind and Dire Crabs are the undisputed kings of the mutants. Rumor has

it a sea-going mage created the first Dire Crab and became its first victim. Dire Crabs are edible and taste like crab, only more evil.

Lobsters, Giant: These highly dangerous, but highly delicious, sea creatures are actively hunted by every being in the animal kingdom, due to their delicious edible flesh. Mutants among their own kind, the mere sight of Giant Lobsters in the area will frequently bring naval battles to a screeching halt, as crews vie for the tasty crustacean. The difficulty in eating these enormous creatures comes as one tries to remove the extremely hard shell.

YIELD:

Medicinal: Crustaceans are edible and delicious.

Spell Components: Nil

Hide/Trophy Items: The shells of Giant Crabs and Dire Crabs can be made into shields or hide armor of half normal weight. Giant Crayfish and Giant Lobster can be turned into shields and splint armor of half normal weight. (Unless properly treated, these armors will attract predators every time they are exposed to heat.)

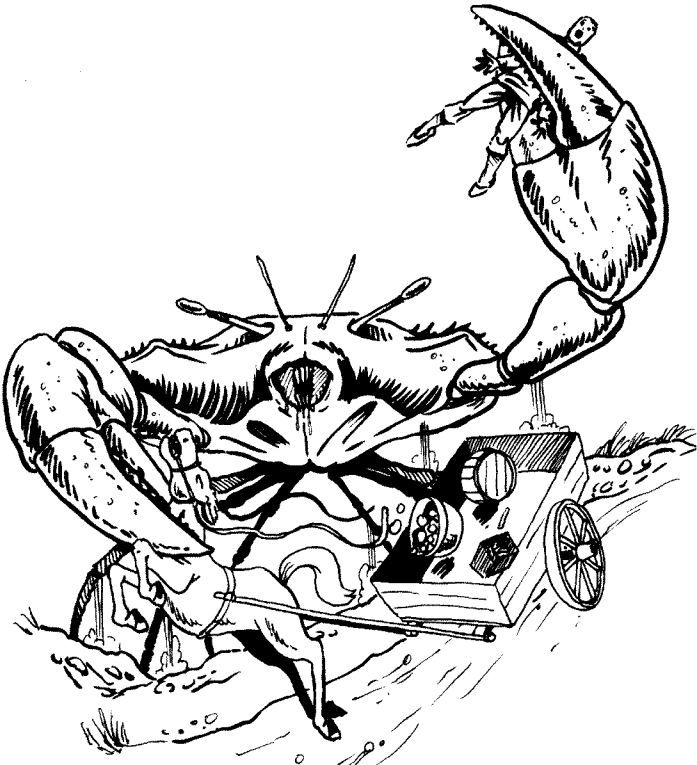
Treasure: A Dire Crab will have type H treasure in its lair, minus the coins.

Other: Taverns and inns will pay 50gp for a Giant Crab, 100gp for a Dire Crab, 1000gp for a Giant Crayfish and 2000gp for a Giant Lobster. (However, the meat must be fresh to be used, and goes bad 24 hours after the death of the crustacean.)

Crypt Thing

DESCRIPTION: Appearing as strange skeletal beings in large baggy brown cloaks, Crypt Things have deep-set, hypnotic red-glowing eye sockets. They will remain in their lair unless the bodies of the dead interred within their crypt are disturbed in any way. They will then attack in defense of their charges.

COMBAT/TACTICS: Their immediate action upon being disturbed is to silently confront the first beings to enter the area. Crypt Things



can unfailingly cast a powerful Teleport spell on a party of PCs. Those who fail their saving throw vs. spell are randomly Teleported as follows:

01-20	100-1000' North
21-40	100-1000' South
41-60	100-1000' East
61-80	100-1000' West
81-90	one dungeon level up
91-100	one dungeon level down

Distance and direction are determined randomly for each victim. Victims will never be Teleported into solid objects, but will appear in the nearest open space to the random roll. The open space may or may not be near floor level, which could leave the hapless PC to suddenly fall several hundred feet, or simply tumble down some stairs.

Those who make their saving throws may attack the Crypt Thing, but it can only be harmed by magical weapons. It will defend itself by clawing for 1d8 points of damage.

Crypt Things are immune to Charm, Hold or Sleep spells. They are otherwise normal undead, and can be harmed by holy water and holy symbols, but the magic that compels them to defend their lair is stronger than any attempt to turn them.

HABITAT/SOCIETY: Crypt Things were created by a now dead necromancer who worshipped the Gawd of Chaos. These creatures

Crypt Thing

AKA: Skele'porter
HACKFACTOR: 13
EP VALUE: 420
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Nil
INTELLIGENCE: Very (11-12)
ALIGNMENT: Chaotic Neutral
NO. APPEARING: 1
SIZE: M
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: 6

are enchanted to guard the dead that have been laid to rest in the tomb or crypt that is its lair. They will always attempt to transport PCs who disturb the bodies of the dead.

ECOLOGY: Necromancers of great power and high standing who served the Gawd of Chaos were chosen to become Crypt Things at the time of their death. Rumors persist of aberrant Crypt Things that wander dungeons near their crypts and paralyze victims.

YIELD:

Medicinal: Nil

Spell Components: The bones of a Crypt Thing can be enchanted to make magic items with teleportation powers. There is a 5% chance that these items will randomize the location of the user.

Hide/Trophy Items: 20% of Crypt Thing cloaks are magical and are prized by Chaos Magic-users. They allow Teleport as if very familiar for all targets.

Treasure: Z

Other: Nil

Culvert Fiends

DESCRIPTION: These bizarre, leech-like creatures grow in the drains of dungeons and abandoned sewers. Their round mouths sport tentacle-like limbs and their circular eyes are a deep black on an otherwise brown body.

COMBAT/TACTICS: Springing from its drain and gaining surprise 7 times in 10, the Fiend will lash out and attempt to nab the victim's foot. Should it succeed, it will bite for 1d4 points of damage and continue to drain blood until it has absorbed 24 points.

Victims struck must make a Dexterity check (at -4 if surprised) or find their leg pulled into the drain or sewer, causing an additional 1-6 points of damage. Culvert Fiends will pull their victim into a drain 80% of the time. The drain has no room for anything other than, perhaps, the leg of a previous victim. The victim must pull out by succeeding at a bend bars/lift gates check or by getting help from comrades (who make their checks at triple their normal bend bars/lift percentages). Should the Fiend do any blood draining before it is pulled off, it slinks off to a dark part of the drain or sewer to digest. It will be back again in 1 hour per hit point drained.

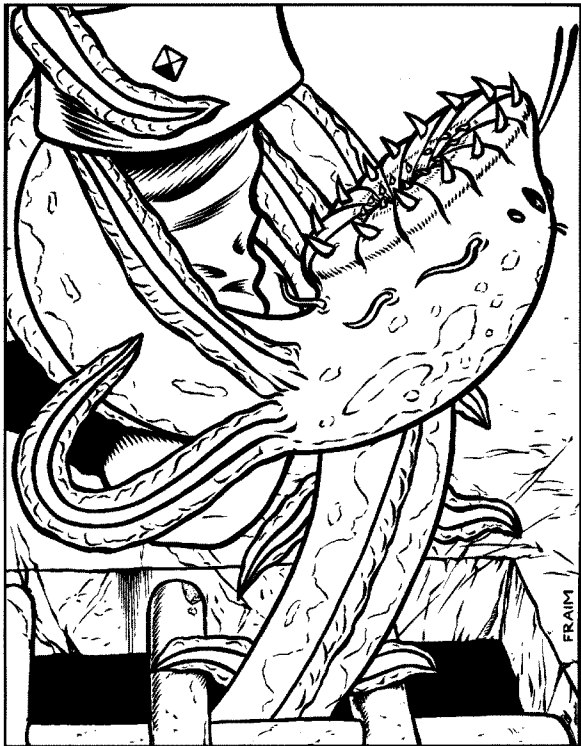
HABITAT/SOCIETY: Culvert Fiends grow like leeches and spawn in the deepest recesses of the sewers and storm drains. They only dwell in subterranean areas containing great amounts of waste with a lot of foot traffic above them. Fiends do not distinguish between animals and bipeds. They will attack anything warm-blooded.

Culvert Fiends

AKA: Sewer Leech, Outhouse Fiend
HACKFACTOR: 1
EP VALUE: 35
CLIMATE/TERRAIN: Sewers
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Non (0)
ALIGNMENT: Neutral
NO. APPEARING: 1-6
SIZE: S (4' long)
MOVEMENT: 3"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Blood Drain
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1+2



ECOLOGY: Created as the sole guardians for the castle of a now long-dead magic-user, the Culvert Fiends thrived and moved to other climes. Most prefer the more damp areas they can find, but there are rumors of a new strain of Fiend that lives in the desert and pulls victims into sink holes.



YIELD:
Medicinal: Culvert Fiend soup is edible, but not very nutritious.
Spell Components: Culvert Fiend skin can be used for an Irritation Spell.
Hide/Trophy Items: Nil
Treasure: Nil
Other: Nil

Cyclops

DESCRIPTION: The most often encountered type of Cyclops is truly a savage, one-eyed giant with primitive clothes and weapons. Its hair is a stringy black or bluish gray, and they are covered in smelly, patchy hair. Very rarely, one may encounter a True Cyclops, a taller, broader and more intelligent giant, who will be very well armed and equipped, and dressed in finely tanned hide.

COMBAT/TACTICS: The Common Cyclops is a bully and uses its 20 Strength to overpower anything that gets in its way (+3 to hit, +8 damage). Occasionally, they will build traps and snares, if their lairs are repeatedly attacked. They will occasionally be armed with a tree trunk or oversized club.

The True Cyclops prefers to avoid dealing with humans, and is extremely dangerous if threatened. Using their Titan-like Strength of 25 (+7 to hit, +14 damage), these Cyclops can smash nearly anything. A small number (1 in 10) True Cyclops are masters of the storm, and can Call Lightning at will. They are capable of summoning a light-

Cyclops	Common	True
AKA:	Eye Giant	Gawd-Eye Giant
HACKFACTOR:	11	60
EP VALUE:	2000	19,000
CLIMATE/TERRAIN:	--- Mountains/Islands/Remote Areas ---	
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Families	Small Groups
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Carnivore
INTELLIGENCE:	Average (8-10)	High (13-14)
ALIGNMENT:	Chaotic Evil	Neutral Evil
NO. APPEARING:	2-8	1-4
SIZE:	H (20' tall)	G (50' tall)
MOVEMENT:	15"	24"
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Half-hearted (9)	Defiant (17)
ARMOR CLASS:	5	3
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-20	5-50
SPECIAL ATTACKS:	Nil	See Below
SPECIAL DEFENSES:	Nil	See Below
MAGIC RESISTANCE:	10%	70%
HIT DICE:	8	18

ning bolt that deals 10d8 points of damage (save vs. spell for half) twice per day. Additionally, once per week, they can use a thunder-clap, which causes 4-40 points of damage to all in a 30' radius (save vs. spell for half), plus deafness for 1-6 hours (save vs. paralyzation for half duration).

A True Cyclops will have 2-7 magic items (appropriate to its size) that will be employed in self-defense. All Cyclops get -4 to attack with missile weapons. True Cyclops must score a hit for their lightning powers to do damage. True Cyclops are immune to all lightning attacks, while common Cyclops take half damage (save for one-quarter).



HABITAT/SOCIETY: Almost never wandering more than 10 miles from their homes in mountainous country, the common Cyclops herd sheep and live in primitive dwellings, or eke out a meager living in caves. They actively avoid humans and all humanoid settlements. Even less is known about the lifestyle of the True Cyclops.

ECOLOGY: The True Cyclops are thought to be the mutated descendants of Storm Giants, and may be working on their behalf. Common Cyclops will never be encountered near True Cyclops, as the latter keep to themselves and do not associate with what they consider 'lesser' Giantkin.

YIELD:

Medicinal: Nil

Spell Components: Any Cyclops eye can be used to make an Eye of Seeing. True Cyclops are highly magical and can be used for numerous spells and magic items.

Hide/Trophy Items: Nil

Treasure: B (common), W, G, A, Z

Other: Nil

Daemon - See Nefarions

Dao

DESCRIPTION: Appearing as large humanoids with dark, earthen skin, Dao look and dress somewhat like Djinni and are especially fond of fine clothes and pointed shoes.

COMBAT/TACTICS: Dao can use their tough, earthen bodies to punch their victim for 3-18 points of damage. They also have the following powers, each usable at will once per day: Change Self, Detect Good, Detect Magic, Wraithform, Invisibility, fulfill another's Limited Wish, Misdirection, Wall Passage, Spectral Force and Wall of Stone. Three times a day they can Transmute Stone to Mud and six times a day they can use a Dig spell.

Dao are not harmed by earth-based spells, but holy water does 4-16 points of damage to them.

HABITAT/SOCIETY: Dao are thought to be ruled by a Khan, who is in turn served by hetmen and atamen. The Dao are on good terms with Efreeti, but are usually at war against all Djinni, Jann and Marid. They can speak Geniekind, Common and, not surprisingly, Earth Elemental.

Dao

AKA: Soil Genie, Stone Genie

HACKFACTOR: 24

EP VALUE: 3000

CLIMATE/TERRAIN: Any ground

FREQUENCY: Rare

ORGANIZATION: Monarchy

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low to Very (5-12)

ALIGNMENT: Neutral Evil

NO.APPEARING: 1 (10% chance of 2-5)

SIZE: L (8'-11' tall)

MOVEMENT: 9", 6" Burrow, 15" Fly (B)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-18

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 8+3

Dao will attempt to twist any Wish and pervert it against the PCs. They hate servitude even more than Efreeti and are especially prone to vicious revenge.

ECOLOGY: Dao can move through solid earth at a rate of 6", but cannot take others with them. They are capable of carrying up to 5000gp weight and double that for up to 3 turns (then they must completely rest for one full turn).

Dao are from the Elemental Plane of Earth, but love to travel up to the Prime Material Plane to work their mischief and plot evil. They can travel to the Elemental Plane of Earth, as well as the Astral and Prime Material Planes.



YIELD:

Medicinal: Nil

Spell Components: Dao dust can be used in summoning an Earth Elemental.

Hide/Trophy Items: The heart of a Dao is a gem worth 500gp.

Treasure: Nil

Other: Nil

Dark Folk

DESCRIPTION: Dark Folk are a race of creatures that live in the shadows. When seen, the Dark Creepers appear as pale dwarves with dark clothing, while Dark Stalkers appear as pale humans with dark clothing. They universally detest light in all its forms.

COMBAT/TACTICS: Dark Creepers have the abilities of 4th level thieves and Stalkers have the abilities of 6th level thieves. Both will max out their abilities to hide in shadows, move silently and pick pockets. If attacked in normal illumination, Dark Folk are AC 8.

Dark Creepers have the following powers at will: Detect Magic 15' radius three times per day and Create Darkness three times per day (affects magical light sources in a 50' radius and all normal sources can-

Dark Folk	Dark Creeper	Dark Stalkers
AKA:	Dark Dwarves	Shadow Kings
HACKFACTOR:	2	3
EP VALUE:	120	270
CLIMATE/TERRAIN:	Any Dark Areas	Any Dark Areas
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Solitary/Tribal	Solitary/Tribal
ACTIVITY CYCLE:	Night	Night
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Average (8-10)	Average (8-10)
ALIGNMENT:	Chaotic Neutral	Chaotic Neutral
NO. APPEARING:	1 or 20-80	1 or 1 per 25 Creepers
SIZE:	S (4' tall)	M (6' tall)
MOVEMENT:	9"	12"
PSIONIC ABILITY:	Nil	85
Attack/Defense Modes:	Nil/Nil	D/H
MORALE:	Half-hearted (9)	Brave (14)
ARMOR CLASS:	0 or 8	0 or 8
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-4	1-6
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Nil	See Below
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	1+1	2+1

not be relit for at least one hour). Dark Creepers will take advantage of the darkness to destroy lanterns, torches, tinder boxes, oil and anything else that can create light.

PCs using infravision in their territory can usually escape unmolested. Dark Creepers carry 25% of their treasure on their person and there is a 15% chance they are wielding a magic dagger, 5% chance they are wearing a magic ring and a 10% chance of 1-4 gems or 1-2 pieces of jewelry.

Dark Stalkers have the same powers exhibited by Dark Creepers, as listed above. In addition, they can create a Wall of Fog twice per day,



Dark Stalker

at will. There is a 25% chance they will be wielding a magic short sword, a 7% chance they are wearing a magic ring and a 12% chance they are carrying 2-5 gems or 1-2 pieces of jewelry.

HABITAT/SOCIETY: The Dark Folk lead a solitary existence when "out in the field," but in their very secret lairs, they number 20-80 (20-25% will be females). Dark Folk villages are so well hidden, they cannot be found without the use of powerful magic or unless the Folk want to be found. Villages are always led by the Dark Stalkers.

The Folk speak their own language, which is not understandable to linguists, but some Stalkers know a smattering of the Common or Dwarven tongues. The Dark Folk keep to themselves and steal what they need from other races. Dark Folk are fond of treasure, especially small magic items. If caught picking pockets, a Creeper or Stalker will claim that they were merely "adjusting" the victim's armor.

ECOLOGY: Nothing is known about the ecology of the Dark Folk except that when one of them dies, it explodes in a blinding flash. Creepers will explode in a 10' radius, blinding anyone missing a save vs. magic for 1-6 turns. Stalkers explode in a 3 Hit Dice Fireball. All items an exploding Dark Folk carried must save vs. magic or be destroyed. There will be nothing left of the Creeper or Stalker after the explosion. Commando Creepers will often throw themselves on the swords of their enemies, blinding them with their bright explosions.



Dark Creeper

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: In lair, roll for each male and add 1-100pp, 50-500gp.

Other: Nil

Dark Seether

DESCRIPTION: Dark Seethers are giant mushrooms that grow rapidly out of any dead flesh. They are flesh-colored and sometimes bear groups of spots that vaguely resemble the person they consumed.

COMBAT/TACTICS: Dark Seethers cannot attack in the classic sense. If anyone approaches a Dark Seether within 20', they are 99% likely to become covered with the tiny spores filling the air all around

them, and will breathe them into their lungs. While seemingly harmless at first, should the PC die with these spores still on him, mushrooms will instantly sprout and begin consuming his corpse. The mushrooms will not stop growing until all flesh is consumed, approximately 4-7 days later. The spores can be removed by bathing the body and equipment in alcohol or by casting a Neutralize Poison on the victim.

HABITAT/SOCIETY:

Mushrooms have little to offer in the way of society. They have no recognizable social structure.

ECOLOGY: After their initial burst to consume the flesh, the mushrooms begin to dissolve the bones and the bone marrow. They cannot continue to grow unless another corpse stumbles into them. Most fully-grown mushrooms are long dead and are merely holding the spores for the next generation. Should the mushrooms be allowed to grow on a corpse for more than a week, the entire skeleton will be consumed, making it impossible to Raise or Resurrect the PC.



YIELD:

Medicinal: Anyone who eats these mushrooms will become violently ill for 2-12 days.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Incidental

Other: Some evil individuals, especially assassins, will pay upwards of 100gp for a pouch of Dark Seether spores.

Dark Seether

AKA: Corpsechroom

HACKFACTOR: 3

EP VALUE: 120

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Sporefields

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-10

SIZE: S (1-4' tall)

MOVEMENT: Immobile

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 10

NO. OF ATTACKS: 1

DAMAGE/ATTACK: Spores/See below

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4+3

Dawg, Rottweiler

DESCRIPTION: The common Rottweiler is a muscular canine with large teeth and very powerful jaws. This dawg normally has black fur covering its body, with brown near the eyes and ears. Rottweilers make excellent guard dawgs if well-trained.

COMBAT/TACTICS:

Striking with a bite, the Rottweiler can hold on with their jaws, doing 5 points of damage each round until they are struck for at least 8 points of damage or are commanded to let go. Additionally, they do 1-4 points of damage with their claws, as they maul their victim.

HABITAT/SOCIETY:

These dawgs have such a strong sense of smell that they can smell a drop of blood in a bucket of water. They track as a ranger of 10th level. If treated well, they make excellent companions, but they will turn on their caregivers if not fed regularly. If more than 10 dawgs are present, there is a 1% cumulative chance per day of developing an Alpha dawg. An expert in animal handling can cancel this. If an Alpha dawg does develop, he will compete with his master for control of the pack.

ECOLOGY: Some packs have become feral after escaping their masters. An Alpha male and female lead the pack, and become the only mating pair in the group. The other dawgs follow the Alpha pair without hesitation. Rottweilers will fight any cat creatures to the death.

Dawg, Rottweiler

AKA: Maul Dawg, Fang Beast

HACKFACTOR: 1

EP VALUE: 65

CLIMATE/TERRAIN: Temperate

FREQUENCY: Uncommon

ORGANIZATION: Packs

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-20

SIZE: M (5' long)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-5

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2+3



YIELD:

Medicinal: Nil

Spell Components: A bit of fur is perfect for a Hyptor's Faithful Bitch-Hound Spell.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Dawg	Wild	War
AKA:	Wild Dawg	War Dawg
HACKFACTOR:	0	0
EP VALUE:	35	65
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Common	Uncommon
ORGANIZATION:	Pack	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Semi (2-4)	Semi (2-4)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	4-16	Variable
SIZE:	S (3' long)	M (4'-6' long)
MOVEMENT:	15"	12"
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Timid (6)	Half-hearted (9)
ARMOR CLASS:	7	6
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-4	2-8
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	1+1	2+2

Dawg, Wild/War

DESCRIPTION: Smaller than wolves, the appearance of dawgs varies from place to place. Most appear very wolf-like, while others combine the looks of a wolf, a jackal and even their owners. Wild dawgs tend to be more feral, while War Dawgs are better groomed, a bit larger and more muscular. Dawgs, as a rule, are friendly and loyal to their trainers and masters.

COMBAT/TACTICS: **Dawgs, Wild:** These dawgs are accustomed to living together in a pack, and so will cooperate with one another in a fight. They favor small game and only attack men in times of

great hunger. Though they are brave in a group, wild dawgs will flee if faced with superior numbers.

Dawgs, War: Generally, these large dawgs are built like the common mastiff or wolfhound, and will have keen senses of smell and hearing. They will be trained to attack only in certain instances, but when they do, they can be deadly. Most War Dawgs are someone's pet and will miss their owners even if that person walks out of their view for just a few seconds. They are eager to please and will anxiously throw themselves into danger on behalf of their owners.

HABITAT/SOCIETY: **Dawgs, Wild:** Led by the dominant, or Alpha male, the pack will hunt deer, antelope, rabbit, possum, muskrat, halfling, gnome, pony, giant beaver and other prey. They hunt as a group, and ensure that every pack member is fed, although those dawgs of lower rank have to wait until the leaders have had their fill.

Dawgs, War: Their habitat will depend upon their training. Hunting dawgs are pampered and usually kept in pens until hunting season begins. They are adept at tracking. Watchdawgs are trained to guard specific areas and will know them intimately. Fighting dawgs are bred for battle and are the most vicious. Since dawgs are not the smartest beasts on Garweeze Wurd, they can be distracted by offers of meat or the sight of a stick being thrown beyond their sight. These time-honored distractions serve to keep the dawg's attention while a thief sneaks over the wall. However, to compensate, their keen sense of smell overrides their tiny brain and will tell them when an intruder is near.

ECOLOGY: Wild dawgs have pups in the spring, and the whole pack hunts to feed them. War dawgs are bred according to the needs of the breeder or the market.

YIELD:

Medicinal: Nil

Spell Components: The bones of a loyal guard dawg can be used by its former master as an alternate material component for Hyptor's Faithful Bitch-Hound. The spell will be of double normal duration and will never backfire. Brains of a dawg can be used for a Potion of Dawg Control.

Hide/Trophy Items: Nil

Treasure: Nil

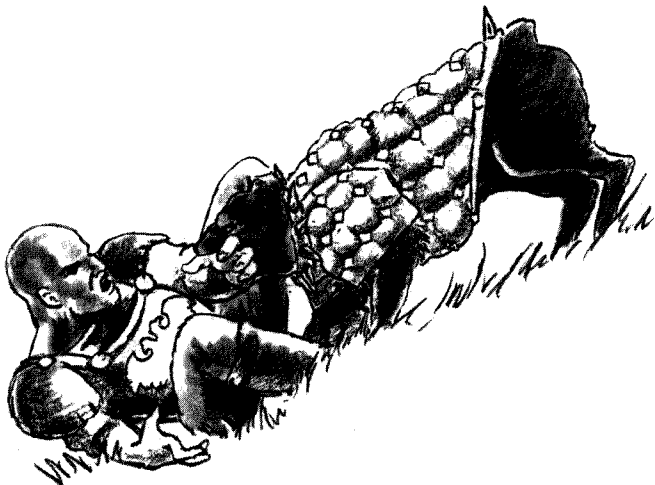
Other: Nil

Death Dawg

DESCRIPTION: Death Dawgs are nearly the size of an average wolf, with dark gray rough coats and two heads. A loud bark from both heads simultaneously is the only warning a victim will get from this beast.

COMBAT/TACTICS: These large packs roam the countryside spreading a rotting disease through their vicious bite (save vs. poison or contract a rotting disease that is fatal in 4-24 days). On a natural roll of 19 or 20, man-sized opponents are knocked down and can only attack at -4 until able to regain their feet. Death dawgs attack humans on sight 85% of the time. No amount of begging or promise of treats on the part of the victim will ever stop these attacks.

HABITAT/SOCIETY: Death Dawgs are not friendly, although they are occasionally handled by evil humanoids with enough power and



animal handling skills to control them. Fortunately, they fall for the same tricks and distractions as other dawgs. Unfortunately, they usually outnumber most PC parties five to one. They rove in packs like Wild Dawgs, but the game they seek to attack tends to be bigger and more intelligent.

ECOLOGY: Death Dawgs are said to be spawns of the legendary Cerebus, and 1 in 100 Death Dawgs is born with three heads, triple Hit Dice, high intelligence and some limited necromantic capabilities. Fortunately, the last "super Death Dawg" was born over three centuries ago and was tricked into fetching a stick that was thrown into a volcano.

Death Dawg

AKA: Doomhound
HACKFACTOR: 2
EP VALUE: 120
CLIMATE/TERRAIN: Desert/Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Pack
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral Evil
NO. APPEARING: 5-50
SIZE: M (6' long)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 7
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-10/1-10
SPECIAL ATTACKS: Disease
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2+1



YIELD:

Medicinal: Nil

Spell Components: Death Dawg teeth can be used for Animate Dead spells (undead so created are exceptionally ferocious & gain +1 to hit). Death Dawg teeth can be enchanted so that when they are planted in the ground skeletons erupt (1 per tooth, 1-6 rounds later) attacking anyone in site.

Hide/Trophy Items: Nil

Treasure: 1 in 50 will have a jeweled collar from a former owner.

Other: Nil

Death Harvester

DESCRIPTION: Always appearing as a tall, skeletal figure in a black cloak and carrying a scythe, Death Harvesters are the personification of Death sent to collect wayward souls.

COMBAT/TACTICS:

Death Harvesters are not violent, since they know death comes to all things. No weapons can harm a Death Harvester, but the scythe may be parried. Should anyone interfere with its duties and strike it, it will retaliate by swinging with its scythe. Any hit from the blade strikes a living creature dead and the Death Harvester will take that PC's soul as well.

Death Harvester

AKA: Death, Grim Reaper
HACKFACTOR: 71
EP VALUE: 10,000
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: n/a
INTELLIGENCE: Average to High (8-14)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: M (7' Tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 0
NO. OF ATTACKS: 1
DAMAGE/ATTACK: Death Blow
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: n/a

A Death Harvester can only be seen by the creature that it targets. Other PCs can make a saving throw vs. spell at -2 to determine whether they can see the Death Harvester.

HABITAT/SOCIETY: These creatures are sent as emissaries by creatures of the Upper and Lower Planes to collect a soul that, for whatever reason, has not reached its final destination. Sometimes they are sent by Demons, Daemons or Devils seeking to collect a soul in the allotted



time of a contract. Other times they are sent by gawdlings of the Upper Planes who slated a PC for a heroic death, but the PC unexpectedly escaped. In any case, wayward soul owners can avoid death or cheat death by hiding or by tricking the Death Harvester.

ECOLOGY: The creatures of the Upper and Lower Planes are extremely busy gathering souls, so Death Harvesters are used to collect the ones that fall between the cracks. When a character nearly dies or dies and is Raised in the nick of time, there is a 1% chance a Death Harvester will be mistakenly sent for him. Daemons, Demons and Devils will send Death Harvesters whenever they feel someone has abused the terms of their contract.

Death Harvesters never sleep, eat nor rest. They will continue traveling at a steady pace looking for whomever they have been sent to get. They prefer their prey to come along quietly. If the victim complies, the Death Harvester Plane Shifts the person to the appropriate owner of their soul.

If the victim does not comply, the Death Harvester is very likely to negotiate, as it does not enjoy chasing lost souls all over creation. (For instance, a PC might challenge the Death Harvester to a game of chess. If the PC wins, he continues to live, and should the Death Harvester win, the PC relinquishes his soul quietly. Should a PC welch on the bet, the Death Harvester will be forced to use its scythe.)

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Death Knight

DESCRIPTION: These creatures are horrible corruptions of paladins or lawful good fighters cursed by the gawds for the betrayal of the codes or religious beliefs they held in life.

A Death Knight resembles its former self but has a blackened skull covered with rotting flesh. It has two tiny, orange-red pin-points for eyes and its armor is scorched black, as if it had been in a fire. Death Knights exude an aura of menacing terror.

The deep, chilling voice of the Death Knight resounds as if coming from a bottomless cavern. It will converse in the language it spoke in life and can speak up to six others as well.

COMBAT/TACTICS: Death Knights will always retain their former

fighter skills and will still fight with honor: It will never ambush an opponent from behind, never blind them with a fist full of sand and will never kick an opponent in the groin. It will never surrender in battle, and will only parley with an opponent in order to obtain some crucial bit of information.

A Death Knight has an 18/100 Strength and attacks with a sword (80% of the time it is a magical sword). Roll on the following table:

- | | |
|----|--|
| 1 | +2 Long Sword |
| 2 | +3 Two-Handed Sword |
| 3 | +4 Two-Handed Sword |
| 4 | Short Sword of Quickness |
| 5 | Short Sword of Dancing |
| 6 | Short Sword of Life-Stealing |
| 7 | Long Sword of Sharpness |
| 8 | +5 Long Sword |
| 9 | -2 Bastard Sword of Cursed Berserking |
| 10 | +2 Two-Handed Sword of Vampiric Regeneration |

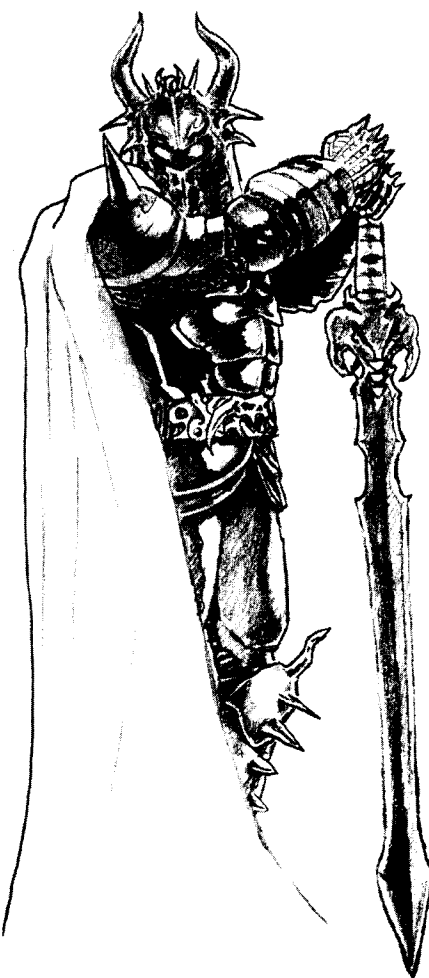
The Death Knight will be wearing the same type of armor that it wore in life, but is always considered AC 0 in combat.

Death Knights can use the following powers at 20th level casting ability: Fear 5' radius (constant), Detect Magic, Detect Invisibility and Wall of Ice. Twice per day it can cast Dispel Magic. Once per day it can use Power Word, Blind, Power Word, Kill or Power Word, Stun. It can cast a Symbol of Fear or Pain once per day, as well as a 20 hit dice Fireball.

Death Knights cannot be turned, but can be dispelled by a Holy Word. They control undead as 6th level clerics. Their magic resistance is 75% and if an 11 or lower is rolled, the spell is reflected back at the caster.

HABITAT/SOCIETY: Death Knights have been judged by the gawds to be guilty of unforgivable crimes such as murder or treason. Death Knights are usually cursed to remain forever contained in their former domains, usually a castle or stronghold, and to remember their crime in song during every night of a full moon. This is especially chilling.

ECOLOGY: Death Knights are sometimes accompanied and commanded by other powerful undead that serve as their aides. Some of



Death Knight

AKA: Infernal Warrior, Fighter Lich

HACKFACTOR: 52

EP VALUE: 6000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Nil

INTELLIGENCE: Genius (17-18)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: M (6'-7' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil (normal chances)

Attack/Defense Modes: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 0

NO. OF ATTACKS: 1 with +3 bonus

DAMAGE/ATTACK: by weapon

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 75% (see below)

HIT DICE: 9 (10-sided dice)

these followers may have supported the Death Knight in life, and so are cursed to serve him forever as punishment.

YIELD:

Medicinal: Nil

Spell Components: Any piece of a Death Knight can be used to Bestow Curse.

Hide/Trophy Items: Most Death Knight armor is of the highest quality plate mail, good for enchanting if polished.

Treasure: Nil

Other: Nil

Death Weaver

DESCRIPTION: Death Weavers resemble extremely dry corpses dressed in the garb of spell casters (usually robed). They were once magic-users and clerics who could not obtain the necessary power to achieve full Lichhood, and settled for lesser undead status.

COMBAT/TACTICS: Death Weavers have all the normal spells of a 3rd to 6th level magic-user or cleric. Additionally, they can Animate Dead three times per day and have Protection From Good at all times. They can be turned as Wraiths. Although seemingly weak, these undead are very intelligent and can use all their abilities to their maximum extent.

HABITAT/SOCIETY: Death Weavers set up lairs in dungeons and have a variety of evil minions at their command (minions will always be 4 Hit Dice and under). They make their headquarters in the most protected parts of the dungeon and some even plan escape routes, should battles turn against them.

ECOLOGY: Death Weavers are undead spawned in a complicated ceremony similar to that for the creation of a Lich. It culminates in the spell caster poisoning himself and casting the appropriate spell just before death. These creatures often continue their research and study, but soon find that they can never achieve further levels. A very few become assistants to Liches.

YIELD:

Medicinal: Nil

Spell Components: A bit of Death Weaver can be used in a Speak to the Dead Spell.

Hide/Trophy Items: Nil

Treasure: R, S, T, U

Other: Nil

Death Weaver

AKA: Doomfated, Spindledeath

HACKFACTOR: 6 to 9

EP VALUE: 175 to 650

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: M (5' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: by weapon

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 5

Death's Minions

DESCRIPTION: Death's Minions are similar in appearance to the Grim Reaper or Death Harvesters, although they are obviously less powerful. They hide their skeletal bodies in forbidding black cloaks and carry large scythes.

COMBAT/TACTICS: Death's Minions attack with their scythes, dealing 1-8 points of damage. They attack en masse with little or no regard for the odds or their own safety. Any PCs slain by a group of Death's Minions will have their souls immediately retrieved by a Death Harvester.

HABITAT/SOCIETY: PCs that frequently cheat Death, defy Death, laugh in the face of Death or otherwise disrespect Death, may have to face Death's Minions. Minions tend to be more aggressive and more evil than the Neutral Death. There is a 10% chance that Death will send a group of Minions to attack someone who disrespects Death.

Death's Minions

AKA: Reapers-in-training

HACKFACTOR: 3

EP VALUE: 120

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: Life

INTELLIGENCE: Average (8-10)

ALIGNMENT: Neutral Evil

NO. APPEARING: 2-12

SIZE: M (5' Tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 0

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3



ECOLOGY: Death's Minions are created from the spirits of the dead. They must slay 101 living creatures before becoming a Death Harvester. Death's Minions can be summoned by evil clerics to protect shrines and cemeteries dedicated to Death. Very rarely, Death will send its Minions to guard places that represent death, such as famous battlefields, huge graveyards and abandoned morgues.

YIELD:

Medicinal: Nil

Spell Components: The bones from a Death's Minion can be used to inscribe a Scroll of Protection from Death Magic.

Hide/Trophy Items: Nil

Treasure: Nil

Other: The bones of a Death's Minion can be used to create wands, rods or staves that cast Death magic.

Deepspawn

DESCRIPTION: All Deepspawn look like large, rubbery spheres of gray and brown. Three of their six tentacles serve as arms and three tentacles end in toothy maws. It extends only 3-4 of its forty long, retractable eye-stalks at a time, keeping most well away from harm.

COMBAT/TACTICS:

Deepspawn prefer to let their offspring fight for them. Deepspawn are often found half-buried in piles of slippery, shifting coins and treasure. When it first attacks, a Deepspawn may appear to be several different monsters attacking from under the treasure. Additionally, the treasure may absorb attacks aimed at it and be destroyed (save vs. crushing blow).

Deepspawn will use any magic weapons in their hoard and can also cast a Hold Person spell once every three rounds. Deepspawn arms have an effective Strength of 17 and sometimes pick up Held opponents and use them as clubs. Tentacle arms have 2 Hit Dice and can be severed by edged weapons. A successful Strength check vs. the Deepspawn's 17 Strength will allow a victim to tear free.

A Deepspawn can cast ESP and Water Breathing at will and once per day can cast Heal on itself. It is immune to all known venoms and regenerates lost limbs at the rate of two hit points per day. A Deepspawn always has escape routes and will abandon treasure if necessary to survive.

HABITAT/SOCIETY: Deepspawn are amply protected by guardians and traps. They are native to the NetherDeep and have resisted attempts at extermination. Deepspawn seldom make their lairs within 30 miles of each other.

Deepspawn

AKA: --
HACKFACTOR: 72
EP VALUE: 12,000
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Genius (17-18)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: H (14' diameter with 20' tentacles)
MOVEMENT: 6", 8" Swim
PSIONIC ABILITY: Nil (normal chances)
Attack/Defense Modes: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 6
NO. OF ATTACKS: 6
DAMAGE/ATTACK: 3-12x3 (bites) /2-5x3 (slaps) or by weapon x3
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 77%
HIT DICE: 14

ECOLOGY: Deepspawn can eat anything organic, but they prefer fresh meat. By some unexplained means, the Deepspawn can "grow" and give birth to any creature native to the Prime Material Plane that it has eaten. 'Spawns can be generated in 1-4 days fully grown and with full natural abilities (although not learned ones). These 'Spawns will never attack the parent, even if magically compelled. 'Spawns are exactly like adult versions of the regular monster. If they attempt to speak, they will utter nothing but unintelligible screams. Deepspawn have a limited telepathy with their 'Spawn, allowing them to give instructions. If the Deepspawn is slain, its 'Spawn disintegrate and die in 1-6 rounds.

**YIELD:**

Medicinal: If ingested, Deepspawn meat may kill the imbibor (roll save vs. poison). If it does, it slowly eats him from the inside out, eventually morphing the victim into a new Deepspawn.

Spell Components: Deepspawn flesh is perfect for a Clone spell.

Hide/Trophy Items: Nil

Treasure: K, L, M, Qx2, Vx2, X

Other: Nil

Demilich

DESCRIPTION: Demilich is a misleading term, as one might assume the "demi" means lesser status. Demiliches appear as a pile of bones and dust, made from a spell caster who was formerly a Lich. The skull is full of extremely valuable gems.

COMBAT/TACTICS: If the lair of a Demilich is entered, dust swirls into the air forming a man-like shape. It advances but only threatens (no attacks) 25% of the time. The other 75% of the time, it has the powers of a Wraith.

Any attacks on the Demilich will energize it. Physical attacks give it one energy point, while spells give it one point per level of the spell. Once the energy factor reaches 50, the dust turns into a Ghost and attacks. Neither the Ghost nor the Wraith can be turned or harmed. Only by destroying the Demilich will they be destroyed.

Should anyone be stupid enough to touch the skull, it will rise into the air, select the most powerful member of the party (usually a spell caster) and sound off a death howl in a 20-foot radius. Anyone in the area who fails a save vs. death magic, dies a save vs. death magic, dies and is forever slain.

Demilich

AKA: Ash Lich

HACKFACTOR: 114

EP VALUE: 6000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Souls

INTELLIGENCE: Supra Genius (19)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: M

MOVEMENT: Special

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: -6 and special

NO. OF ATTACKS: See below

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below

HIT DICE: 50 hp and special

On the next round, the gems inside the skull (5-8 in the eye sockets and mouth) attempt to Trap the Souls of the party, beginning with the most powerful being. Immediately, that PC's soul will be drawn into the gem and his body will collapse into a moldering heap, no saving throw. Should all the gems be filled, the skull will continue to howl and there is a 45% chance that it will lay a powerful curse upon one of the intruders. The only spells that affect a Demilich are as follows:

- Forget: Causes the skull to sink to the floor without howling or draining a soul.
- Shatter: Causes 3-18 points of damage.
- Power Word, Kill: Pronounced from an astral or ethereal magic-user destroys it.
- A Warrior with a blade of +5 or better, Vorpal Blade, Sword of Sharpness or a paladin with a +4 weapon or better does normal damage against the skull.
- Exorcise: Causes the skull to sink.
- Dispel Evil: Causes 5-8 points of damage.
- Holy Word: Causes 5-30 points of damage.
- Any character with a +4 or better weapon or a Mace of Disruption can do one point of damage per hit.

PCs trapped in the gems get a save vs. spell to see if their soul survives the destruction of the skull. A missed save means the Demilich devoured the soul and the character is forever dead. Souls can be freed by crushing the gem, but there has to be a soulless body, clone or simulacrum within ten feet to receive the soul or else it goes to its final reward. The Demilich dust and skull parts must be destroyed with holy water or the creature reforms in 1-10 days.

HABITAT/SOCIETY: These creatures are ultra-powerful spell casters. Demiliches have passed the boundaries of mortal form and now wander different planes of existence on their own errands of evil. Semi-Demiliches know that the same reward awaits them if their transformation continues unabated. Like Liches, these creatures

have vast labyrinths, sometimes with hundreds of minions and dozens of traps and magic protection.

ECOLOGY: Liches and Demiliches are man-made from evil magic. Occasionally, a Lich will be neutral, but this is exceedingly rare.



YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: H, Z

Other: Nil

Demon - See Nefarions

Denzelian

DESCRIPTION: All the known Denzelians of Garweeze Wurld are amorphous gray blobs of protoplasm that eat stonework. They sometimes will be white or brown, depending on their diet. Unlike most blob-creatures, their liquid state is dull and does not reflect light well.

COMBAT/TACTICS: Denzelians eat stone, and while they are not much of a threat directly, indirectly they weaken the foundations of dungeons, collapsing passageways and ruining statues and anything important written in stone.

If threatened, Denzelians will lash out with a psuedo-pod that is capable of inflicting 1-8 plus 1-6 hit points of damage to its intended victim, depending on the Denzelian's size.

Blunt weapons do one point of damage to Denzelians (plus magical bonuses), while edge weapons do -2 points of damage. Killing a Denzelian is easy but time-consuming. There is a 10-60% chance that

any stone area the Denzelian is encountered in will be on the verge of collapse. If so, it collapses in 1-4 rounds, causing 3-30 points of damage to all within 1-20'. Should the damage be 25 or higher, it is enough that a 10' wide passage is blocked. If struck by a stone weapon, the Denzelian will latch on to it and attempt to consume it (save vs. acid at -4), if the stone item is magical, the Denzelian will gain its abilities for 1-10 days.

HABITAT/SOCIETY:

Denzelians frequently collapse passages on themselves and then take weeks to eat their way out. Intelligent subterranean creatures will attack Denzelians, from a distance, on sight. Creatures of 4 Intelligence or below will, 40% of the time, avoid Denzelians.

ECOLOGY: The original Denzelian was brought to Garweez World by a meteor made from pure nickel. Since then, it has gone on to split many times, plaguing dungeon builders everywhere. When a Denzelian grows to 10 Hit Dice, it splits into two 4 Hit Dice creatures. Sculptors value Denzelian remains very highly for their ability to smooth the finish on statues.

Denzelian

AKA: Stone Eater, Lava Blob
HACKFACTOR: 7 to 8
EP VALUE: 900 to 1500
CLIMATE/TERRAIN: Any non-stone
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Stone
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: M to L
MOVEMENT: 3"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 10
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8 + (1 to 6)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: 4-10

YIELD:

Medicinal: Sculptors will pay 10gp per Hit Dice for Denzelians.
Spell Components: Denzelian remains are perfect for use in a Stone Shape spell.
Hide/Trophy Items: Nil
Treasure: Nil
Other: Nil

Desmodian

DESCRIPTION:

The Desmodians are bat-like bipeds that prowl the night sky. They mix freely with normal bats, giant bats or any other kind of bat-creatures. Desmodians resemble huge bats with slightly more evolved hands and bodies. They usually wear ragged loincloths and carry belt pouches containing their belongings.

COMBAT/TACTICS:

Desmodians live in caves, sleeping in the day and prowling for mammals at night. They prefer to feast on prey with an Intelligence of one or lower. Most Desmodians will not kill their prey, but leave it alive for future feasting. In desperate times, Desmodians have been known to feast upon intelligent creatures. Once a Desmodian hits, it can continue to drain 1-6 hit points per round. Desmodians never drain more than 12 hit points.

Desmodians have a highly developed sense of sonar, which allows them to effectively see in utter darkness. This sonar can be disrupted by loud, high-pitched noises (the Desmodian must save vs. poison or become confused for one melee round, possibly flying into something or someone). Desmodians dislike bright lights and will screech loudly if exposed to them. The screech of a Desmodian is 70% likely to frightened herd animals into a stampede.

HABITAT/SOCIETY: Most intelligent creatures prefer to avoid Desmodians, as they reek of guano and are not clean creatures. However, they are anxious hosts and love to welcome visitors. Desmodians have extremely odd tastes and like to collect dead animal husks, twigs and other debris. There is a 10% chance they have something valuable and a 1% chance that they have a magic item.

Desmodians are highly valued by undead hunters, due to their natural ability to distinguish Vampires in bat form from normal bats. They can also locate Vampires using bats as pawns 75% of the time. Unfortunately, they are extremely vulnerable to a Vampire's charm and receive -6 to saving throws against it. Desmodians not charmed

Desmodian

AKA: Bat Men
HACKFACTOR: 1
EP VALUE: 35
CLIMATE/TERRAIN: Tropical and Subtropical
FREQUENCY: Rare
ORGANIZATION: Flock
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Average to Very (8-12)
ALIGNMENT: Neutral (Chaotic)
NO. APPEARING: 5-30
SIZE: M (4' long)
MOVEMENT: 3", 15" Fly (C)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Hesitant (7)
ARMOR CLASS: 8
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6
SPECIAL ATTACKS: Blood Drain
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: 2





by a Vampire will do everything in their power to assist wayward Vampire slayers, generously offering what they consider luxurious lodgings in their guano-littered, smelly lairs.

ECOLOGY: Desmodians reproduce and are born just like vampire bats. Desmodian tribes have no leaders and females are equal to males. Desmodians never commit to any decision unless the whole flock is in agreement. These creatures speak their own language and most (60%) speak the common tongue. Desmodians have an odd sense of value and will happily give away valuable treasure for interesting junk.

YIELD:

Medicinal: Nil

Spell Components: The tongue of a Desmodian can be used in lieu of normal spell components for an Audible Glamer. The spell will automatically instigate a stampede of herd animals if the caster desires it.

Hide/Trophy Items: Nil

Treasure: U in lair

Other: Nil

Devil - See Nefarions

Disenchanter

DESCRIPTION: Like a vision from a magic-user's nightmares, the Disenchanter has a 5' long, flexible appendage usable for attacks. Its hard insect body is usually pale to electric blue and it sometimes glows faintly in the dark.

COMBAT/TACTICS: Disenchancers eat magic and thus, all their attacks will drain magic items. Should a Disenchanter's appendage strike any magic item, it becomes non-magical, but remains otherwise

unharmful. Any disenchanted magic items may be re-enchanted.

Disenchancers focus on the largest and most powerful items first. Thus, suits of armor and shields are easy for the disenchanter to touch, while rings and weapons are not. Weapons striking the beast do not lose their powers, unless they accidentally hit the magic-draining appendage (5% chance).

HABITAT/SOCIETY:

Despite careful study, sages and mages can come to no conclusive finding about the habits of these creatures. Popular theory says that the Disenchanter may be one mage's attempt to increase his own power by summoning a creature that could find the most powerful magic items. Their creator remains a mystery for the ages, and no Disenchanter's lair has ever been discovered.

ECOLOGY: As near as anyone can figure, the Disenchanter feeds on, and is sustained by, pure magical energy. Nearly 5% of these creatures also gain the magic abilities that they drain from any item for 2-12 days. And 1% of these creatures gain these magic abilities

Disenchanter

AKA: Dweomeorus-Negatus, Negater

HACKFACTOR: 4

EPVALUE: 270

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Small groups

ACTIVITY CYCLE: Any

DIET: Magic

INTELLIGENCE: Average (8-10)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: M (5' high at shoulder)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

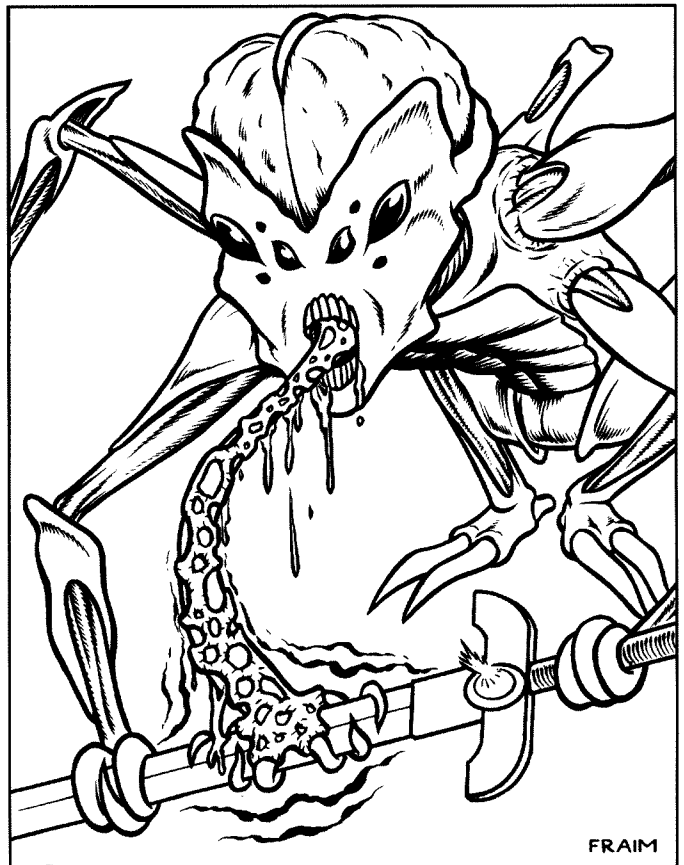
DAMAGE/ATTACK: Magic drain

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Magic
weapons to hit

MAGIC RESISTANCE: Standard

HIT DICE: 5



FRAM

permanently. All attempts to domesticate this unusual beast have failed, as it seems insatiable and will ravenously search out any item containing the least amount of magic.

YIELD:
Medicinal: Eating the heart of a Disenchanter is similar to drinking two mixed potions at +20% on the miscibility chart. The heart must be eaten within one turn of the creature's death.
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: A portion of the magic-draining appendage of the Disenchanter can be turned into a Wand of Negation.

Dispatcher

DESCRIPTION :

Dispatchers are the physical manifestations of the vengeance of gawds. They will always closely resemble their chosen victims and may be slightly modified according the gawd that sent them. (An evil gawd's Dispatchers are darker and more sinister, while good-aligned ones have a brighter aspect.) A Dispatcher can only be seen by its intended victim.

COMBAT/TACTICS:

Dispatchers will have the same stats as their victims. They regenerate after being wounded in combat: one hit point the first round, two hit points the second round and so on, until death. Any successful to-hit roll of 19 does double damage to a Dispatcher and a natural 20 inflicts quadruple damage.

HABITAT/SOCIETY:

If the intended victim is killed by the Dispatcher, that PC is instantly Raised with half of their previous experience points and all of the magic items in their possession (save major or minor Relics) completely drained of magic. Relics and Artifacts will no longer function for that victim, as a punishment from the victim's gawd.

ECOLOGY:

Dispatchers and all their items disappear the moment they are killed or when they are victorious.

They only speak to warn their victim that they have committed some grievous transgression against their gawd. Dispatchers are usually sent forth against PCs who do not make sufficient sacrifices to their gawd.

Dispatcher

AKA: Gawdly Vengeance, Gawd's Backhand

HACKFACTOR: Variable

EP VALUE: See below

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: None

INTELLIGENCE: Genius (18)

ALIGNMENT: See below

NO. APPEARING: 1

SIZE: M

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: See below

NO. OF ATTACKS: See below

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 100%

HIT DICE: See below



YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Nil

Displacer Beast

DESCRIPTION:

This vaguely puma-like creature is bluish black, its tentacles are dead black, the horny edges of its tentacles are brownish yellow and its eyes glow a hellish green.

COMBAT/TACTICS:

This Beast's molecular vibrations make it appear to be 5' from where it actually is, in a random direction. While its prey looks suspiciously from side to side, this vicious creature takes the opportunity to attack. Opponents get -2 to hit and the Beasts get +2 on all saving throws.

HABITAT/SOCIETY:

Displacer Beasts instinctually hate all Blink Dawgs and will attack them on sight. They are easily angered, and especially dislike any creature with a canine appearance or odor. Displacer

Displacer Beast

AKA: Displacae-Felinus, Illusion Cat

HACKFACTOR: 6

EP VALUE: 650

CLIMATE/TERRAIN: Temperate/Forest/Hills

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 2-5

SIZE: L (7' long)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 4

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-8/2-8

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 6



Beasts are nearly always encountered fully grown and in complete control of their molecular powers.

ECOLOGY: Should a Displacer Beast ever mate with a Confusion Beast the result would most likely be a Disfusion Beast (a cat-like creature with the Confusion Beast's club tail and the Displacer Beast power) or a Complacent Beast (another cat-like creature with the Displacer Beast's tentacles and the Confusion power). Other combinations are indeed possible, but best left to the pondering of sages.

- YIELD:**
- Medicinal:** The tentacles of a Displacer Beast are covered in sharp spikes, and could be used in the construction of weapons.
 - Spell Components:** Displacer Beast fur can be used in a Mirror Image spell.
 - Hide/Trophy Items:** The hide of a Displacer Beast can be used for a Cloak of Displacement.
 - Treasure:** D
 - Other:** Nil

Djinni

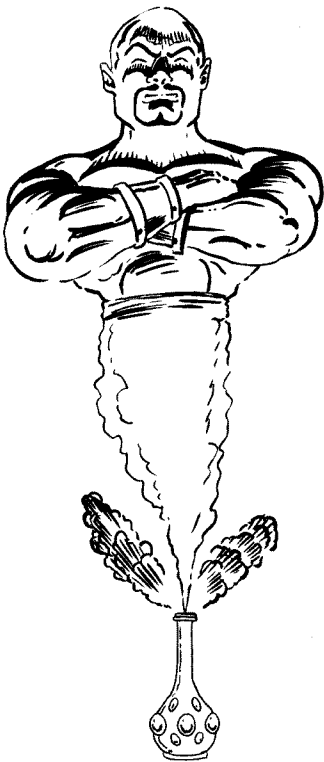
DESCRIPTION: Djinni of all types appear as elegantly-featured, large humanoids, with lower bodies made of vaporous gases. They can create feet for themselves and will be dressed in an elegant style befitting the highest prince. Noble Djinni are significantly larger and dressed in many exotic jewels.

Black Djinni appear more sinister-looking, wearing their weapons openly and preferring to dress in darker garb. They usually have ornately arranged and oiled facial hair, while other Djinni are clean-shaven. After they have heard a PC's request for a service, Black Djinnis often laugh maniacally.

COMBAT/TACTICS: Djinni: They can use the following powers once per day: Create Food for 2-12

people, Create Water or Wine for 2-12 persons, Create Soft Goods and Wooden items (16 cubic feet) that are permanent, Create Metal (the more valuable the metal the less time it lasts, up to 24 hours and 1000gp weight), Create Illusion (audio and visual, lasts until touched or at the Djinni's desire), Invisibility, Assume Gaseous Form, Windwalk and Form a Whirlwind (10' across at base, 30' across at top, 70' tall, requires one turn to dissolve, does 2-12 points of damage to all non-aerial creatures and sweeps away and kills all creatures under 2 Hit Dice.

Djinni punch for 2-16 points of damage. Air attacks against a Djinni do -1 die of damage and get -1 to hit.



Djinni	Standard	Noble	Black
AKA:	Genie, Wish Granter	Emir of Wishes	Granter of Dark Plots
HACKFACTOR:	12	17	13
EP VALUE:	4000	7000	5000
CLIMATE/TERRAIN:	Aerial Plane, Prime Material	Aerial Plane, Prime Material	Aerial, Prime Material, Lower Planes
FREQUENCY:	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Av to High (8-12)	Exceptional (16)	Av to High (8-12)
ALIGNMENT:	Chaotic Good	Chaotic Good	Chaotic Evil
NO. APPEARING:	1	1	1
SIZE:	L (10' ? tall)	L (12' tall)	L (10' ? tall)
MOVEMENT:	9", 24" Fly (A)	9", 24" Fly (A)	9", 24" Fly (A)
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Daring (15)	Foolhardy (16)	Courageous (13)
ARMOR CLASS:	4	3	4
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	2-16	3-24	2-16+8
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	7+3	10	7+3



Noble Djinni: They have all the same powers, but their Whirlwind does 3-18 points of damage and they get -2 die of damage and -2 to hit with air attacks against them. Noble Djinni can grant 3 wishes.

Black Djinni: Black Djinni carry great +2 Scimitars of Soul Stealing (2-16+8 points of damage). On a natural roll of a 20, any victim hit loses a level. Their Whirlwind does 2-12 points of damage.

HABITAT/SOCIETY: Djinni social structure is based on a monarchy led by a Caliph. The Caliph is served by various nobles and officials. Standard Djinni are citizens of this monarchy, while Noble Djinni are part of Djinni royalty.

Black Djinni have been ostracized for their dark crimes and will be immediately attacked by any good Djinni they encounter. Black Djinni have been corrupted by dark forces and often work in conjunction with various Nefarious beings.

ECOLOGY: Djinni can carry up to 6000gp weight and double that for short periods (three turns, requiring six turns' rest before doing so again). Noble Djinni can carry twice as much. Black Djinni forced to serve will attempt to twist their master's wishes as best they can.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Dolphin

DESCRIPTION: Dolphins are seagoing mammals known all across Garweeze World for their amazing intelligence. These agile and effi-

cient swimmers are most often gray in color and bottle-nosed, but there are two-toned blue-colored varieties as well. All Dolphins communicate through an intricate speech consisting of high-pitched sounds and playful gestures.

COMBAT/TACTICS:

Inherently peaceful creatures, Dolphins only attack when threatened. Unless outnumbered 2 to 1, Dolphins always attack sharks. Their pods fight as organized units, taking instructions from a leader. Dolphins fight with special vehemence when protecting their young and a select number of Dolphins may engage in a holding action; sacrificing themselves to save the rest of the pod.

HABITAT/SOCIETY: Most Dolphins live in organized communities, known as pods. There is a 75% chance of a second pod within five miles.

Dolphins will help humans in distress, often guiding them to shore while keeping sharks at bay. Rogue Dolphins have been known to become close friends with humans. Dolphins sometimes attack Sahuagin, as they consider these creatures a threat.

ECOLOGY: Dolphins are carnivorous hunters, and are hunted by other ocean-going carnivores with enthusiasm. Dolphins can remain submerged for several minutes, but must resurface regularly. All Dolphins love to play with objects in the water and perform antics for

Dolphin

AKA: --

HACKFACTOR: 1

EPVALUE: 120

CLIMATE/TERRAIN: Any Saltwater

FREQUENCY: Uncommon

ORGANIZATION: School

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Lawful Good

NO. APPEARING: 2-20

SIZE: M (5'-6' long)

MOVEMENT: 30" Swimming

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

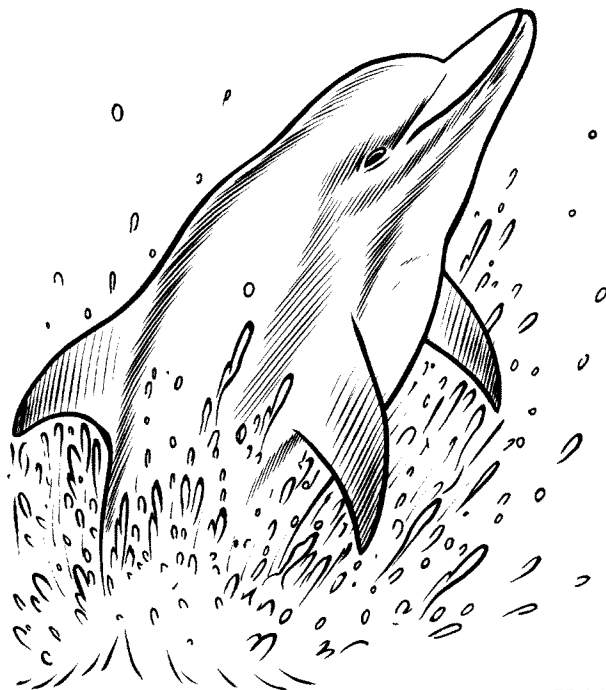
DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Save as 4th level fighter

MAGIC RESISTANCE: Standard

HIT DICE: 2+2



FRAM

passing ships. Should PCs assist a Dolphin, it may try to communicate with them, giving the party directions to sunken treasure or warning of approaching danger.

YIELD:
Medicinal: Dolphin meat makes an excellent entree.
Spell Components: Dolphin is a key ingredient in Potions of Swimming.
Hide/Trophy Items: Nil
Treasure: Nil
Other: Nil

Doom Harvester

DESCRIPTION: Doom Harvesters are sinister-looking humanoids sent by the gawds to test the faith of the righteous and not-so-righteous. They usually appear as smaller representation of the gawds or a gawdly nemesis.

COMBAT/TACTICS: Most Doom Harvesters choose a weapon more for its visual impact, like a scythe or a khopesh, rather than its effectiveness in combat.

Typical Doom Harvester strategy is to save one attack for a parry, while using the other to bat about their victim for the maximum humiliation factor. Anyone losing a battle to a Doom Harvester loses twice as much Honor as he would normally, due to the Harvester's humiliating tactics.

Should a Doom Harvester have a victim at his mercy, it will give the victim one of four options: 1) Death, 2) defy your gawd, 3) give the Harvester a magic item or 4) give the Harvester a soul.

HABITAT/SOCIETY: Doom Harvesters detest the faithful, especially pilgrims and lawful good clerics. Those whom the GM rules have "true faith" are completely immune to the attacks of a Doom Harvester. Once a Doom Harvester realizes the presence of true faith, it flees.

ECOLOGY: Harvesters have no souls of their own and may obtain several souls before being recalled by their gawd or absorbed by a hungry Nefarion. Doom Harvesters are said to be Dispatchers who did not disappear after completing their missions.

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Nil

Doom Harvester
AKA: Soul Reaper, Shadow of the Gawds
HACKFACTOR: 19
EP VALUE: 1400
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: n/a
INTELLIGENCE: High to Genius (11-18)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1
SIZE: M (6' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: -2
NO. OF ATTACKS: 2
DAMAGE/ATTACK: by weapon +2
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 12



Doombat, Mortal

DESCRIPTION: Doombats are monstrous black creatures with 25' wingspans and barbed tails. Their origin was a Giant Bat that was mutated through the bizarre experiments of a deranged blacksmith. This ambitious individual had decided to become a magic-user, but could find no one to train him, so he practiced his craft alone.

COMBAT/TACTICS: Doombats bite (1-6 damage) and lash out with their tails (1-4), but their secret weapon is their shriek. Doombats can shriek for 2-5 rounds, so loud that spell casting becomes impossible and all hits against them are a -1 (no saving throw vs. either effect). The effects of several Doombats' shrieks are not cumulative.

HABITAT/SOCIETY: Living in small flocks, the Doombats prefer darkness and any Light spell will keep them at bay. They are greedy, picking up prey and flying away to devour it alone, without its fellow Doombats. These creatures have been known to lift victims into the air and then drop them from a height of 10'-100'.

Doombat, Mortal
AKA: Screamin' Flyin' Rats
HACKFACTOR: 3
EP VALUE: 420
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Flocks
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1-8
SIZE: L (25' wingspan)
MOVEMENT: 18" Flying (C)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Half-hearted (9)
ARMOR CLASS: 4
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6/1-4
SPECIAL ATTACKS: Shriek
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 6+3



ECOLOGY: Doombats are born like regular bats and will often be found with common and Giant Bats. There is a 10% chance of 1-4 baby Doombats being found with a flock. The sounds of a blacksmith working metal soothes these beasts and they will not attack for 1-6 rounds, as long as they are not attacked.

YIELD:

Medicinal: Doombat meat is 40% likely to give the eater rabies.

Spell Components: Nil

Hide/Trophy Items: Doombats can be skinned to create a Cloak of the Bat with the additional ability of being able to shriek, as the Doombat, once per week.

Treasure: Nil

Other: Doombats make good pets for evil beings, who will pay 20-80gp each for the young.

Doorant

DESCRIPTION: Doorants are magical, living doors carved from Treants or the trees of Dryads. They will resemble a normal, metal-reinforced, dungeon door in all respects and will always be carved from a single slab of wood.

Tree Doorant: These former Treants can manifest their faces on any part of the door at any time. Tree Doorants are forgetful and sometimes leave behind a faint impression of their last facial expression on the surface of the door from a previous conversation.

Spirit Doorant: These Dryads have followed their trees, which have been turned into magical doors. Spirit Doorants are out for blood because their trees have nearly been destroyed. They wear leather armor and carry a variety of nasty weapons. They understand the power of magic and will seek it out to enhance their combat abilities.

Doorant	Tree Doorant	Spirit Doorant
AKA:	Coniferus-Egressus	
HACKFACTOR:	14	5
EP VALUE:	975	1400
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Herbivore
INTELLIGENCE:	Very (11-12)	High (13-14)
ALIGNMENT:	Chaotic Neutral	Neutral Evil
NO. APPEARING:	1	1
SIZE:	M (door-sized)	M (6' tall)
MOVEMENT:	0"	12"
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Defiant (17)	Courageous (13)
ARMOR CLASS:	-2	7
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-12	by weapon or 1-12
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	75%	75%
HIT DICE:	7	4

COMBAT/TACTICS: Doorants can slam on opponents for 1-12 points of damage. Once pinned in the door jam, a victim continues to take 1-6 points of damage per round until freed or until the doorant dies or lets go. A successful bend bars/lift gates roll at 50% will free a victim. Doorants hate magic users and are 80% likely to attack them under any circumstances. Doorants will never have traps placed upon them that contain anything damaging to the doorant itself.

Tree Doorant: Taken from their forest and turned into doors, these poor spirits have been completely robbed of their sanity. The type of insanity the creature is suffering from will largely determine its actions. Most Doorants are created by evil magic users, who then



position them in key points of entry in a dungeon complex. Other than slamming on an opponent, doorant trees will use guile. They often talk in riddles and if they can be deciphered, can offer important clues to travelers.

Spirit Doorant: These Dryads prefer to kill first and not ask questions. They still retain their charm ability and will use it to obtain followers and magic items. Some Spirit Doorants have become powerful enough to slay the magic user that originally imprisoned them. Typical weapons include: 2-12 throwing daggers, long sword, battleaxe and morning star. If the treasure indicates any magic items, the spirit will use them to their fullest ability. Anyone foolish enough to follow a Spirit Doorant through the doorway while it is open into her realm will be trapped and tormented forever.

If the Spirit Doorant's door is destroyed, so is the Spirit Doorant.

HABITAT/SOCIETY: Doorants are victims of evil magic-users. The Tree Doorants have responded to this by going insane, while the Spirit Doorants have turned to evil. A Reincarnation spell will instantly relieve either one of these creatures of their horrible fate. Otherwise, Doorants fight to the death because they have nothing to lose. The ugliest Spirit Doorants has a Charisma of 19.

ECOLOGY: Using dark magics of an evil nature, evil magic-users can take a Treant or Dryad tree and turn it into a Doorant. The process makes the creature more magic resistant, but corrupts the spirit. A Warp Wood spell causes 5-30 points of damage to a Doorant.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Tree Doorant (Nil), Spirit Doorant (M x100, Q x10, W x2)

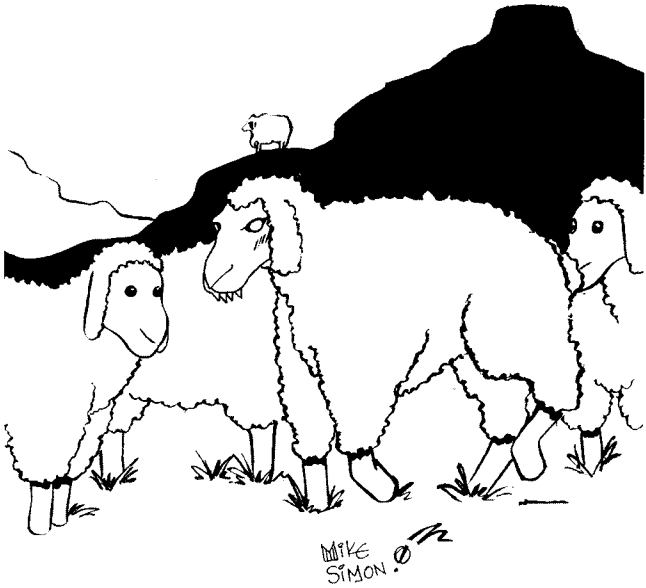
Other: Nil

DoppelEwe

DESCRIPTION: DoppelEwes are 90% indistinguishable from normal sheep (if the GM rolls more than 90%, the PCs notice something odd about the sheep). They are ferocious, shape changing predators that lurk amongst sheep herds, eating them one by one. On the home planet of the Doppelgangers, these creatures are the equivalent of very ferocious wolves and they have a third shape which resembles the herd animals on that planet.

COMBAT/TACTICS: DoppelEwes gain surprise 7 in 10 times, unless closely examined. The creature can

DoppelEwe
AKA: Sheep Changer, Mutton Murderer
HACKFACTOR: 5
EP VALUE: 270
CLIMATE/TERRAIN: Any Temperate
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-4
SIZE: M (4' long)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 3
NO. OF ATTACKS: 2-5
DAMAGE/ATTACK: 2-8 each
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See Below
MAGIC RESISTANCE: Standard
HIT DICE: 3+1



create up to 5 mouths and tentacles that erupt from its body in all directions and attack. The creature prefers to prey on helpless herd animals, but it will eat almost anyone if hungry.

These creatures suffer no AC penalty when attacked from the flank, behind, above or below.

HABITAT/SOCIETY: DoppelEwes are not very intelligent and thus, do not have a great deal of shape changing ability. When feasting on a herd of sheep, the DoppelEwe likes to save the shepherd for last.

Doppelgangers sometimes employ these foul creatures as guard pets for their lairs.

ECOLOGY: DoppelEwes are extremely sinister when encountered alone. They never "Baaaa" and they will regard potential prey with a leering stare. In inhabited areas, these creatures sometimes pose as lost livestock. They have been known to hunt bipeds in inhabited areas and can use their shape-changing abilities to slip under doors and through pipes as small as 1".

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: DoppelEwe ichor can be used to create a Potion of Polymorph to Sheep.

Doppelganger

DESCRIPTION: In their true form, Doppelgangers appear as hairless humanoids with pale yellow skin, claws, big eyes, noseless faces and a clear brain casing over the head. Their thick skins give them a natural AC of 5.

COMBAT/TACTICS: Immune to Sleep and charm, Doppelgangers seek to replace PCs. Using their ESP, they can imitate someone of 4'

to 8' tall with 90% accuracy. If forced to fight, Doppelgangers use their abilities to duplicate the person they are fighting. Regardless of the weapon they imitate, Doppelgangers do 1-12 points of damage with each attack. (This may give away the fake.)

Doppelgangers count on confusion and their keen powers of observation to outwit their enemies and take their place. Doppelgangers make all saving throws as 10th level monsters. (Note: Once a PC is replaced by a Doppelganger, the player should have the option of playing the Doppelganger and earning bonuses for his next character.)

HABITAT/SOCIETY: All Doppelgangers belong to a single tribe, but they are poorly organized. Additionally, they are lazy, greedy and cowardly. When faced with overwhelming odds, they flee immediately. Occasionally, they will hire themselves out as assassins, spies and, very rarely, chefs. Doppelgangers love to cook, but they rarely have the time.

Doppelganger

AKA: Evil Twin, Copy Cat

HACKFACTOR: 5

EP VALUE: 270

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Neutral

NO. APPEARING: 3-12

SIZE: M

MOVEMENT: 9"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-12

SPECIAL ATTACKS: Surprise 7 in 10

SPECIAL DEFENSES: See Below

MAGIC RESISTANCE: See Below

HIT DICE: 4

ECOLOGY: Most sages agree that they do not know what makes a Doppelganger. The most popular theory is that Doppelgangers were created long ago by a powerful magic-user or gawdling. If given the opportunity, Doppelgangers will destroy the bodies of fallen comrades, rather than letting them fall into "enemy" hands.

YIELD:

Medicinal: Nil

Spell Components: Any part of a doppelganger can be used for Polymorph Self or Other spell and a Polymorph potion.

Hide/Trophy Items: Nil

Treasure: E

Other: Doppelganger bodies are worth 100-400gp to a magic-user.

Doppelganger-kin

DESCRIPTION: Sages theorize that there may be an entire "Doppelganger Plane", possibly with shape-changing terrain, animals and plants. So far, proof of the existence of such a plane has eluded scholars, but recently three frightening new species of Doppelgangers have been identified: each one more dangerous than the last. Whether they are the vanguard for an invasion from another plane or merely the Doppelgangers' way of surviving is unknown.

Doppelganger Masters: These ancient and powerful Doppelgangers are flawless imitators, but in their true state look like a normal Doppelganger with a slightly larger brain. Only one of these foul creatures has ever been seen in its true form, and the single surviving witness was blind at the time.

Doppelganger Predator: Fiendish and elusive beyond the abilities of their cousins, Doppelganger Predators appear in their true form as hunched-over, demonic fiends with sharp talons and teeth. Their head is an elongated shape that slopes back to a point and their skin ripples with different colors unless the creature is actively concentrating.

DoppelMeister: These huge building-sized imitators have only just recently been discovered by adventurers, so little is known about them. Sages theorize that their true form may be a giant, amorphous blob of yellow flesh.

COMBAT/TACTICS: Doppelganger Masters: These stealthy villains can read the minds of any sentient creature in a 50' radius. Masters can sense psionics in 100' radius and will seek to destroy any psionist that could possibly expose them. A psionist scanning a Doppelganger Master will (90% of the time) notice nothing out of the ordinary, as long as the Doppelganger Master is imitating someone without active psionics (the chance is lowered to 60% for wild talents and 30% to psionists.)

As long as the Doppelganger Master is conscious, detection spells such as Detect Good/Evil, Detect Magic, Know Alignment, ESP and even scrying will reveal the Master as whomever he imitates. A True Seeing spell will fail against a Master, revealing nothing.

Masters' strategies are too complex and intricate to be detailed here, but suffice it to say that they can topple kingdoms, start wars and/or control vast armies and continents. Copying victims with 99% accuracy, the Master can imitate creatures as large as a hill giant and as small as a pixie.



Doppelganger-kin	Master	Predator	DoppelMeister
AKA:	Mimic Master,	Polymorph Predator	Builders' Bane
HACKFACTOR:	8	10	13
EPVALUE:	1400	1000	3000
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Solitary	Packs	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Carnivore	Carnivore
INTELLIGENCE:	Exceptional (15-16)	Average (8-10)	High (11-12)
ALIGNMENT:	Neutral	Neutral Evil	Neutral
NO.APPEARING:	1	2-6	1-3
SIZE:	M	M	H
MOVEMENT:	9"	12"	3"
PSIONIC ABILITY:	See Below	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Confident (12)	Foolhardy (16)
ARMOR CLASS:	5	1	6
NO. OF ATTACKS:	1	3	1
DAMAGE/ATTACK:	1-12	1-12x3	2-24
SPECIAL ATTACKS:	Surprise 8 in 10	Surprise 7 in 10	Surprise 5 in 10
SPECIAL DEFENSES:	See Below	See Below	See Below
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	6	5	10

Masters save as 10th level clerics and have the following abilities cast at 10th level:

- ESP (at will)
- Know Alignment (at will)
- Detect Magic (at will)
- Enlarge/Reduce itself (at will)
- Identify (three times per day)
- Legend Lore (six times per day)
- Forget (targets save at -4, five times per day)
- Regenerate (once per day)
- Mind Blank (twice per week)

Masters that mimic swords and weapons can draw and use them as working items, but this costs the Master two hit points for a dagger and six for a sword. Hit points heal normally or will be regenerated. Should these weapons fall into anyone's hands other than the Doppelganger Master's, they will function as non-magical weapons, although they may detect as such for 1-6 days after being removed from the Master's body. After one week, the weapons removed from the Master crumble and turn to dust. Very rarely, a Master will work with "normal" Doppelgangers, using them as pawns to further muddy the waters of their own deception. Doppelganger Masters will have 1-6 usable magic items on their person to enhance their fighting ability and/or defenses.

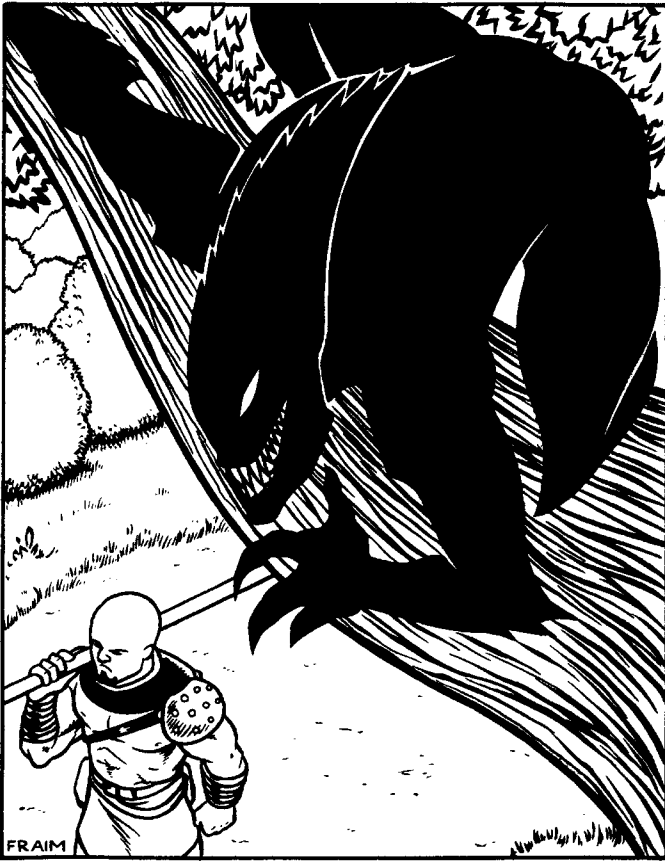
Doppelganger Predator: These creatures are the perfect assassins, except for the fact that they love their work a little too much. Equipped with the same powers of a normal Doppelganger, Predators can imitate building facades, doors, tree branches or any other object to hide. Only a True Seeing spell will reveal the Predator for what it is. They can imitate humanoids too, but only with 70% accuracy. In addition, they speak poorly and cannot imitate voices. However, they can imitate pheromones, scents, high-pitched squeals beyond the normal range of human hearing and colors that most humans cannot see without chemical assistance.

When hunting, Predators stalk their prey until they are sure they can overwhelm it. They will use their ESP to gain a tactical advantage over their victim, by waiting for the perfect moment to strike from above. Rending their victims to the bone, they devour the flesh and slip off into the night before anyone can discover them. Predators can blend in with their environments with a 90% success rate. In combat, they can shift their colors, confusing opponents, giving them a -2 to hit.

DoppelMeister: Meisters are patient predators, able to maintain the ruse of a building, once established, for many months. Meisters will take their places near other buildings in abandoned sections of cities or in ruined cities, depending on the availability of prey. They have the ability to turn invisible, providing them an avenue to enter the city. Additionally, they can form a large psuedo-pod to smash enemies for 2-24 points of damage. DoppelMeisters imitate buildings with 85% accuracy, their one weakness being the objects inside. Some Meisters get around this

problem by making their windows cloudy, but this can, 10% of the time, reveal veins running through the glass. Furniture inside a Meister will be molded into the floor and have an odd look to it. Some Meister's (25% chance) will spread valuables on its floor and furniture to entice creatures deeper inside its maw.





The interior of the Meister's "building" is actually its mouth. Starting on the first round PCs enter a Meister, there is a 10% cumulative chance it will wake up. Once it awakens, PCs must make a Dex check to keep from falling, as the Meister begins to collapse its walls, floors and ceiling. Attempts to jump out any of the Meister's "windows" will fail, since they bend like flesh and don't shatter. PCs can attempt to force open the Meister's "door" on the first round (bend bars/lift gates roll). Thereafter, the door melds into the rest of the beast and only edged weapons can cut their way out. While the Meister is awake, all PCs suffer 1-12 points of damage from digestive juices per round.

DoppelMeisters will befriend any being that does landscaping around its lair. It is particularly fond of shrubbery.

HABITAT/SOCIETY: Doppelganger Masters: Living in a shadowy world of intrigue and double-crossing, Masters are nearly impossible to find and often work through intermediaries. Masters often keep their victims alive to release later and suffer the consequences of the Master's actions. Normal Doppelgangers obey Masters without fail and Predators, Meisters and Bolters will never attack them. (There is a 20% chance a Master will have a Bolter for a steed.) The Masters' ultimate goal may be to replace an entire kingdom of humans or demi-humans with their kind. Some Doppelganger Masters are so good at imitating others, they forget their original identity.

Doppelganger Predator: Unleashed on Garweeze World to hunt, these creatures are attracted to areas in the heat of battle. They often hunt active battlefields, as the confusion of battle makes for easy pickin's. They will not work with other monsters, but will never attack other Doppelgangers or kin.

DoppelMeister: These large creatures stay in a dormant, trance-like state until prey blunders into them. Some Meisters have been able to

feed quite regularly on thieves and others who dwell in the less fashionable parts of towns. Those who seek shelter in such areas may feel that they are being watched, but in fact they are about to be eaten.

ECOLOGY: Nothing is known about these relatively new creatures and their reproduction cycles. Masters come from the ranks of normal Doppelgangers, while Predators and Meisters are similar, but two different species entirely. Small DoppelMeisters posing as toolsheds, outhouses and chicken coops (5 Hit Dice) have been encountered.



YIELD:

Medicinal: Nil

Spell Components: All Doppelganger-kin can be used in Polymorph potions and spells.

Masters: A rib from a Doppelganger Master can be used to create a Wand of Polymorphing.

Predator: Nil

Meister: Nil

Hide/Trophy Items: The hide of a Predator can be used to make a Robe of Blending.

Treasure: E & 1-6 usable items (Masters), B (in lair, Predators), C (Meisters)

Other: The pheromones of a Meister can be used to create a Potion of Controlling Mimics or a Necklace of Mimic Repelling, which forces mimics within 20' of the wearer to avoid him, unless cornered.

Doppler Croc

DESCRIPTION: Doppler Crocs resemble normal crocodiles with the exception of their slightly longer forearms and shorter, wider snouts. Their hides are green with a slight blue-black sheen visible in only bright light. Doppler Crocs are difficult to pin down due to their strange powers and their evasive personalities.

COMBAT/TACTICS:

From what little is known of these secretive creatures, Doppler Crocs appear to exist simultaneously on two planes. Because of this, they appear to be under the affects of a Mirror Image spell at all times.

Two Doppler Crocs always appear and due to its longer legs, it moves with incredible swiftness. The creature's propensity for moving side to side often confuses its victims, and every round there is a 50% chance an opponent will strike the "phantom" Croc. Doppler Crocs can Dimension Door twice each day and they will use this ability to escape superior opponents.

HABITAT/SOCIETY: Doppler Crocs behave much like other swamp denizens, especially crocodiles, but PCs who can speak to animals will find them annoyingly evasive. Doppler Crocs will deny everything and admit to nothing, even when presented with evidence to the contrary (such as the torn boot of a missing person). PCs who have recently lost a traveling companion in the Doppler Croc's territory, for example, will only find a mysteriously satisfied Croc unwilling to answer questions.

ECOLOGY: Doppler Crocs are, in many respects, the distant cousins of Displacer Beasts, despite the fact that Displacer Beasts are mammals and Doppler Crocs are clearly reptiles. Sages are at a loss to explain this reptile/feline connection beyond the accepted theory that crazed magic-users will do anything to display their power. This often results in the creation of bizarre, monstrous denizens across the face of Garweeze Wurld.

YIELD:

Medicinal: Nil

Spell Components: A Doppler Croc's scale, powdered or scraped, can be used in lieu of other spell components to cast a Dimension Door or Mirror Image.

Hide/Trophy Items: The hide of a Doppler Croc, when properly tanned, can be used to make a suit of hide armor that can be enchanted up to +12, with the additional ability of displacement (as the Cloak).

Treasure: Nil

Other: Nil

Doppler Croc

AKA: Dupli-Croc
HACKFACTOR: 6
EP VALUE: 650
CLIMATE/TERRAIN: Swamp/Marsh
FREQUENCY: Rare
ORGANIZATION: Family
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 2-8
SIZE: L (10' long)
MOVEMENT: 9", 15" Swim
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 4
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6/1-6/2-8
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Dimension Door
MAGIC RESISTANCE: Standard
HIT DICE: 6+1

Draat

DESCRIPTION: When wild sewer dawgs mate with rats, the result is a canine/rodent hybrid known as a Draat (pronounced "drat"). Draats are covered with short, fine fur that ranges wildly in color from white to brown to black, and often crazed markings of all three colors. They have the face of a rat, but the large canine teeth and maw of the average-sized dawg.

COMBAT/TACTICS:

Draats hunt in packs, much like canines, but they are more cunning and able to track their quarry for miles by smell. They are excellent hunters, and never seem at a loss for prey. While tracking their prey, Draats spend most of their time underground, especially during the day. If it is daylight they will pursue prey while moving underground as much as possible. (Their tracking skill is equal to that of a 1st level ranger.) Draats are more often than not rife with disease and any PC bitten must save vs. poison or be infected with a random disease.

HABITAT/SOCIETY: Draat packs are led by the largest Draat, who is most often the best hunter and the meanest, and the rest of the pack will emulate the leader. Humanoid tribespeople who have tamed these creatures will often use their Draats underground to track wayward slaves and to hunt game. Humanoids often decorate their Draats with elaborate symbols from their tribe.

ECOLOGY: Draats mate in the same manner as dawgs, but rear their young in litters like common rats. Dawgs consider the Draats rats and rats consider them dawgs. Draats are animals of two worlds, never fully belonging to one. Draats make an odd sound when they are angry, sounding vaguely like, "Squark! Squark-squark!"

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Incidental

Other: Humanoid tribes sometimes compete by stealing or killing rival tribe's Draats. If civilized communication can be established, its possible a rival tribe may want to buy other's domesticated Draats.

Draat

AKA: Dawg Rat, Vermin Terrier
HACKFACTOR: 1
EP VALUE: 65
CLIMATE/TERRAIN: Subterranean, Temperate Forests
FREQUENCY: Uncommon
ORGANIZATION: Packs
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 5-20
SIZE: S (2' to 4' long)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6
SPECIAL ATTACKS: Disease, Tracking
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2

Dracolich

DESCRIPTION: These foul beasts are undead, evil dragons, usually created by the Cult of the Dragon or intensely evil dragons looking to "kick it up a notch". A Dracolich will appear as the original dragon, except that its eyes become glowing points of light and its body appears emaciated and sometimes skeletal.

Dracoliches retain all of their original powers as a dragon, including their memories.

COMBAT/TACTICS:

Dracoliches are immune to charms, Sleep, Enfeeblement, Polymorph, cold, electricity, Hold spells, insanity, Death spells, Symbols, poison, Paralyzation and being turned by clerics. In addition to their original magic resistance, they are immune to attacks from magic-users of 5th level or lower and from creatures of 5 Hit Dice or lower.

A Dracolich has an AC two better than it had in life, but does not gain any attack or damage bonuses. A Dracolich begins with its original morale rating, but it becomes Fearless (19) after its first battle

Dracolich

AKA: Undead Dragon, Lich Dragon
HACKFACTOR: by dragon type +45
EP VALUE: As per dragon plus 1000
CLIMATE/TERRAIN: See Below
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Special
INTELLIGENCE: As per dragon type
ALIGNMENT: Evil (any)
NO. APPEARING: 1
SIZE: As per dragon type
MOVEMENT: As per dragon type
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: See below
ARMOR CLASS: See below
NO. OF ATTACKS: As per dragon type
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: Breath weapon and spells
SPECIAL DEFENSES: Spell immunities and spell use
MAGIC RESISTANCE: See below
HIT DICE: As per dragon type

with creatures whose Hit Dice total is equal to its own. After that, it also becomes immune to Fear.

The gaze of a Dracolich induces Fear out to 40 yards (victims get a saving throw vs. paralyzation at -1). Creatures with 6 or more Hit Dice gain +3 to save and, if successful, are immune to that Dracolich's fear power.

All melee damage done by the creature is increased by 2d8 points of chilling damage, instead of the dragon's normal bonus. Victims struck must save vs. paralyzation or be paralyzed for 2d6 rounds. Immunity to cold negates the damage, but not the paralyzation.

Dracoliches can attempt to control undead (as if using a potion) once every three days on any undead up to 60 yards. Undead save at -3 and control lasts one turn. The Dracolich must concentrate to maintain this control.

If a Dracolich or proto-Dracolich is slain, its spirit returns to its host until another corpse becomes available. It can be destroyed outright with a Power Word: Kill.

HABITAT/SOCIETY: Dracoliches are created by evil magic-users. They use willing and unwilling evil dragons. Any dragon is a candidate, but older dragons are preferred. The magic-user must prepare an inanimate object of not less than 2000gp that is resistant to decay (usually a gemstone) to host the dragon's life force.

Next, an Enchant Item spell is cast, while the evil dragon's name is spoken. The item may resist the spell by saving vs. spell as an 11th level magic-user. If the spell is resisted, another item must be found for the host. Glassteel is sometimes cast upon the host to protect it.

The dragon must then consume a special potion. The ingredients include: Potion of Evil Dragon Control, Potion of Invulnerability and Vampire Blood. Roll on this chart:

1-10:	No effect
11-20:	Potion doesn't work. Dragon suffers 2d12 points of damage and 1-2 rounds of convulsions.
21-40:	Dragon's wings turn into tiny bat wings.
41-50:	Dragon dies. A Wish spell can revive the dragon or turn it into a Dracolich.
51-100:	Potion works.

Assuming the potion works, the dragon's spirit fills the host and glows dimly. The spirit may be trapped there indefinitely. Thereafter, when it is brought within 90' of any dead body, it may possess the corpse. The original body is ideal, but anything killed within the last 30 days will work.

The magic-user who prepared the host must touch it and cast a Magic Jar while speaking the name of the dragon and touching the corpse. The corpse must fail a save vs. spell with the following modifiers:

-10	if the corpse is the spirit's former body (any length of time)
-4	if corpse is same alignment
-4	if corpse is a true dragon
-3	if corpse is a dragon subspecies like Firedrake, Ice Lizard, Wyvern or Fire Lizard.
-1	if corpse is Dracolisk, Dragonne, dinosaur, snake or other reptile.



If the corpse accepts the spirit, it animates. If it is the spirit's former body, it immediately becomes a Dracolich and will be able to speak in seven days. Otherwise, it becomes a proto-Dracolich, without its dragon powers, chilling damage, breath weapon or fear. It does possess the powers of its corpse.

To become a Dracolich, the proto-Dracolich must consume 10% of its former body. It can sense the location of its former body from any distance and the transformation takes seven days. Otherwise, it is stuck with the other body until slain. A Dracolich once possessed the dead body of a dwarf in order to transport its host to the corpse of a dragon, then killed itself so its spirit could move to the dragon body.

The dragon spirit may possess the body of another true dragon and become a Dracolich if 10% of its former body is eaten. This then becomes the new body.

Dracoliches protect their creators in exchange for treasure. Most times they will be quite loyal, assisting the magic-user, but occasionally they turn on their creators or, more likely, outlive them.

ECOLOGY: Dracoliches must eat to refuel their breath weapons. They prefer the food they ate in their original forms. The body of a destroyed Dracolich crumbles into a foul smelling powder in a few hours.

YIELD:

Medicinal: Nil

Spell Components: The powder can be made into powerful Potions of Undead Control or staves that allow the wielders to control undead as evil clerics.

Hide/Trophy Items: Nil

Treasure: B, H, S, T

Other: Nil

Dragons: An Introduction

Dragons are, in the simplest terms, an ancient and powerful winged reptilian race. They are the embodiment of all that is magical and mystical throughout Garweeze Wurld. The smallest of hatchlings can kick ass and the eldest wyrms have nearly gawd-like power. The slaying of a dragon, even a small one, is usually an epic adventure for any PC.

There are many species and sub-species of dragons. The rule of thumb is that all chromatic dragons; black, blue, green, red and white; are evil, while the metallic dragons; brass, bronze, copper, gold and silver; are all noble and good, with the exception being Slag or Swack Metal Dragons, which are formerly good dragons that have been corrupted.

Most dragons are highly intelligent and take pride and arrogance to new heights. Many dragons will flaunt their intelligence in the face of any opponents via riddle contests and other competitions suiting a finer gentleman. Depending on their alignment, they can be sore losers. (GM'S NOTE: The GameMaster shall not tamper, alter or otherwise change the game statistics for dragons!)

There are other dragons which may resemble "true" dragons, but unless they have at least 2 breath weapons, wings, an affinity for magic and the ability to Dragon Speak, they are but a subspecies and therefore are considered no better than half-breeds.

DRAGON SPEAK: All true dragons and some sub-species of dragon can speak the language of dragons known as Dragon Speak. So complex and melodic are its words, Dragon Speak is actually a form of magic itself. Any character foolish enough to engage a dragon in conversation is putting himself at risk. The longer a dragon is able to converse with an individual through Dragon Speak, the more information he is able to glean. Through Dragon Speak a dragon can learn true intent, motive, place of origin, and even whether the character is lying or being deceitful – all without the character's knowledge.

SKILL DEFINITION (see the HackMaster™ Player's Handbook for details): **Dragon Speak:** [Intelligence/Languages/Communication/5 B.P.s] This is a very special ability. To be able to learn this form of communication, a player character must have at least a 19 Intelligence. Dragon Speak is not necessarily another language, the way we commonly think of languages. A character who is able to employ this skill has learned to speak with others in the manner of dragons, not necessarily the tongue. He knows the subtleties that give dragons power when they speak.

When a dragon speaks, it uses subtle nuances, tactical pauses, and a smooth, lilting vocal tone to lure a person into revealing himself. A person who spends time speaking with a dragon soon finds himself in a trance-like state, almost as if the dragon has put a spell on him. He coaxes and entices his conversational partner to reveal far more than he had ever intended. If a dragon has enough time with someone, he soon knows everything, from whether the person is truthful to what he had for breakfast to even the name of his pet cat. A good example of this type of skill is the fictional character Hannibal Lecter. He is able to learn very intimate details about FBI agent Clarice Starling as he prompts her into telling him all about herself. That is what a person with Dragon Speak can do. For every round a character with this skill has to talk with another person, the chance increases that he will learn more and more.

In the first round of using this skill on a person, the character will be able to tell whether his subject is lying or not. On the second round, he will be able to tell what the general intent of the person is. On the third round, he will be able to find out just what his subject is planning to do next. On the fourth, he will know how much gold and treasure the subject has. On the fifth, he will know where his subject keeps his valuables. On the sixth, he will know the names of all of his companions. On the seventh, he will know whom, if anyone, is employing the subject. On the eighth, he will know if the character has any other useful information, such as maps, the location to any important sites, or his mother's maiden name. If a character with Dragon Speak spends eight rounds with a subject, he will know everything there is to know about his subject. Of course, all of this is contingent on successful skill rolls, which the GM will roll. However, if the first roll is successful, each subsequent roll will have a 5% better chance of success than the last.

Characters with this skill are immune to the effects of Dragon Speak on themselves. By the same token, a character with this skill will not be able to successfully use it on another character, or creature, with this skill. Prerequisite: None.

In addition to the knowledge gaining effects, beginning at the juvenile stage, Dragon Speak begins to have special effects on those who listen more than five rounds. Before that age, dragons are still learning the subtle nuances of the language and can only use the knowledge extrac-

tion powers of Dragon Speak. But more experienced dragons can use the special power of their current age and any of the earlier ones.

AGE (YEARS)	SPECIAL EFFECT
Juvenile (26-50)	Soothing Word as the cleric effect, works on one target for 20 minus target's Intelligence melee rounds.
Young Adult (51-100)	Soothing Word to all targets in listening range, up to 10' times dragon's Hit Dice. Lasts for a full 22 rounds minus the target's Intelligence.
Adult (101-200)	Charm Person/Mammal, as spell, but the victim gets a saving throw every round until charmed or dragon stops talking. One target can be charmed at a time.
Mature Adult (201-400)	Charm Monster, as spell, but victim gets a saving throw every round until charmed or dragon stops talking. One target can be charmed at a time.
Old (401-600)	ESP, as spell, but victim gets a save to know what's happening at -2.
Very Old (601-800)	Forget: as spell cast at level equal to dragon's Hit Dice.
Venerable (801-1000)	Mass Charm, as spell, effects all those within hearing range, up to 60' feet.
Wyrm (1001-1200)	All saves vs. dragon speak at an additional -2 and takes effect in 3 rounds instead of 5, plus charmed victims may be programmed to commit a series of acts, then destroy themselves. (Victims get a final, +2 save to avoid suicide.)
Great Wyrm (1201+)	All saves vs. dragon speak are at an additional -2 and take effect in 2 rounds. Victims can be given self-destructive commands and will follow them unless a second save, at -2 is made.

DRAGON COMMITTEE: The ruling political body of all dragons is called the Dragon Committee. While not all dragons abide by the committee's rulings, they are loathe to openly defy them. Made up of mostly lawful dragons, good, evil and neutral, the original aim of the committee was to keep dragonkind from obliterating itself through open warfare. Over the years, however, the committee has begun to meddle in the affairs of mortals — especially those of men.

The committee meets at Broken Henge, an ancient edifice of unknown origins at the zenith of Garweeze Wurd's highest mountain. Natural lightning constantly strikes the area due to its high altitude, so the place is even dangerous by dragon standards. Attendance is by invitation only for some and mandatory for those who hold a seat on the committee. Committee members must usually be at least Very Old to hold office, but there have been exceptions.

The decisions of the committee have far reaching consequences on Garweeze Wurd and meetings are only held once a year or under the most dire circumstances. Decisions must be made for the good of dragonkind, so while evil dragons can rule the committee, they cannot force good dragons to be evil or vice versa. Broken Henge and the surrounding ten miles is consider neutral territory for all dragons and any dragon that breaks that truce could be subject to judgment by the committee.

Dragons often use their magnificent hoards to further their goals by backing kingdoms and principalities that serve their purposes. Through a complicated web of diplomacy and pitting one faction against another they have managed to keep the various nations of men at odds with one another thus weakening the race as a whole.

Generations ago the great Black Dragon, Scar Gut and her four sisters split from the Dragon Committee and formed their own splinter group, The Black Hands. A great Dragon War broke out that nearly destroyed all dragons. Ironically, the Dragon Committee only managed to save itself by allying with a group of men, the powerful Circle of Sequestered Magic.

Known titles of the Dragon Committee are as follows:

Rot Gut: As in "Ol' Rot Gut" or "Rot Gut the Wyrn", this title is for the leader of the dragon committee. This dragon sets the pace of meetings and casts the deciding vote if necessary. During times of war, he leads dragonkind to face the threat. He can be over-ruled by a 2/3's majority vote. Evil dragons have often held this post, but they still must be respected by their peers to obtain the position.

Gnarl Gut: Second-in-command, this committee member must take the place of Rot Gut in the event of absence. In the event of a Rot Gut's death, this dragon conducts the vote for the new Rot Gut. Additionally, Gnarl Guts have the option of extending meetings, calling a new meeting or ending meetings early. This position is usually held by a good dragon, since it requires following the rules, not a personal agenda. Gnarl Guts can be overruled by Rot Guts when ending a meeting early.

Tar Gut: This dragon is responsible for identifying the enemies of dragonkind. Usually, this post is held by an evil dragon with numerous spies and well-placed look outs. This dragon keeps a list of the enemies of dragonkind and only the most famous and successful dragon slayers make the list.

Swill Gut: This dragon is responsible for the security of the Dragon Committee meetings and organizes a "Dragon Honor Guard" of younger dragons to patrol the skies around Broken Henge. This is a stressful position, as it would mean great dishonor to a Swill Gut to have a meeting disrupted.

Iron Gut: Iron Guts are responsible for negotiating business dealings between dragons. All dragons are expected to make trades honestly, although evil dragons will attempt to twist the words of a contract for their own benefit. Dragons who routinely rob other dragons can be fined, removed from office and even killed.

Fat Gut: Working in conjunction with an Iron Gut, Fat Guts "audit" dragons suspected of thievery. Additionally, they organize group investments and keep track of who gets what.

Stone Gut: These dragons run the committee when a dragon must be judged. Most dragon-on-dragon crime goes unpunished, especially when it's a case of an evil vs. good dragon. However, particularly gruesome crimes such as patricide or the slaughter of defenseless eggs and hatchlings are of great concern to the committee and are dealt with harshly.

Knot Gut: Knot Guts have the task of putting Dragon Committee rulings into practice; sometimes merely by spreading the word to other dragons, but other times organizing a group of dragons to carry out a specific mission. This is a thankless position and only good dragons desire it.

Black Gut: The executioner of the Dragon Committee is always evil and loves his job. Very rarely does a Black Gut get to carry out an execution, but when he does, he does it with glee. Executions will always be carried out against other dragons, as all other creatures are consider beneath a Black Gut's attention. Despite this fact, 300 years ago the Committee's Black Gut was sent to execute the most notorious dragon slayer of that time.

Wrack Gut: This dragon is the historian for the dragon committee and keeps a detailed account of decisions and who holds what post. He is also the "Keeper of the Book" an iron bound set of tablets containing every dragon committee ruling. Wrack Guts are expected to keep the book safe and should it be lost, the committee would be anxious to find it.

Fire Gut: The position of Fire Gut is mostly an honorary one and held by extremely old and feeble dragons who are past their prime. At the beginning of the Dragon Committee meeting, this dragon lights the fire to signify the beginning of the meeting, then later stamps it out to signify its end.

DRAGON COMBAT TABLE NOTES

Dragon Hit Dice modifier: Base hit points for dragons is a 1d10 times the number of Hit Dice. The modifier is subtracted from the maximum hit points. In other words, a Young dragon would have 10 minus 2, thus 8 hit points per die. Upon reaching young adulthood, dragons

obtain their maximum base score, 11 hit points per die times Hit Dice. Thereafter, the number is multiplied by the next modifier number. Thus, if a dragon topped out at 165 hit points as a young adult, as an adult, the dragon would have 330 hit points (165 times 2). At the next age, mature adult, the dragon would have 495 hit points (165 times 3) and so on. Great Wyrms often have upwards of 2000 to 3000 hit points. A good rule of thumb is the dragon's length, multiplied by its teeth, equals the amount of hit points.

Dragons save as fighters equal to their Hit Dice, modified by their Hit Dice modifier. After young adult, they gain +1 every age category.

Dragon Combat modifier: This is the bonus to damage dragons do with attacks that are not breath weapons.

Dragon Fear: Dragons inspire panic and fear. The mere sight of a young adult or older dragon causes creatures with 1 Hit Die or less (as well as wimpy, non-carnivorous, non-aggressive creatures with fewer hit dice than the dragon) to automatically wet their pants and flee in panic for 4d6 rounds. (Creatures without pants still flee.)

Trained war mounts, certain cows, organized military units and single creatures with 1 hit dice or more, but fewer than the dragon, must save vs. petrification or be struck with Fear. Feared creatures fight at -2 to attack and damage. The aura affects all who stand within the specified radius of an attacking dragon who is on the ground or who is flying at an altitude of 250' or less.

DRAGON FIGHTING ABILITIES: All dragons fight with claw, claw, bite and a breath weapon that can be used once every three rounds on a standard dragon. Other accessories, such as horns, tails and wings are also used, depending on the situation. Dragons are dynamic, as are their battle strategies, but they prefer to use breath weapon, then magic abilities and finally, physical attacks, when cornered.

CLAWS: Dragons get two claw attacks to the front and one to the rear, unless airborne in which case they can easily use all four. Attacking with all four claws from the ground leaves the beast vulnerable (+3 penalty to AC for that round) if it splits its attacks amongst many opponents, so it will rarely do this.

BITE: Because of the dragon's long neck, it can bite creatures to its sides and back. A warrior attempting to get behind a dragon to avoid this attack would have to sit directly behind its head, at the base of its neck. There, he/she would be vulnerable to two claw attacks and the pointy protrusions on the dragon's head.

SIDEWAYS BITE: Dragons of Wurm age and older have developed a special maneuver called the sideways bite. The dragon turns its head, bites the target sideways, with a 20% chance of pinning its arms on a successful hit. Then the dragon will hold the victim in its mouth, thrashing for bite damage thereafter and perhaps hurling the victim over a cliff or into a wall.

DRAGON COMBAT TABLE					
AGE	(YEARS)	HIT DIE Modifier	COMBAT Modifier	FEAR Modifier	FEAR SAVE Modifier
0) Egg	(-1)	-7	0	Nil	Nil
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	45'	+3 (+7)
6) Adult	(101-200)	x2	+6	60'	+2 (+6)
7) Mature Adult	(201-400)	x3	+7	75'	+1 (+5)
8) Old	(401-600)	x4	+8	90'	0 (+4)
9) Very Old	(601-800)	x5	+9	105'	-1 (+3)
10) Venerable	(801-1000)	x10	+10	120'	-2 (+2)
11) Wurm	(1001-1200)	x15	+11	135'	-3 (+1)
12) Great Wurm	(1201+)	x20	+12	150'	-4 (0)



Victims so grabbed can try to break free by making a successful bend bars/lift gates check if they are merely being held by the dragon (i.e. no extra biting damage). If the dragon continues to deliver bite damage, the victim must make a successful Dexterity check to release himself while the dragon is chewing on him. Those hurled into a wall take damage when hitting the wall as if they fell the equivalent of the distance that they were thrown. This is in addition to any damage they might sustain from falling after hitting the wall.

ROLL OVER: Dragons with small caves and large bodies can attempt this maneuver. They merely roll over, crushing anything in their path, doing damage equal to a bite. Typically, this is a younger dragon's move, as it can hit anyone standing in the radius of its length, but leaves the wyrm vulnerable to attack, should an opponent be able to fly.

SNATCH: Young adults and older dragons can dive and grab a creature in their claws. There is a base chance of 50% the victim has its arms pinned and can be automatically squeezed for damage (see sideways bite) or dropped from a great height. Old and older dragons can carry two victims, Wyrms and older, three. Dragons can snatch creatures up to two size categories smaller than itself.

STOMP: Dragons can jump or descend from 30' or more, crushing opponents with their rear claws and their tail, which is equal to the bite for damage. Creatures struck must save vs. petrification or be pinned, suffering crushing damage every round until the dragon moves. Apply the dragon's combat modifier as a penalty to all saving throws. Dragons stomp creatures that really annoy them.

KICK: Backwards kick is the same as a claw, but the victim must make a dexterity check or be thrown back $1d6+1$ foot per age category and save vs. petrification or fall over.

WING BUFFET: Young adult and older dragons can buffet with their wings causing claw attack damage to those at their sides. Creatures must make a dexterity check or fall down. From the air, this attack kicks up dust and blows over objects of 20 lbs or less.

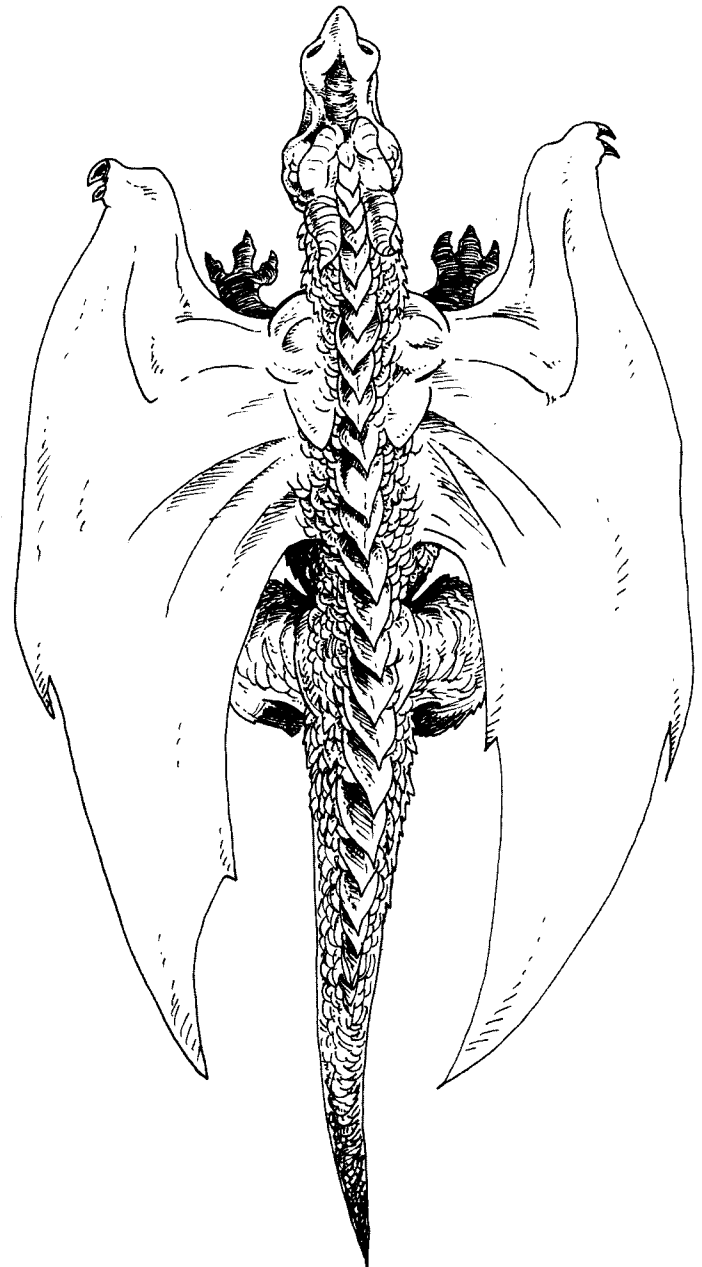
TAIL SLAP: Adult and older dragons can tail slap for damage equaling two claw attacks and attack 1 opponent per age category. Creatures struck must save vs. petrification or be stunned 2-5 min-

utes. Light wooden structures will be damaged and a Cube of Force takes one charge per two points of combat modifier.

HOVER: Dragons can stop their forward momentum and hover off the ground for 1 round. This is very tiring and the dragon must land the next round. The dragon can attack with its bite and four claws this one round and the draft of its wings will kick up dust, blinding all in the dragon's fear radius for 2 rounds (half if save vs. petrification), unless they are wearing some form of eye protection.

SPELLS: Dragon spells are all verbal, require no study or prayer and have a casting time of one segment. Dragons can use no other abilities while casting a spell. Spells learned are random, usually derived from captured spellbooks or mages. Dragons can glide during spell casting.

DRAGON DEFENSES: As dragons age, their Armor Class improves. Old or older dragons are immune to normal missiles, except large missiles from catapults and giants. Magic missiles affect them normally, unless they make their magic resistance, which increases with age.



DRAGON FLIGHT: Dragons fly at a maneuverability class of C. They can climb at half their speed and dive at double. Regardless of its size, it can turn 120 to 240 degrees and strike with its claws at a +2 bonus to hit when diving. Dragons can attack with both wings, but must land immediately afterward.

When flying, dragons can claw or bite, but not both. Airborne dragons must glide to cast spells in the air. Gliding dragons lose 1000 feet of altitude per round and forward speed equal to half its flight speed per round.

DRAGON SENSES: Dragons have excellent sight, smell and hearing. They can automatically detect invisible objects and creatures and spot them in darkness or fog up to 10' times their age category. They all possess natural Clairaudience ability equal to 20' per age category, but they must concentrate to use it. Some clever mages and warriors have taken advantage of this ability by letting the dragon concentrate on an area and then deafening it with a loud explosion. This can temporarily jar the senses.

Some dragons can communicate telepathically with any intelligent creature and the percentage chance for a dragon to speak is based on its intelligence and age category.

DRAGON HOARD TABLE NOTES: Dragons of all types love magic items and treasure. They line their lairs with it, sleep with it, count it and even invest it. (Old dragons and older always have a portion of their treasure invested.) From Age categories 0 to 2, dragons are too young to hoard any wealth. Starting at category 3, they begin to hide treasure for themselves in their parents' lair, but the parent will always consider it theirs once they discover it. Beginning at Young Adult, they start their own lairs.

DRAGON BODY PARTS: There are 257 organs, bones and body parts that are salvageable from a dead dragon. Most are good for magical potions, items, etc, but some are good for what ails ya. Some effects

can vary according to individual dragons, but the body parts listed below and their effects are true for most and are the most common.

BRAIN: A dragon's brain can be made into a Potion of Dragon Control, allowing control of the same type of dragon from which the brain was removed. Consuming an entire dragon brain requires a System Shock check to survive (failure means death). Those who survive roll 1d6:

- 1- Gain 1-4 points of Intelligence.
- 2- Develop an insanity which makes the imbiber think he is a dragon.
- 3- Magic-users gain one level of experience, non-magic-users gain 10,000 exp.
- 4- Dragon Fear Aura 10' radius, plus glowing red eyes.
- 5- Charm Person/Mammal 3 times per day.
- 6- 10% magic resistance

BLOOD: Dragon's blood has a variety of uses. It can temper steel, giving it a save bonus equal to the dragon's combat modifier and making it ready for enchantment. Drinking even a drop of dragon's blood is deadly and victims must save vs. poison or die. However, bathing in dragon's blood can provide the following healthy benefits: Cure Disease, Neutralize Poison and cure insanity, even those of the magic kind. The bather ceases to age 1 year per age category of the dragon. It can restore hair, clear skin and make scars and tattoos disappear. Additionally, it is a key ingredient in a Potion of Longevity and ink for magic scrolls of all kinds.

DRAGON SKIN: Dragon skin makes excellent armor and only weighs 25 pounds for a human-sized suit (fairly bulky). AC is equal to 4 less than the dragon it was taken from and costs 10,000-100,000+ gp to make. Dragon skin armor is perfect for enchantment and can be enchanted up to +5. Additionally, enchanted dragon armor can provide protection versus attacks of a similar nature to that of the dragon's breath weapon. For example, red dragon armor can be enchanted to

provide the wearer with +2 saves vs. fire attacks, taking half or a quarter damage.

Fine dragon hide shields can also be created and are perfectly suited to enchantment, providing +1 to +5 AC and offering +1 saves vs. (for example) fire and -1 die of damage. A dragon skin shield can cost 20-200gp to make, depending on its size and quality.

The hit point absorption and regression is the same as standard

DRAGON HOARD TABLE			
AGE	(YEARS)	Minimum	Treasure Types
0) Egg	(-1)	Nil	Nil
1) Hatchling	(0-5)	Nil	Nil
2) Very Young	(6-15)	Nil	Nil
3) Young	(16-25)	Nil	Q
4) Juvenile	(26-50)	1 magic item, 1000gp	H, Q
5) Young Adult	(51-100)	2 magic items, 2000gp	H, Qx2, E
6) Adult	(101-200)	3 magic items, 5000gp	H, Qx3, E, S
7) Mature Adult	(201-400)	5 major magic items, 5000gp	Hx2, Qx5, E, S, Tx2
8) Old	(401-600)	8 major magic items, 5000pp	Hx3, Qx6, E, S, T, Zx2
9) Very Old	(601-800)	10 major, 20,000gp, 5 minor	Hx5, Qx8, E, S, T, Zx5
10) Venerable	(801-1000)	15 major, 40,000gp, 8 minor	Hx8, Qx10, E, S, T, U, Zx10
11) Wyrms	(1001-1200)	20 major, 60,000gp, 11 minor	Hx10, Qx15, Ex5, Sx5, Tx5, Ux5, Zx20
12) Great Wyrms	(1201+)	30 major, 100,000gp, 20 minor	Hx20, Qx20, Ex10, Sx10, Tx10, Ux10, Zx30



armor of the same armor class or full plate if the base AC is less than 1 (i.e. the armor continues to absorb 36 hit points per AC rating until the AC rating becomes 2 or higher, then follow the regression in Table 9W in the Player's Handbook.)

EYE: A dragon's eye can be used for a Potion of Clairvoyance. The eye itself can sometimes be enchanted and mounted on the top of a staff, allowing the user to Detect Invisibility 1 to 3 times per day and use True Seeing once or twice a week. Rumor has it that there is a spell that will graft a dragon's eye to another living creature, allowing it the vision of a dragon.

GUTSTONES: All dragons have gutstones. These start out as small stones that the dragon swallows as a hatchling to aid in the digestion of its food. With time, as the dragon grows, the stones become transformed into precious stones charged with magical abilities. The powers vary depending on the type of dragon (See the HackMaster GMG) and its age but they are highly sought after. Dragon gutstones are the basis for many magical weapons and items.

TONGUE: A dragon's tongue, much prized for its magical properties, can be used to create a Philter of Persuasiveness.

HORNS: Depending on the size of the horn, they can be crafted into weapons, usually daggers, short swords and long swords. These blades are perfect for enchantment.

BONES: Dragon bones are excellent for wands, staves or rods. The more powerful the dragon, the more powerful the potential new magic item will be.

TEETH: The largest teeth may be crafted into daggers and throwing daggers. Teeth can also be enchanted into Animate Dead seeds that grow one skeleton in 1-4 rounds with Hit Dice equal to 1/3 the dragon's age category when they are buried with a corpse.

STOMACH ACID: Up to 5 flasks can be recovered from an adult dragon and it will eat through anything except dragon, glass, ceramic or glass-like or ceramic-like substances.

HEART: Although the blood may be toxic, the meat in the heart, if properly prepared, is not. This is indeed a rare feast, fit for kings. Serving a dragon heart can provide many additional Honor points for

its slayers. Those who ingest the meat will find that they do not have to sleep for 1-4 days.

LIVER: Highly valued by mages in-the-know, these livers can filter poisons, but leave magic potions alone. Thus, mixing two potions and straining them through the liver negates all toxic results on the Mixing Potions Chart in the Hackmaster's GM's Guide. However, straining the most toxic of these concoctions through the liver will destroy it.

DRAGON SPELL-LIKE ABILITIES: What follows is a complete list of the spell-like abilities of dragons. Brief descriptions of these abilities are included where necessary, and the list is cross-referenced.

Affect Normal Fires (MU 1)

Airy Water (MU 5)

Animal Summoning (DR 1)

Anti-Metal Shell (as Anti-Plant Shell DR5)

Augury (CL 2)

Blade Barrier (CL 6)

Bless (CL 1)

Call Lightning (DR 3)

Charm Monster (MU 4)

Charm Person (MU 1)

Charm Person or Mammal (DR 2)

Charm Reptiles (as Charm Mammal (DR 2)

Cloud Form – This magical ability is similar to the effect of a Gaseous Form potion except that the subject is not completely transparent. The subject will appear as a cloud or fog.

Cloud Walk – This ability allows one to walk on any visible clouds or fog as if they were solid ground.

Confusion (MU 4)

Conjure Earth Elemental (DR 7)

Conjure Fire Elemental (DR 6)

Control Temperature (DR 4)

Control Weather (CL 7/DR 7)

Control Winds (DR 5)

Corrupt Water – This ability is similar to the first level druid spell Putrefy Food and Drink (reverse of Purify Food and Drink) except that it only works on water. Furthermore, magic potions must save, rolling a 15 or better, or lose their magical properties.

Create Food and Water (CL 3)

Create Shadows – This spell-like ability creates a mass of leaping shadows with a volume of up to a 100-yard diameter sphere for one hour. All light and darkness sources are negated and those who can hide in shadows may do so automatically, even under direct observation. Shadow Dragons and other creatures that are able to hide in shadows can move about as if under Improved Invisibility while within the shadow area. The range of this ability is zero and the casting time is one round.

Create/Destroy Water (CL 1/DR 2)

Dancing Lights (MU 1)

Darkness 10' radius (similar to MU 2)

Detect Gems – This ability allows the caster to ascertain the kind and number of precious gemstones within the range of the spell for up to a minute. The range is a 10' radius per age category of the dragon using the ability with duration of up to a minute. The value of specific stones is not automatically revealed but prior knowledge of the relative worth of gemstones may allow the caster to estimate such.

Detect Lie (CL 4)

Dimension Door (MU 4)

Dust Devil (CL 2)

Entangle (DR 1)

ESP (MU 2)

Feather Fall (MU 1)

Fire Blades - This power allows the caster to shoot a volley of flaming horns from his body. The caster may roll to hit on everyone within a 50' radius, damage is 2-12 (blade)+1d4 (fire). Creatures hit by the fire blades may attempt a saving throw for half damage from the fire. Those who fail will continue to burn for 1d4 points per round until the flames are extinguished. Furthermore, items carried by those hit must save vs. fire or burst into flame. The casting time is one round.

Fools Gold (MU 2)

Forget (MU 2)

Freezing Fog – This spell-like ability obscures vision (halved) in a 100' radius and covers everything in that area with a thin sheeting of clear ice. Those walking on the ice must make a Dexterity check each round to avoid falling. Casting time is one round and the effect lasts for one day or until the ice melts.

Gust of Wind (MU 3)

Hallucinatory Terrain (MU 4)

Heat Metal (DR 2)

Hold Monster (MU 5)

Hold Person (MU 3)

Hypnotism (MU 1)

Ice Walking – This power allows the dragon to walk across ice as easily as creatures walk across flat, dry ground.

Invisibility (MU 2)

Lava Breathe - A creature with this ability can breathe while immersed in lava for an unlimited duration.

Luck Bonus (as Luck Stone) - Provides +1 (+5% where applicable) on all dice rolls, whenever a dice roll is required (saving, slipping, dodging, etc.) to determine whether the dragon suffers an adverse consequence. This luck does not affect attack and damage dice or spell mishap dice.

Mass Charm (MU 8)

Mirror Image (MU 2)

Move Earth (MU 6)

Non-detection (MU 3)

Obscurement (DR 2)

Pass without a Trace (Dr 1)

Plant Growth (DR 3)

Polymorph Self (MU 4 - lasting until the dragon picks a new form)

Predict Weather (DR 1)

Pyrotechnics (MU 2)

Quest (CL 5)

Reverse Gravity (MU 7)

Shadow Walk (MU 7)

Shape Change (MU 9)

Shape Metal (as Stone Shape DR 3)

Shift Color - This ability allows a dragon to appear as any chromatic dragon type. The transformation takes a single round.

Shocking Grasp (MU 1)

Solid Fog (MU 4)

Soothing Word – This spell-like power enables the user to basically calm people down. Note that sharing the same language with a person is not a requirement for this ability to function but the target of the Soothing Word must have an Intelligence of at least 3 for the magic to have any effect. Unless otherwise noted, this power is usable three times per day. A single use can either: dispel one application of the Fear spell on one victim; eliminate hackfrenzy or hacklust; favorably influence a reaction from a single person or creature as if the user's Charisma was one point higher or momentarily calm down a number of characters or monsters (equal to 2 times the users hit dice).

Sound Imitation – This ability allows one to exactly duplicate a sound he has heard before. This ability would allow one to recreate the roar of a lion if he has heard one before. If he has not heard the attempted sound before, but does have a basic understanding of what the noise should sound like, those listening are allowed a saving throw in order to recognize the imitation as a fake. The sound originates from the caster.

Speak with Animals (CL 2/DR 1)

Speak with Elemental Creatures – This ability allows the user to comprehend and communicate with and creatures that are native to the Elemental Planes. Friendliness and cooperation are by no means assured.

Spider Climb (MU 1)

Stinking Cloud (MU 2)

Stone Shape (DR 3)

Suggestion (MU 3)

Summon Djinni – This ability is similar to the seventh level cleric spell Exaction except that it can only be used to summon a Djinni.

Summon Insects (DR 3)

Teleport (MU 5)

Transmute Stone to Mud (MU 5)

Throw Voice (MU 1)

Wall of Fog (IL 1)

Wall of Stone (MU 5)

Warp Wood (DR 2)

Water Breathe – A creature with this ability can breathe under water for an unlimited duration.

Weather Summoning (DR 6)

Dragon, Albino Scoria

DESCRIPTION: Albino Scoria Dragons are the rarest creatures in the Hacklopedia and the Ancient Albino Scoria Dragon is one of the rarest creatures on Garweeze World. They appear as great white wyrms, their scales the color of white-hot coals and tinted with the orange and black of lava.

COMBAT/TACTICS: Albino Scoria Dragons radiate intense heat that causes 1-4 points of damage plus 1 point per age category in a 5' radius per age level. Besides their normal attacks with claws (1-10) and biting (6-36), they will often hurl handfuls of hot lava for 2-20 points of damage up to distances of 30 feet. Armor and items hit by the lava must save vs. fire or begin melting and metal armor will be affected as if under a Heat Metal spell cast at 5th level. Albino Scoria Dragons regenerate 1 hit point per turn while in hot lava. These dragons cast spells as a magic-user of seventh level +1 level per age category.

Albino Scoria dragons are born with immunity to fire and heat, but they take double damage from cold attacks. However, the cold attack must penetrate the waves of heat that emanate from the dragon's body. For every 5' radius of heat emanation the dragon has achieved (per age level), the heat damage (1d4 + 1 point per age category) is deducted from the cold damage. Whatever is left actually hurts the dragon. If the heat damage is greater than the amount of the cold attack, the dragon takes no damage.

BREATH WEAPON/SPECIAL ABILITIES: Albino Scoria Dragons can breath a conical blast of fire and smoke 90' long, 5' wide at the mouth and 30' wide at the end (save vs. breath weapon for half damage).

Dragon, Albino Scoria

AKA: Lava Dragon, Magma Beast

HACKFACTOR: See below

EP VALUE: See below

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare (See below)

ORGANIZATION: Solitary or Clan

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Gawdlike (25)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1 (2-5)

SIZE: G (55' long)(base)

MOVEMENT: 12", 40" Fly (C),
3" Jump, 12" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: -5 (base)

NO. OF ATTACKS: 3+

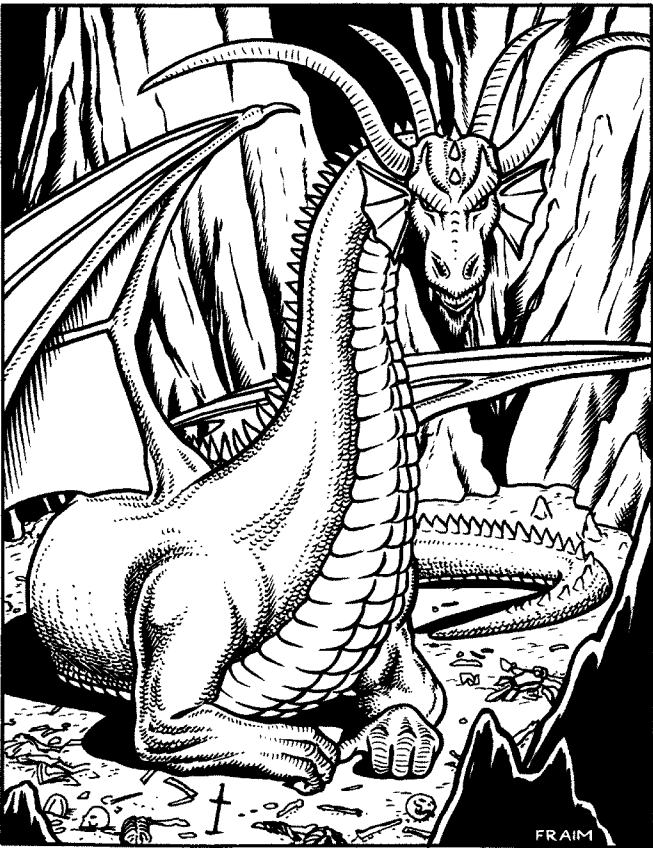
DAMAGE/ATTACK: 1-10/1-10/6-36

SPECIAL ATTACKS: Special
(see table)

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable
(see table)

HIT DICE: 16 (base)



Creatures must make a second save or be blinded by the smoke for up to six rounds or until a save is made (check each round after a failed save).

As they age, they gain the following abilities:

- Young: Pyrotechnics three times per day.
- Juvenile: Heat Metal three times per day.
- Adult: Lava Strike (if near a volcano, as Flame Strike) once a day.
- Mature Adult: Conjure Fire Elemental once a day.
- Old: Control Volcano once per week. (May cause it to erupt or to become stable as needed, for up to one hour.)

HABITAT/SOCIETY: Albino Scoria Dragons are so rare because they can only live in active volcanoes. They must stay within 1 mile of an active volcano at all times or risk “cooling off” and taking 1-4 points of damage per day. Being able to breathe lava as well as air, these creatures lair deep in hot magma, so their treasure is either completely resistant to heat or in molten form. 90% of the time,

these creatures stay inside their volcanoes, but during eruptions they like to wander away to “see the sights.” Unfortunately, wherever they go, fires erupt and they usually return after a short trip.

Albino Scoria Dragons use many secret go-betweens to invest their wealth into the local economies. Most of their followers do this because they are well rewarded and they do not wish to see the dragon bring down its wrath upon the local populace.

ECOLOGY: Albino Scoria Dragons speak their own tongue, Dragon Speak

Dragon, Albino Scoria									
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value	
1	7-19	6-16	-2	2d12+1	Nil	22	Nil	9000	
2	19-31	16-28	-3	4d12+2	Nil	27	Nil	10,000	
3	31-43	28-38	-4	6d12+3	Nil	37	Nil	12,000	
4	43-55	38-50	-5	8d12+4	1	50	Nil	14,000	
5	55-67	50-60	-6	10d12+5	2	64	35%	16,000	
6	67-80	60-70	-7	12d12+6	2/2	86	40%	19,000	
7	80-93	70-84	-8	14d12+7	2/2/2	111	45%	20,000	
8	93-106	84-95	-9	16d12+8	2/2/2/2 1	125	50%	21,000	
9	106-120	95-108	-10	18d12+9	2/2/2/2/2 2	141	55%	23,000	
10	120-134	108-120	-11	20d12+10	2/2/2/2/2 2/2	173	60%	24,000	
11	134-148	120-133	-12	22d12+11	2/2/2/2/2/2 2/2/2	192	65%	25,000	
12	148-162	133-146	-13	24d12+12	2/2/2/2/2/2/2 1 2/2/2/2	230	70%	26,000	

and may communicate with Fire Elementals at will. Hatchlings have a 10% chance of being able to speak with all intelligent creatures plus 5% every age category.

Albino dragons eat almost anything, but sustain themselves on diamonds and other gemstones. Due to their amazingly high intelligence, Albino Scoria Dragons can learn almost anything within 1-10 rounds of someone teaching them. Although offered positions on the Dragon Committee, their physical limitations do not allow them to visit Broken Henge. Still, much to their credit, few dragon slayers have ever been able to kill an Albino Scoria Dragon of any age.

The body parts of an Albino Scoria Dragon have ten times the value of normal dragons and their hoards are always 100% invested into the local kingdoms and economies. In the "Dragons of Angst" (published in the Hack Journal), an ancient Albino Scoria invested his wealth so thoroughly that without it, the local kingdom's economy would have collapsed.

Dragon, Black (Chromatic)

DESCRIPTION: Highly territorial, Black Dragons prefer dismal surroundings and heavy vegetation. Darkness suits them better than daylight. At birth, the dragon's scales are glossy, but become dull with age, which allow it to better camouflage itself.

COMBAT/TACTICS: Black Dragons prefer to ambush their targets, using their surroundings as cover. Their favorite targets are humans, which they find have the best taste. They will sometimes stalk their prey to assess strengths and weaknesses, launching a breath weapon before closing for melee.

A Black Dragon will stand in or along the water, using the swamp to its advantage. If faced with a more powerful opponent, it will attempt to fly out of sight, leaving no tracks and hiding in a pond until the heat wears off.

BREATH WEAPON/SPECIAL ABILITIES: Black Dragons spew a 5' wide stream of acid that extends 60' in a straight line from the dragon's head (save vs. breath weapon for half damage). If a person hit by the acid fails his save, his armor and all other items on his person must save vs. acid or be destroyed.

Black Dragons cast spells at 5th level, plus their combat modifier. As they age, they gain the following abilities:

Juvenile: Darkness 10' radius (per age category), 3 times per day.

Dragon, Black
AKA: Swamp Dragon, Acid Breather
HACKFACTOR: See below
EP VALUE: See below
CLIMATE/TERRAIN: Swamp/Jungle/ Subterranean
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Special
INTELLIGENCE: Average (8-10)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1 (2-5)
SIZE: G (30' long)(base)
MOVEMENT: 12", 30" Fly (C), 12" Swim
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Resolved (18)
ARMOR CLASS: 1 (base)
NO. OF ATTACKS: 3+
DAMAGE/ATTACK: 1-6/1-6/3-18
SPECIAL ATTACKS: Special
SPECIAL DEFENSES: Variable
MAGIC RESISTANCE: Variable
HIT DICE: 12 (base)



Adult: Corrupt Water once per day. Potions must save, at 15 or better.
 Old: Plant Growth once per day.
 Venerable: Summon Insects once per day.
 Great Wyrn: Charm Reptiles (as Charm Mammal) three times per day.

HABITAT/SOCIETY: Black Dragons live in swamps, marshes, rain forest, jungles and other places that are dark and wet. They enjoy stagnant, algae-covered ponds and gloomy bogs. Black Dragons are extremely selfish. If a family of dragons is attacked, the parents may abandon their young. Black Dragons speak their own tongue and Dragon Speak.

Black dragons lair in large, damp caves and multi-chambered subterranean caverns, hiding their entrance with Plant Growth. Black Dragons love coins of all types and sometimes capture humans just to torture them and discover the location of more coins. Favorite contests of black dragons include such games as dragon slayer trivia and 6 deck blackjack.

ECOLOGY: Black Dragons have been seen to eat almost anything, but they prefer seafood, especially eels. They enjoy red meat, but like to "pickle" it by letting it lie in the deep, still ponds within their lairs for days before finally eating it.

Black Dragons are born with the ability to Water Breathe and an immunity to acid. 10% of hatchlings can communicate with any intelligent creature. This increases to 5% every age category.

Dragon, Black									
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value	
1	3-6	2-5	4	2d4+1	Nil	16	Nil	4000	
2	6-15	5-12	3	4d4+2	Nil	22	Nil	5000	
3	15-24	12-19	2	6d4+3	Nil	35	Nil	7000	
4	24-33	19-27	1	8d4+4	1	63	Nil	10,000	
5	33-42	27-35	0	10d4+5	2	71	10%	12,000	
6	42-51	35-43	-1	12d4+6	3	87	15%	13,000	
7	51-60	43-50	-2	14d4+7	4	98	20%	14,000	
8	60-69	50-57	-3	16d4+8	5	109	25%	15,000	
9	69-78	57-64	-4	18d4+9	6	121	30%	17,000	
10	78-87	64-73	-5	20d4+10	7	152	35%	18,000	
11	87-96	73-80	-6	22d4+11	8	177	40%	19,000	
12	96-105	80-87	-7	24d4+12	9	204	45%	20,000	

Dragon, Blue (Chromatic)

Variety: Spiny-Backed Blue-Ridged

DESCRIPTION: Blue Dragons are extremely voracious and protective of their territories. The size of their scales increase with age and the colors range from iridescent azure to deep indigo, always retaining a high polish because of the desert sands. Due to their high visibility, they like to conceal themselves in the sand or soar high against the clear blue sky. Blue Dragons spend many long months alone, which makes them feel isolated.

COMBAT/TACTICS: Spiny-Back dragons will attack from a distance, either dropping from directly above or surprising from beneath. They consider retreat cowardly and won't run unless severely injured by an opponent.

BREATH WEAPON/SPECIAL ABILITIES: A Spiny-Backed Blue-Ridged Dragon can blast forth a 5' wide bolt of lightning that streaks up to 100' in a straight line from the dragon's gaping maw. (Save vs. breath weapon for half damage.)

Spiny-Backed Blue-Ridged Dragons are immune to electricity, a point they make well known at Dragon Committee meetings, because of the considerable danger from lightning strikes at Broken Henge. These Dragons cast spells as 7th level mages, plus combat modifier. As they age, they gain the following abilities:

Young: Create/Destroy Water 3 times per day

Juvenile: Sound Imitation at will
Adult: Dust Devil once a day.
Old: Throw Voice once a day.
Venerable: Hallucinatory Terrain once a day.

HABITAT/SOCIETY: Blue Dragons hate Brass Dragons, who also like deserts, and if they encounter one in their territory, they will not rest until it is driven out. They like to lair in underground caverns and abandoned pyramids. They'll collect anything that's valuable, especially sapphires. They speak their own language and Dragon Speak.

Favorite contests of Spiny-Backed Blue-Ridged Dragons include a foot race with the dragon's imaginary friend or a shell game using empty sarcophagi.

Spiny-Backed Blue Dragons prefer desolate deserts, windswept plains and hot, humid badlands. These Blue Dragon males will protect their families ferociously, but loners are odd, to say the least; often talking to rocks and other inanimate objects. (In Module EK5, "Effin the Desert King", the Blue Dragon in area K8 did a puppet show using the unanimated mummies found in his lair.)

ECOLOGY: Blue Dragons can eat almost anything and sometimes eat snakes, lizards, desert plants, nomads, camels, prairie dogs, bison, buffalo and giant desert beaver to sate their great hunger. They are particularly fond of eating caravans, but the great variety of meat often gives them indigestion afterwards. Hatchlings have a base chance of 12% to be able to communicate with all intelligent creatures, increasing by 6% per age category.

Dragon, Blue: Spiny-Backed Blue-Ridged

AKA: Blue Dragon, Desert Dragon, Bolt Beast

HACKFACTOR: See below

EPVALUE: See below

CLIMATE/TERRAIN: Arid Deserts

FREQUENCY: Very Rare

ORGANIZATION: Solitary or Clan

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Very (11-12)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1 (2-5)

SIZE: G (42' long)(base)

MOVEMENT: 9", 30" Fly (C), 4" Burrow

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 0 (base)

NO. OF ATTACKS: 3+

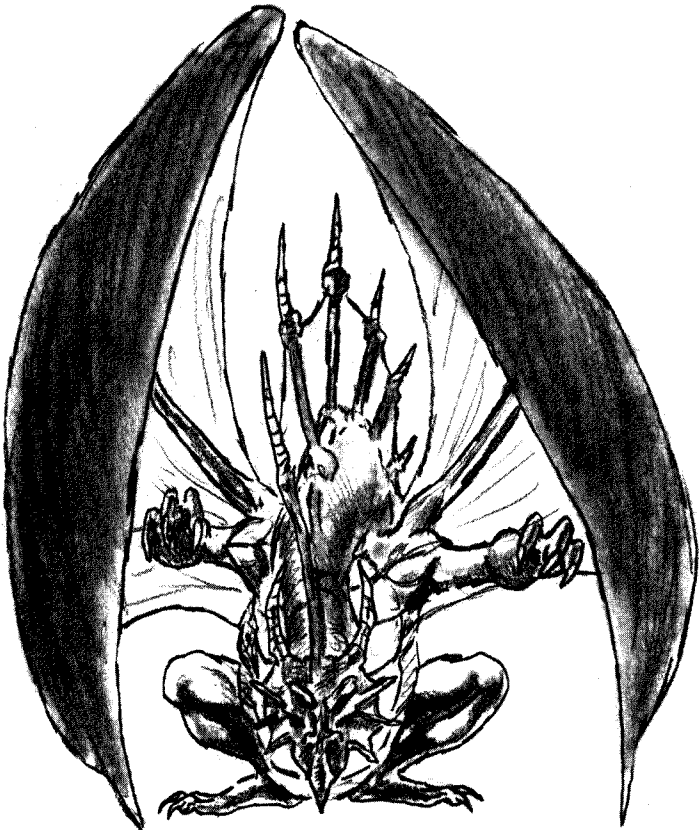
DAMAGE/ATTACK: 1-8/1-8/3-24

SPECIAL ATTACKS: Special

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

HIT DICE: 14 (base)



Dragon, Blue (Spiny-Backed Blue-Ridged)									
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value	
1	3-9	2-7	3	2d8+1	Nil	27	Nil	6000	
2	9-20	7-16	2	4d8+2	Nil	36	Nil	8000	
3	20-31	16-25	1	6d8+3	Nil	45	Nil	10,000	
4	31-50	25-34	0	8d8+4	1	71	Nil	13,000	
5	50-69	34-43	-1	10d8+5	2	79	20%	15,000	
6	69-88	43-52	-2	12d8+6	3	97	25%	16,000	
7	88-97	52-61	-3	14d8+7	4	108	30%	17,000	
8	97-106	61-70	-4	16d8+8	5	120	35%	18,000	
9	106-115	70-79	-5	18d8+9	6	133	40%	20,000	
10	115-124	79-88	-6	20d8+10	7	157	45%	21,000	
11	124-133	88-97	-7	22d8+11	8	173	50%	22,000	
12	133-142	97-106	-8	24d8+12	9	190	55%	23,000	

Dragon, Blue (Chromatic)
Variety: Horny Ridged

DESCRIPTION: Blue Horny Ridged Dragons resemble Spiny-Backed, Blue-Ridge Dragons, except of course they are not the same dragon. They are 50% likely to be mistaken for the other type of dragon and 50% likely to be mistaken for a Blue Spiny Horned Dragon. Their hides are tougher than most blue-colored dragons and anyone attempting to ride one will take 1-6 points of damage from the sharp horns and ridges.

COMBAT/TACTICS: Blue Horny Ridged Dragons are fearless but cautious, often assessing a party's weaknesses by sending their minions to attack first. They will attack at a great distance and enjoy it when their prey surrenders without much of a fight. This is ironic because they can inflict an additional 1d6 points of damage per hit when engaging opponents using the roll over and tail slap special attacks.

BREATH WEAPON/SPECIAL ABILITES: A Blue Horny Ridged Dragon can breathe a 5' wide bolt of lightning that streaks up to 150' in a straight line from the dragon's mouth. (Save vs. breath weapon for half damage.)

Blue Horny Ridged Dragons cast spells as 9th level mages, plus combat modifier.

Blue Horny Ridged Dragons are immune to electricity, a point they

Dragon, Blue:
Horny Ridged

AKA: Sky blue Dragon, Azure Beast, Cerulean Fiend

HACKFACTOR: See below

EP VALUE: See below

CLIMATE/TERRAIN: Arid Deserts/ Mountains

FREQUENCY: Very Rare

ORGANIZATION: Solitary or Clan

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Genius (17-18)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1 (2-5)

SIZE: G (48' long)(base)

MOVEMENT: 9", 30" Fly (C), 4" Burrow

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: -2 (base)

NO. OF ATTACKS: 3+

DAMAGE/ATTACK: 1-10/1-10/5-30

SPECIAL ATTACKS: Special

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

HIT DICE: 16 (base)

make well known at Dragon Committee meetings, because of the considerable danger from lightning strikes at Broken Henge. As they age, they gain the following abilities:

- Young: Create/Destroy Water 3 times per day
- Juvenile: Sound Imitation at will
- Adult: Dust Devil three times a day.
- Mature Adult: Shocking Grasp at will.
- Old: Throw Voice four times a day.
- Venerable: Hallucinatory Terrain twice a day.
- Ancient: Call Lightning 3 times per day

HABITAT/SOCIETY: Blue Horny Ridge Dragons are megalomaniacs and often force weaker creatures to worship them as terrible gawds. To their credit, they reward loyal service well, but they cruelly punish those who disobey them. Blue Horny Ridge Dragons will nearly always have two lairs: one for their permanent treasure, containing 70% of their valuables and another "floating lair", usually located with a group of loyal desert nomads or invested in a kingdom.

These Azure Beasts often show support for a despot by attacking the despot's enemies and then charging him for the service. Dragon Committee members frown on such direct contact, so the Cerulean Fiend will attack only under the cover of night and will then attempt to consume all witnesses.

ECOLOGY: Blue Horny Ridge Dragons are loyal parents, but have been known to use their mates and hatchlings as bait for adventurers. Hatchlings have a base chance of 17% to be able to communicate with all intelligent creatures, increasing by 6% per age category. Blue Horny Ridge Dragons are never without several back-up plans and escape routes and are willing to work with other evil creatures to achieve their goals as long as the dragon is boss.



Dragon, Blue (Horny Ridged)									
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value	
1	1-12	3-12	0	2d10+1	Nil	40	Nil	7000	
2	12-23	12-21	-1	4d10+2	Nil	50	Nil	8000	
3	23-42	21-30	-2	6d10+3	Nil	63	Nil	10,000	
4	42-61	30-49	-3	8d10+4	1	93	Nil	12,000	
5	61-80	49-68	-4	10d10+5	2	112	30%	14,000	
6	80-99	68-87	-5	12d10+6	2/1	125	35%	15,000	
7	99-118	87-106	-6	14d10+7	2/2	158	40%	16,000	
8	118-137	106-125	-7	16d10+8	2/2/1	174	45%	19,000	
9	137-156	125-144	-8	18d10+9	2/2/2	191	50%	21,000	
10	156-165	144-153	-9	20d10+10	2/2/2 1	220	55%	22,000	
11	165-174	153-162	-10	22d10+11	2/2/2/2 2	240	60%	23,000	
12	174-183	162-171	-11	24d10+12	2/2/2/2 2/1	262	65%	24,000	

fall for their misdeeds. These Lame Lizards are used by powerful, evil creatures as guards or even steeds. They will fight to the death to defend their nest and eggs. The popular dwarven myth (often heard late at night in taverns) that these dragons will do anything for a slice of cake is untrue.

YIELD:
Medicinal: Nil.
Spell Components: The blood of these dragons can be used to cast Fireballs with blue flame. The brains of these creatures can be used to cast an ESP spell that bypasses a dragon's normal magic resistance or create a potion with the same effect.
Hide/Trophy Items: Blue Spiny Horned Dragon hide makes good dragon armor, but can only be enchanted up to +2.
Treasure: G, H (40% of each gold or gem item being fake)
Other: Blue Spiny Horned Dragon eggs are worth 5000gp each.

Dragon, Blue (Chromatic) Spiny Horned

DESCRIPTION: Blue Spiny Horned Dragons are actually not true dragons at all, but a sub-species. They are not recognized by other dragons as one of their own kind. They are often used as scapegoats by the much smarter true dragons. In appearance they resemble Blue Horny Ridge Dragons and Spiny Backed Blue Ridge Dragons, except for the ridge of horns running down their spine.

COMBAT/TACTICS: These dragons prefer to attack up close, clawing and biting like any other dragon. Their fire breath weapon does 5-40 points of damage (half if save vs. breath weapon) and can be used once a month. It is a 30-foot long cone that is 10' wide at the end. Blue Spiny Horned Dragons attack anything that they think looks delicious and they are not discerning eaters.

These dragons take half damage from all fire and heat related attacks and no damage if they save.

HABITAT/SOCIETY: These lesser lizards roam in small packs until they grow too large for their group lairs. They collect shiny objects regardless of their value and will make their private lairs in any dark, cool place they can find. They do not attack other blue lizards unless they are provoked.

ECOLOGY: These dragons can communicate in a rudimentary fashion with others of their kind but cannot use Dragon Speak. The Spiny Backed, Blue Ridge Dragon uses these poor lizards to take the

Dragon, Blue: Spiny Horned

AKA: Semi-dragon, Lame Lizard

HACKFACTOR: 30

EP VALUE: 1400

CLIMATE/TERRAIN: Arid Deserts/ to Temperate woodlands/caves

FREQUENCY: Very Rare

ORGANIZATION: Solitary or Clan

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Low (5-7)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1 (2-5)

SIZE: G (72' long)

MOVEMENT: 9", 30" Fly (C), 9" Burrow

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 0

NO. OF ATTACKS: 3+

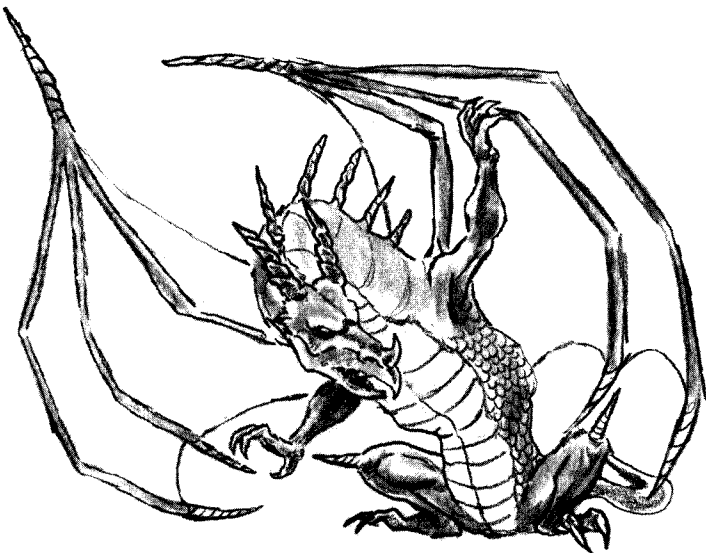
DAMAGE/ATTACK: 1-8/1-8/3-24

SPECIAL ATTACKS: Special

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

HIT DICE: 9+2



Dragon, Brass (Metallic)

DESCRIPTION: Brass Dragons are known far and wide for being boorish windbags that can take forever to get to the point. They often lead the opening and closing statements of the Dragon Committee and take up over 35% of the time.

At birth, the Brass Dragon's scales are a dull brown, but they become brassier as they age, eventually reaching a warm, burnished golden appearance.

COMBAT/TACTICS: If a Brass Dragon could simply talk its unfortunate opponents to death, it would. Victims that fall prey to the dragon's sleep breath might awaken to find themselves buried up to their necks in the sand within the dragon's lair and thus forced to listen to the beast for hours unending. Brass Dragons love to talk about topics such as tax law, politics, geography and the history of Garweeze Wurld.

Before melee, Brass Dragons will obscure their attack with a Dust Devil or a Control Winds, then charge or snatch. Young Brass Dragons who can tell that they are getting their asses whupped will flee combat and quickly bury themselves in the nearest sand, while older dragons will fight valiantly.

BREATH WEAPON/SPECIAL ABILITIES: A Brass Dragon can breathe a cone of sleep gas 70' long, 5' wide at the mouth and 20' wide at its end or a cloud of blistering heat (save vs. breath weapon for half damage). Brass Dragons cast spells as a 6th level mage, plus combat modifier.

Dragon, Brass

AKA: Babble Dragon, Bore Dragon

HACKFACTOR: See Below

EP VALUE: See Below

CLIMATE/TERRAIN: Arid Deserts and plains

FREQUENCY: Rare

ORGANIZATION: Solitary or Clan

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: High (13-14)

ALIGNMENT: Chaotic Good (neutral)

NO. APPEARING: 1 (2-5)

SIZE: G (30' long)(base)

MOVEMENT: 12", 30" Fly (C), 6" Burrow

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 0 (base)

NO. OF ATTACKS: 3+

DAMAGE/ATTACK: 1-6/1-6/4-16

SPECIAL ATTACKS: Special

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

HIT DICE: 12 (base)

Brass Dragons are immune to fire and heat and can Speak With Animals freely. As they age, they gain the following abilities:

- Young: Create/Destroy Water 3 times per day
- Juvenile: Dust Devil once a day.
- Adult: Suggestion once a day.
- Mature Adult: Control Temperature three times a day, 10' radius per level.
- Old: Control Winds once a day.
- Great Wyrm: Summon Djinni once a week. Djinnis will rarely be ordered into combat, as their death would dismay and embarrass the pompous dragon.

HABITAT/SOCIETY: Brass Dragons revel in arid, very warm climes and love to bask in the hot sun. They lair in high caves that face east to take in the earliest rays of sunlight. Their lairs are often near well-used roads so they might take advantage of every chance to strike up conversations with travelers. They are very social beasts and are usually on good terms with neighboring dragons and sphinxes.



They are dedicated parents and often fill their caves with their breath weapon as protection, taking full advantage of their own immunity. Brass Dragons are enemies of all varieties of the Blue Dragons and thus will unite for mutual self-defense. Brass Dragons covet any position on the Dragon Committee, as they love to debate things, much to the consternation of the other dragons. The last Brass Dragon to hold the title of Rot Gut was impeached after his opening statement, which lasted 4 weeks.

Favorite contests of these dragons include: a debating contest, guess-the-land-formation and 2000 questions.

ECOLOGY: Like most other dragons, the Brass Dragon will eat almost anything, but they actually need to eat very little. Oddly enough, they can nourish themselves thoroughly on morning dew. This is the only time the Brass Dragon has been known to stop speaking.

Dragon, Brass									
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value	
1	3-6	2-5	3	2d4+1	Nil	20	Nil	4000	
2	6-14	5-12	2	4d4+2	Nil	28	Nil	6000	
3	14-22	12-18	1	6d4+3	Nil	37	Nil	8,000	
4	22-31	18-24	0	8d4+4	Nil	47	Nil	11,000	
5	31-41	24-34	-1	10d4+5	Nil 1	61	Nil	13,000	
6	41-52	34-44	-2	12d4+6	1 1	83	15%	14,000	
7	52-64	44-54	-3	14d4+7	2/1 1	94	20%	15,000	
8	64-77	54-64	-4	16d4+8	3/2 1	105	25%	17,000	
9	77-91	64-74	-5	18d4+9	3/3 1/1	117	30%	18,000	
10	91-105	74-84	-6	20d4+10	4/3 2/1	130	35%	19,000	
11	105-121	84-94	-7	22d4+11	4/4 2/2	154	40%	20,000	
12	121-138	94-104	-8	24d4+12	5/4 3/2	170	50%	21,000	

Dragon, Bronze (Metallic)

DESCRIPTION: Bronze Dragons are inquisitive when it comes to humans and demi-humans. They often Shape Change to appear as small, friendly animals so they can quietly observe humans and demi-humans, especially clumsy adventurers. They are fascinated by humanoid warfare and can sometimes be persuaded to join armies if the pay is good.

At birth, they have yellow scales tinged with green. Over the years, the color deepens to a rich bronze, eventually developing a green-black tint.

COMBAT/TACTICS: In spite of their odd fascination with warfare, Bronze Dragons dislike killing any living things and would rather defeat an enemy by bribing them with food or forcing them away with repulsion gas or dragon fear. When confronted with more intelligent opponents, Bronze Dragons will use ESP to learn their intent.

If forced into combat, they will blind their opponents with a Wall of Fog, then snatch opponents up for further questioning. They can fight underwater, using Airy Water to keep their breath weapons working and they are capable of summoning storms to damage boats owned by those known to be cruel, evil people.

BREATH WEAPON/SPECIAL ABILITIES: A Bronze Dragon can breathe a stroke of lightning 100' long/5' wide (save vs. breath weapon for half damage) or a cloud of repulsion gas 20' long, 30' wide and 30' high. (Save vs. breath weapon or move away from the dragon at maximum movement for two minutes per age category).

Bronze Dragons are born with the ability to Breathe Water and Speak With Animals at will, and have a complete immunity to electricity.

Dragon, Bronze

AKA: Merc Dragon

HACKFACTOR: See Below

EP VALUE: See Below

CLIMATE/TERRAIN: Tropical/Sub-tropical/Temperate Subterranean, lake/sea shore

FREQUENCY: Very Rare

ORGANIZATION: Solitary or Clan

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Lawful Good

NO. APPEARING: 1 (2-5)

SIZE: G (42' long)(base)

MOVEMENT: 9", 30" Fly (C), 12" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: -2 (base)

NO. OF ATTACKS: 3+

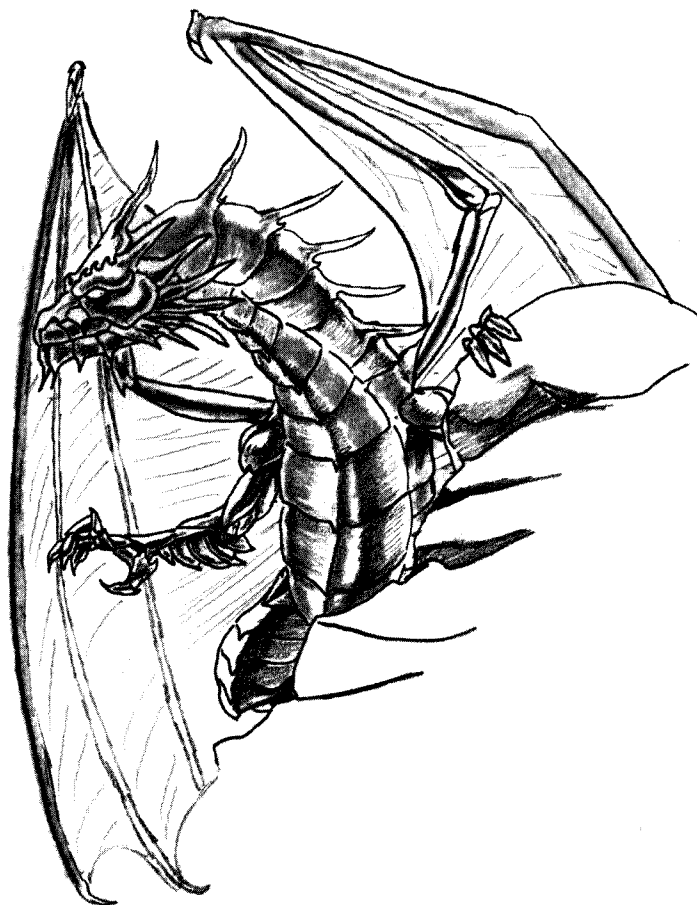
DAMAGE/ATTACK: 1-8/1-8/4-24

SPECIAL ATTACKS: Special

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

HIT DICE: 14 (base)



As they age, they gain the following abilities:

Young: Create Food and Water/Polymorph Self 3 times per day (lasting until the dragon picks a new form)

Juvenile: Wall of Fog once a day.

Adult: ESP three times per day.

Mature Adult: Airy Water three times per day, 10' radius per age category.

Old: Weather Summoning once per day.

HABITAT/SOCIETY: Bronze Dragons like to lair near deep fresh or salt water. They often visit the depths to cool off or hunt for underwater treasure. Most pick caves that are only accessible from the water, but they do not store their treasure, lay their eggs or choose to sleep underwater.

Dragon, Bronze

Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value
1	5-14	3-10	1	2d8+1	Nil	22	Nil	6000
2	14-23	10-19	0	4d8+2	Nil	29	Nil	8000
3	23-32	19-28	-1	6d8+3	Nil	44	Nil	10,000
4	32-42	28-37	-2	8d8+4	1	62	Nil	12,000
5	42-52	37-44	-3	10d8+5	1/1	79	20%	14,000
6	52-63	44-52	-4	12d8+6	2/1	97	25%	15,000
7	63-74	52-60	-5	14d8+7	2/2	109	30%	16,000
8	74-85	60-70	-6	16d8+8	2/2/1 1	121	35%	20,000
9	85-96	70-80	-7	18d8+9	2/2/2 1/1	145	40%	22,000
10	96-108	80-90	-8	20d8+10	2/2/2/1 2/1	171	45%	23,000
11	108-120	90-100	-9	22d8+11	2/2/2/2 2/2	188	50%	24,000
12	120-134	100-110	-10	24d8+12	2/2/2/2/1 2/2/1	206	55%	25,000

They speak their own language and Dragon Speak. A hatchling has a 16% chance, plus 5% per age category, of being able to speak to all intelligent creatures.

Bronze Dragons are fond of sea mammals. Some say a little too fond of them. Dolphins and whales are usually on friendly terms with a Bronze Dragon and they regularly exchange information. Bronze Dragons hate pirates and will destroy their ships. Bronze Dragons enjoy challenges like kiss-the-dolphin and checkers.

ECOLOGY: These dragons enjoy aquatic plants and a variety of non-intelligent seafood.

They love shark meat and pearls. Evil aquatic creatures who invade their lairs are their greatest enemies. However, due to the dragon's propensity for bribing, rather than fighting, these enemies often become rich as a result of their threats.

Dragon, Chromatic (Tiamat)

DESCRIPTION: As fearsome a sight as any adventurer could dread laying eyes upon, this nefarious beast is known as Tiamat. A multi-headed monster, with the heads of white, red, black, blue and green dragons, Tiamat is the spawn of all the evil in dragonkind and therefore rules the first Plane of the Nine Hells.

COMBAT/TACTICS: Tiamat has one ancient male dragon of every evil type protecting her. Assuming one can get past that or encounter her alone, she fights with her five breath weapons, breathing up to three simultaneously, but never at the same targets. Additionally, she can bite with all five of her heads and sting with her tail at the same time. Tiamat can travel the Astral or Ethereal Planes at will and shift to and from the Prime Material Plane.

The white head can cast two 1st level spells, the black head two 2nd level spells, the green head two third level spells, the blue head two 4th level spells and the red head two 5th level spells. All of these are of the cleric variety.

Tiamat is immune to fire, cold, poison, electricity and acid attacks.

HABITAT/SOCIETY: Tiamat is considered a gawddess amongst evil dragons and she can grant powers to evil dragon clerics. She is seldom (10% of the time) encountered on the Prime Material Plane. She takes dragon arrogance to new heights and refuses to speak in anything other than Dragon Speak, using an interpreter if need be. She tolerates the existence of the Dragon Committee, so long as it does not conflict with her wishes and continues to promote dragonkind. Evil dragons cannot disobey a direct order from Tiamat.

Each one of Tiamat's heads has a different personality and they all take turns making rulings on their domain. Despite her lawful evil alignment, her realm is in chaos because of this system. The White head is an idiot, often ruining the work of the other heads. The Black head thinks it is smart, but often makes transparent schemes that fall flat. The Blue head is competent, but likes to visit the Prime

Material Plane and create problems. The Green head is devious and is constantly plotting the conquest of the rest of the Nine Hells. The Red head is the smartest and tries to plan around the other four heads. Tiamat, like all dragons, will play games, but will use all five heads to her best advantage, and likes to win at all costs.

ECOLOGY: Tiamat is said to be the mother of all evil dragons and it is rumored that she spawned the entire race. She is also considered a Nefarion (Devil) and can be summoned, but summoning her is extremely dangerous and most summoners cannot afford to pay the sort of price that would entice her to perform a service.

There is a cult of humans that worships her and from this, she gains soul power. However, due to her innate magic abilities, she doesn't need it and barter it to Nefarions for treasure. Her treasure hoard is said to be beyond imagination and a 1000 times more rich than the most ancient dragon's wildest dreams. Tiamat's blood is deadly poison and all those who touch it must save vs. poison or die.

Dragon, Chromatic (Tiamat)

AKA: Queen of Evil Dragons, Multi-headed Fiend
HACKFACTOR: 306
EP VALUE: 100,000 material form only
CLIMATE/TERRAIN: Lower Planes/Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Special
INTELLIGENCE: Low to Genius 5(white), 9 (black), 11 (blue), 14 (green) and 18 (red)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1
SIZE: G (60' long)
MOVEMENT: 6", 18" Fly (D)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: See below
ARMOR CLASS: -20
NO. OF ATTACKS: 6
DAMAGE/ATTACK: 2-16/3-18/2-20/ 3-24/3-30/1-6
SPECIAL ATTACKS: Breath weapon, poison and spells
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
HIT DICE: 16 (4128 hit points)



YIELD:

Medicinal: Nil

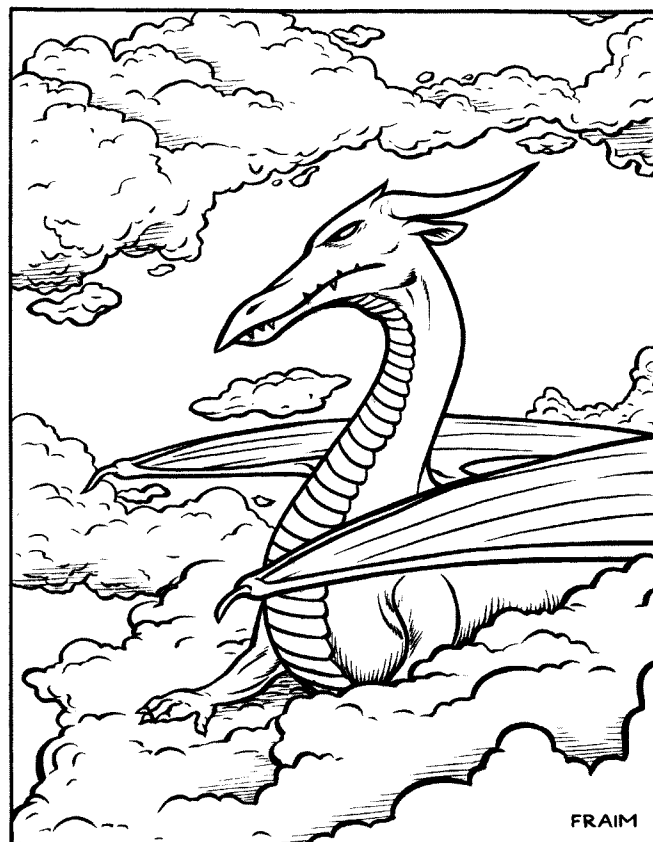
Spell Components: The tiniest scale from Tiamat is highly magical and is rumored to allow the bearer the power of Dragon Control (as the potion), but it cannot be used to force a dragon to put its life in jeopardy. A scale from Tiamat would be considered a holy relic by any evil dragon that worships her.

Hide/Trophy Items: Nil

Treasure: A-Z x1000

Other: Nil

Dragon, Cloud	standard	Salamartey
AKA:	Snob Dragon	Sal, Merchant Dragon
HACKFACTOR:	See Below	See Below
EP VALUE:	See Below	See Below
CLIMATE/TERRAIN:	Tropical, Sub tropical and Temperate Clouds & Mountains	
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Solitary or Clan	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Special	Special
INTELLIGENCE:	Genius (17-18)	Genius (17-18)
ALIGNMENT:	Neutral	Chaotic Neutral
NO. APPEARING:	1 (2-5)	1
SIZE:	G (66' long)(base)	G (100' long)
MOVEMENT:	6", 39" Fly (C), 3" Jump	
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Defiant (17)	Defiant (17)
ARMOR CLASS:	0 (base)	-2
NO. OF ATTACKS:	3+	3+
DAMAGE/ATTACK:	1-10/1-10/3-36	7-16/7-16/9-42
SPECIAL ATTACKS:	Special	Special
SPECIAL DEFENSES:	Variable	Variable
MAGIC RESISTANCE:	Variable	Variable
HIT DICE:	14 (base)	14 (154 hit points)



Dragon, Cloud

DESCRIPTION: Cloud Dragons are reclusive loners that keep to themselves. They dislike intrusions and rarely converse. They are aloof snobs that have no respect for creatures who cannot fly, that is, without the assistance of spells and devices.

At birth, Cloud Dragons have silver-white scales tinged with red. As they age, the red spreads out to a sunset orange.

SALAMARTEY: Sal is an unusual adult Cloud Dragon, as he is not aloof like his brethren. He owns a cloud castle and runs the largest criminal fencing operation on Garweeze World.

COMBAT/TACTICS: Cloud Dragons like to avoid combat by assuming cloud form. When attacking, they use their breath weapon and then Solid Fog to blind and disorient foes. If pressed, they will use Control Weather and Call Lightning. They will use Stinking Cloud and Control Winds on flying opponents.

SALAMARTEY: Sal has an impressive array of bodyguards and associates that protect him. His weapon of choice is a Staff of Thunder and Lightning with 86 charges. In addition to his normal dragon abilities, he wears an amulet that provides him with +3 protection and a ring that acts as a Brooch of Shielding with 59 charges. He has contacts to recharge these items if necessary.

BREATH WEAPON/SPECIAL ABILITIES: Cloud Dragons breathe an icy blast that is 140' long, 30' high and 30' wide (Save vs. breath weapon for half damage). All creatures three size classes or smaller in the path of the breath weapon, regardless of their saving throw are blown head over heels for 2d12 feet, plus 3 feet per age category. Characters can make strength checks to try to grab onto something solid. A Cloud Dragon casts spells as a 6th level magic-user plus its combat modifier. As they age, they gain the following abilities:

Very Young: Solid Fog twice a day

Young: Stinking Cloud twice a day.

Juvenile: Create Water, twice a day.

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.

At birth, cloud dragons are immune to cold. They can assume Cloud Form at will and are 75% likely to be mistaken for a normal cloud. When in cloud form their AC improves by 3 and their magic resistance goes up 15%. They can use their spells and innate abilities in cloud form, but can't physically attack or use breath weapons. In cloud form, they fly at 12" (A).

Dragon, Cloud									
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value	
1	11-24	4-8	3	2d6+2	Nil	19	Nil	3000	
2	24-41	8-16	2	3d6+4	Nil	26	Nil	6000	
3	41-58	16-22	1	4d6+6	Nil	33	Nil	8000	
4	58-71	22-29	0	5d6+8	1	49	Nil	11,000	
5	71-87	29-37	-1	6d6+10	1/1	72	25%	13,000	
6	87-102	37-44	-2	7d6+12	2/1	81	30%	14,000	
7	102-117	44-51	-3	8d6+14	2/2	91	35%	15,000	
8	117-132	51-59	-4	9d6+16	3/2 1	111	40%	17,000	
9	132-148	59-66	-5	10d6+18	3/3 1/1	143	45%	18,000	
10	148-165	66-74	-6	11d6+20	4/3 2/1	158	50%	19,000	
11	165-184	74-82	-7	12d6+22	4/4 2/2	173	55%	20,000	
12	184-203	82-92	-8	13d6+24	5/4 3/2	202	60%	21,000	

SALAMARTEY: PCs that really annoy Sal may get blown off the cloud castle with his breath weapon. He prefers, however, to have one of his hired goons throw the offender out the window of the north tower.

HABITAT/SOCIETY: Cloud Dragons live in magical cloud islands. Very rarely, they will inhabit cloud-shrouded mountain peaks. They are solitary 95% of the time and like it that way. Otherwise, it will be a single parent with offspring. Cloud Dragons do not like contests and challenges and only rarely compete in them. If forced to, they will accept any challenge that includes aerial trivia (birds, winged beasts or air elementals) and chinese checkers.

SALAMARTEY: Sal discovered an abandoned cloud castle and made it his lair (Relive this adventure in Module R3 “The Cumulus Mob”). He continues its maintenance using his powers. He fell in with a powerful thieves’ guild and eventually turned the castle into a floating auction house. Sal does not discriminate and almost anything can be bought and sold here, including black market dragon parts and slaves. Sal looks the other way, as he continues to amass a fortune, even by dragon standards. Unfortunately, Sal has a temper and makes unpredictable decisions about where to go and who to let in the castle. This worries his associates who are considering cutting him out of the picture.

Salamartey is a gambler at heart and loves to play big stakes games of poker, especially 5-card draw. New card games interest him greatly.

ECOLOGY: These dragons can survive on almost anything, but subsist on rainwater, hail stones and an occasional bit of silver. Cloud Dragons and Silver Dragons do not get along and it is usually the cloud dragon that flees. Cloud Dragons speak their own language, Dragon Speak and 17% of hatchling can converse with all intelligent creatures (+5% per age category).

SALAMARTEY: Sal can communicate with any intelligent creature. Sal gets nervous whenever reports of a nearby silver dragon reach him. He has moved the castle more than once on very flimsy rumors. Sal has used his network of thieves to help the Dragon Committee on more than one occasion, so he has some pull with the current administration.

Dragon, Copper/Slag-Copper (Metallic)

DESCRIPTION: **Copper:** Copper Dragons are incorrigible pranksters and joke tellers. They are prideful and not good losers, but are really good winners. Born with a ruddy brown color, the scales become finer, more coppery with age and by the time the dragon becomes a young adult they attain a soft, warm gloss. Venerable age Copper Dragons develop a green tint.

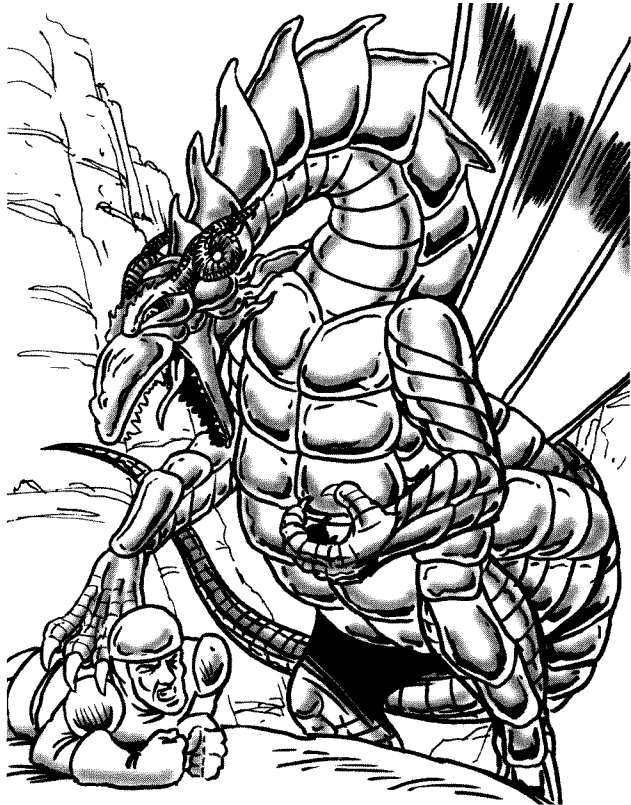
Slag-Copper: These are Copper Dragons that have been corrupted, usually by losing a game and accidentally killing the winner in a rage. These dragons have hides that have turned dark and almost black. They often pretend to be good Copper Dragons, but they no longer enjoy joke telling, as they are convinced that everyone who hears the joke is laughing at them instead of the joke.

COMBAT/TACTICS: **Copper:** These dragons will taunt and annoy their opponents, driving them crazy or sometimes causing

Dragon, Copper	Copper	Slag-Copper
AKA:	Jester Dragon	Doom Beast
HACKFACTOR:	See Below	See Below
EP VALUE:	See Below	See Below
CLIMATE/TERRAIN:	Arid/Temperate Hills and Mountains	
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Solitary or Clan	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Special	Special
INTELLIGENCE:	High (13-14)	High (13-14)
ALIGNMENT:	Chaotic Good	Chaotic Evil
NO. APPEARING:	1 (2-5)	1
SIZE:	G (36' long)(base)	G (36' long)(base)
MOVEMENT:	9", 30" Fly (C), 3" Jump	
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Foolhardy (16)	Foolhardy (16)
ARMOR CLASS:	1 (base)	1 (base)
NO. OF ATTACKS:	3+	3+
DAMAGE/ATTACK:	1-6/1-6/5-20	1-6/1-6/5-20
SPECIAL ATTACKS:	Special	Special
SPECIAL DEFENSES:	Variable	Variable
MAGIC RESISTANCE:	Variable	Variable
HIT DICE:	13 (base)	13 (base)

them to make a mistake. Angry Copper Dragons will mire victims using a Transmute Stone to Mud spell and force other nearby victims into the mess with kicks. The Jester Dragon has been known to drop Walls of Stone on victims or snatch them and carry them aloft. During airborne battles, Copper Dragons will fly into narrow gorges trying to knock opponents into walls.

Slag-Copper: These dragons have no problem killing anyone. Sometimes they will pose as good Copper Dragons, suddenly turning on a victim at the most opportune time. Other times, they will use



Copper Dragon

their spell abilities such as Spider Climb to weaken cliffs or drop large boulders on opponents from above.

BREATH WEAPON/SPECIAL ABILITIES: A Copper or Slag-Copper Dragon's breath weapon is a cloud of Slow gas 30' long, 20' wide and 20' high or a spurt of acid 70' long and 5' wide. (Save vs. breath weapon or become Slowed for three minutes per age level or save vs. breath weapon for half acid damage.) A Copper or Slag-Copper Dragon casts spells as a 7th level mage plus its combat modifier.

At birth, Copper and Slag-Copper Dragons are immune to acid and can Spider Climb. As they age, they gain the following abilities:

- Juvenile: Stone Shape, twice a day.
- Adult: Forget once a day.
- Mature Adult: Transmute Stone to Mud once a day.
- Old: Move Earth once a day.
- Great Wyrm: Wall of Stone once per day.

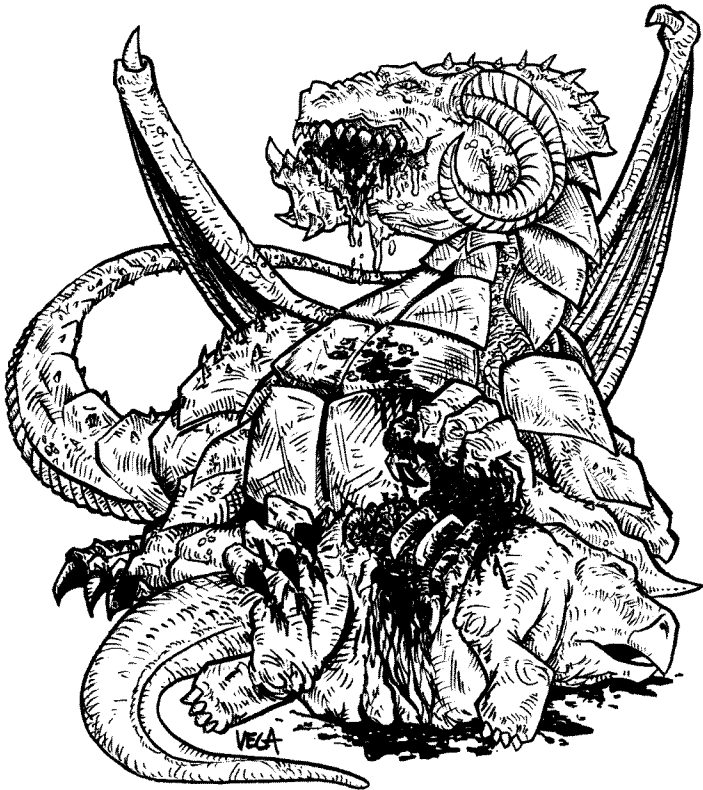
Both dragons can jump 30 yards forward or sideways, reaching heights of 20' up. They can jump straight up 30'.

HABITAT/SOCIETY: **Copper:** These dragons like dry, rocky uplands and mountains. They live in narrow caves, often concealing their entrances with Move Earth and Stone Shape spells. Inside, they'll have a twisting maze with an open top. This allows the dragon to attack from above anywhere in the maze.

Copper Dragons appreciate wit and good humor and love to joke. They have little patience for those who do not laugh at their jokes. Copper Dragons often conflict with Red Dragons, but the Copper will seek cover when a deadly fight becomes imminent, preferring instead to mock the more powerful Red Dragon from a distance.

Favorite contests of the most clever and witty Copper Dragons include any type of joke-telling and riddle-solving contests, minstrel-song parody and prank-playing contests.

Slag-Copper: These evil Copper Dragons have been traumatized by some tragedy or corrupted by evil magic. They dislike merriment and attack on sight any jesters, fairies and other sylvan beings who live frivolous lifestyles. A small cadre of Slag-Copper Dragons once attempted to wipe out all Red Dragons by destroying their eggs and slaughtering their young. The Dragon Committee caught the leader of this foul gang and had him executed, but many of the members are rumored to remain in remote locations.



Slag-Scaled Copper Dragon

Due to their dour natures, Slag-Copper Dragons favor contests that will put someone at a disadvantage, or at least guarantee no one will laugh or smile. These contests can include: fillet-the-peasant, count my teeth and fine-art sculpture judging. Slag-Copper Dragons are very sore losers and won't hesitate to slay anyone who beats them in a contest. Very rarely, a slag-Copper Dragon can be taught the folly of its ways and converted back to good.

ECOLOGY: Hatchlings have a 14% chance of being able to speak with any intelligent creature and a 5% chance per age category. Like all dragons, they speak their own language and Dragon Speak. Slag-Copper Dragons speak a coded dialect of Copper Dragon.

Copper: These dragons are determined hunters and good sport is as important to them as the food. They will, however, eat anything including trash, rotting meat and even basilisk. However, their favorite meal is the giant scorpion and any other poisonous creature (they say venom sharpens their wit). Digested venom does not affect them in the slightest.

Slag-Copper: There is no joy in this dragon's hunt and they will eat the nearest meal available. Like regular Copper Dragons, they prefer poisonous creatures, but they also enjoy the taste of human flesh and of course the flesh of their sworn enemy, the Red Dragon.

Dragon, Copper/Slag-Copper									
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value	
1	3-8	2-6	2	2d6+1	Nil	21	Nil	5000	
2	8-16	6-12	1	4d6+2	Nil	28	Nil	7000	
3	16-27	12-20	0	6d6+3	Nil	37	Nil	9000	
4	27-38	20-30	-1	8d6+4	1	61	Nil	11,000	
5	38-50	30-40	-2	10d6+5	2	83	10%	14,000	
6	50-59	40-50	-3	12d6+6	3	94	15%	15,000	
7	59-73	50-60	-4	14d6+7	3/1	113	20%	16,000	
8	73-86	60-70	-5	16d6+8	3/2 1	126	25%	17,000	
9	86-100	70-80	-6	18d6+9	3/3 2	139	30%	19,000	
10	100-114	80-90	-7	20d6+10	3/3 1/3	154	35%	21,000	
11	114-130	90-100	-8	22d6+11	3/3/2 3/2	180	40%	22,000	
12	130-147	100-110	-9	24d6+12	3/3/2/1 3/3	198	45%	23,000	

Dragon, Gold (Metallic)

DESCRIPTION: Gold dragons are reasonable beasts who never lose their cool. They promote goodness, are always polite and never fail to offer guests a beverage and coaster. Gold dragons frequently assume human and animal guises and will be continually good-tempered even while undercover.

At birth, their scales are a deep goldenrod yellow with gold metallic flakes. The flakes continue to spread across the scales as the beast ages, until the dragon is completely gold.

COMBAT/TACTICS:

Gold dragons will parley before combat, using Detect Lie and Detect Gems to gain the upper hand. In combat, they use their Bless and Luck bonuses and older dragons can gain the Luck Bonus all day. They make heavy use of spells in combat and will often punctuate a particularly good hit with a heavy-handed apology.

BREATH WEAPON/SPECIAL ABILITIES: Gold Dragons can breathe a cone of fire 90' long, 5' wide at the mouth and 30' wide at the base or a cloud of chlorine gas 50' long, 40' wide and 30' high (save vs. breath weapon for half damage). These dragons cast spells as 9th level mages, plus their combat modifier.

Gold Dragons are born immune to both fire and gas. They can Water Breathe and Speak With Animals at will. Gold Dragons can Polymorph Self three times per day and sometimes polymorph their wings into their bodies to facilitate better swimming. Gold Dragons can create temporary Luck Stones that last for 1-3 days per age category of dragon.

As they age, they gain the following abilities:

Young: Bless three times per day.

Dragon, Gold

AKA: Wise Dragon, Judgment Beast

HACKFACTOR: See Below

EP VALUE: See Below

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary or Clan

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Genius (17-18)

ALIGNMENT: Lawful Good

NO. APPEARING: 1 (2-5)

SIZE: G (54' long)(base)

MOVEMENT: 12", 40" Fly (C), 3" Jump, 12" (15") Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: -4 (base)

NO. OF ATTACKS: 3+

DAMAGE/ATTACK: 1-10/1-10/6-36

SPECIAL ATTACKS: Special

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

HIT DICE: 16 (base)



Juvenile: Detect Lie 3 times per day.
Adult: Luck Bonus (as Luck Stone) once a day.
Mature Adult: Animal Summoning I once a day.
Old: Quest once per day and Detect Gems three times per day.

HABITAT/SOCIETY: Gold dragons can live anywhere and their lairs are secluded, made of solid stone (caves or castles). They have loyal guards that are animals or even Storm and occasionally good Cloud Giants. The giants usually serve through a mutual defense agreement.

Gold Dragons rarely lose a fight and often embark on risky adventures on behalf of goodness. Their favorite contests include martini mixing and baccarat. They always win, but won't hold it against the losers.

ECOLOGY: Gold Dragons speak their own tongue and Dragon Speak. Hatchlings have an 18% chance of being able to speak with all intelligent creatures plus 5% every age category.

Gold Dragons eat almost anything, but sustain themselves on pearls, small gems and silk cigarettes. Creatures that bring the dragons these gifts will usually be received positively, as long as it is not presented as a bribe. Gold Dragons enjoy magic item gadgets that appear as normal items but transform into weapons or items useful for their missions. Due to this fascination, they will always have a Portable Hole or Type II Bag of Holding with them.

Dragon, Gold								
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value
1	7-19	6-16	-1	2d12+1	Nil	42	Nil	8000
2	19-31	16-28	-2	4d12+2	Nil	53	Nil	9000
3	31-43	28-38	-3	6d12+3	Nil	66	Nil	11,000
4	43-55	38-50	-4	8d12+4	1	89	Nil	13,000
5	55-67	50-60	-5	10d12+5	2	118	35%	15,000
6	67-80	60-70	-6	12d12+6	2/2	140	40%	18,000
7	80-93	70-84	-7	14d12+7	2/2/2	155	45%	19,000
8	93-106	84- 95	-8	16d12+8	2/2/2/2 1	171	50%	20,000
9	106-120	95-108	-9	18d12+9	2/2/2/2/2 2	199	55%	22,000
10	120-134	108-120	-10	20d12+10	2/2/2/2/2 2/2	229	60%	23,000
11	134-148	120-133	-11	22d12+11	2/2/2/2/2/2 2/2/2	250	65%	24,000
12	148-162	133-146	-12	24d12+12	2/2/2/2/2/2/1 2/2/2/2	272	70%	25,000

Dragon, Green (Chromatic)

DESCRIPTION: Green Dragons are evil tempered, mean, cruel, disgusting and rude. They hate goodness, good-aligned creatures and good manners. They think nothing of scratching themselves in embarrassing places while having a conversation. They enjoy intrigue and seek to enslave other woodland creatures, killing the ones that just won't listen.

Hatchlings have small, deep green scales that are almost black. As a dragon ages, its scales become lighter and bigger, but not as thick as most dragons.

COMBAT/TACTICS:

Green Dragons attack (by themselves or with their kin) anyone or anything that sets foot on "their land". If the target appears to be a fancy city adventurer, they will stalk it, waiting for the best time to strike. If the target is strong, it attacks with a breath weapon and spells. Weak targets will be terrorized for a while, then attacked with claws and bites.

Green Dragons enjoy using Suggestion and intimidation on humans and demi-humans, almost as much as they enjoy picking their snouts in public.

BREATH WEAPON: Green Dragons can breathe a cloud of poison chlorine gas that is 50' long, 40' wide and 30' high. (Save vs. breath weapon for half damage.) A Green Dragon casts spells as a 6th level mage, plus their combat modifier.

From birth, Green Dragons are immune to gasses of any kind. As they age, they gain the following abilities:

- Juvenile: Water Breathing at will.
- Adult: Suggestion once a day.

Dragon, Green

AKA: Forest Dragon, Gas Fiend

HACKFACTOR: See Below

EP VALUE: See Below

CLIMATE/TERRAIN: Sub-Tropical/
Temperate/Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary or Clan

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Very (11-12)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1 (2-5)

SIZE: G (36' long)(base)

MOVEMENT: 9", 30" Fly (C), 9" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 0 (base)

NO. OF ATTACKS: 3+

DAMAGE/ATTACK: 1-8/1-8/2-20

SPECIAL ATTACKS: Special

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

HIT DICE: 13 (base)



- Mature Adult: Warp Wood three times a day.
- Old: Plant Growth once a day.
- Very Old: Entangle once a day.
- Wyrm: Pass Without Trace three times per day.

HABITAT/SOCIETY: Green dragons like big trees and the sights and sounds of the woods. They will maintain relationships with other evil forest creatures that "don't get too uppity". Green dragons like to enslave hill giants, as they consider them their greatest enemy. They prefer to make their lairs beneath the forest.

If a family is encountered, the female will leap to the attack, while the male protects the young. Parents are extremely protective of their young and will fight to the death to save the "young 'ens".

Favorite contests of green dragons include hocking loogies to form the most pleasing shapes and "cookin' up victuals" or cooking contests.

ECOLOGY: When hungry enough, Green Dragons will eat even shrubs, small trees, mushrooms, squirrels, weasels, tree buffalo, leaf otter, double-crested crawdads, giant toads, giant coconut toads and possum. However, they particularly prize elves as food. Hill Giants hunt young Green Dragons as a delicacy, thus the reason for the Green Dragon's feud with these giants.

Dragon, Green									
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value	
1	2-7	2-5	3	2d6+1	Nil	20	Nil	5000	
2	7-16	5-15	2	4d6+2	Nil	32	Nil	7000	
3	16-35	15-31	1	6d6+3	Nil	41	Nil	8000	
4	35-44	31-40	0	8d6+4	1	58	Nil	11,000	
5	44-53	40-48	-1	10d6+5	2	73	15%	13,000	
6	53-62	48-56	-2	12d6+6	3	90	20%	14,000	
7	62-71	56-64	-3	14d6+7	4	101	25%	15,000	
8	71-80	64-72	-4	16d6+8	4/1	121	30%	16,000	
9	80-89	72-80	-5	18d6+9	4/2	143	40%	18,000	
10	89-98	80-86	-6	20d6+10	4/3	158	45%	19,000	
11	98-107	86-96	-7	22d6+11	4/4	174	50%	21,000	
12	107-116	96-104	-8	24d6+12	5/4	190	55%	22,000	

Dragon, Mist

DESCRIPTION: Mist Dragons are solitary and philosophical. They love to meditate and have a very Zen philosophy. At birth, their scales are shiny blue-white darkening over the years to blue-gray with metallic silver flecks. When not in mist-form, their bodies are surrounded by blue steam.

COMBAT/TACTICS: Mist Dragons will most often choose to avoid encounters by assuming mist form, but if cornered, they will scald their opponent with their breath weapon, then assume mist form and hide in the vapor while they launch their spells.

Dragon, Mist

AKA: River Dragon, Moist Fiend

HACKFACTOR: See Below

EP VALUE: See Below

CLIMATE/TERRAIN: Tropical/Sub-Tropical Forests, Lake/Sea Shores and River Basins

FREQUENCY: Very Rare

ORGANIZATION: Solitary or Clan

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Neutral

NO. APPEARING: 1 (2-5)

SIZE: G (54' long)(base)

MOVEMENT: 12", 39" Fly (C), 12" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Foolhardy (16 base)

ARMOR CLASS: 1 (base) or -2 (base)

NO. OF ATTACKS: 3+

DAMAGE/ATTACK: 2-5/2-5/2-24

SPECIAL ATTACKS: Special

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

HIT DICE: 11 (base)

BREATH WEAPON/SPECIAL ABILITIES: Mist Dragons can breathe a cloud of scalding vapor 90' long, 30' wide and 30' high (save vs. breath weapon for half damage). In the air, this vapor will persist for 1d4+4 rounds and continues blinding creatures for 1d4 rounds and inflicts 3d4 damage per round as long as the creature stays in the cloud. Mist Dragons cast spells as 6th level mages, plus combat modifier.

Mist Dragons are immune to fire and heat. The can assume or leave a mist-like form at will, which is 75% indistinguishable from other normal mist. In mist form, their Armor Class improves by 3 and their magic resistance goes up 15%. While in mist form they fly at 9", maneuver at (A) and can cast spells. As they age, they gain the following abilities:

- Very Young: Water Breathing twice a day
- Young: Wall of Fog twice a day.
- Juvenile: Create Water 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 wherever rainfall and mist is heavy and frequent. Their lairs are located in natural caverns or damp grottos. Mist Dragons resent Green Dragons, but they leave each other alone. These dragons are loners 90% of the time and the other 10% of the time will be parents with offspring. Mist Dragons are extremely mellow and level headed or as they would say, "We are like the supple reed that blows in the wind, content to let the wind take us where it will." Mist Dragons usually talk in metaphors and only the wisest of the wise understand what the heck they are talking about.

The favored contests for Mist Dragons to engage in will include: meditation racing, one-hand clapping, philosophical debates and snatch-this-pebble-from-my-hand.

ECOLOGY: Mist Dragons speak their own language and Dragon Speak. 15% of all hatchlings can communicate to all intelligent creatures, plus 5% per age category. Mist Dragons eat almost anything that is even the slightest bit damp, including mud, grass, flowers, shrubs, small sacks and especially apples. They draw most of their sustenance directly from the natural mist or spray. They love to bask in moisture and contemplate the unknowable. Mist Dragons can actually hear a tree fall in the woods, even if no one else is there to hear it.

Dragon, Mist									
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value	
1	7-19	6-16	4	2d6+1	Nil	8	Nil	3000	
2	19-31	16-28	3	3d6+2	Nil	13	Nil	5000	
3	31-43	28-38	2	4d6+3	Nil	18	Nil	7000	
4	43-55	38-50	1	5d6+4	1	30	Nil	10,000	
5	55-67	50-60	0	6d6+5	1/1	41	25%	12,000	
6	67-80	60-70	-1	7d6+6	2/1	48	30%	13,000	
7	80-93	70-84	-2	8d6+7	2/2	63	35%	14,000	
8	93-106	84-95	-3	9d6+8	3/2 1	87	40%	16,000	
9	106-120	95-108	-4	10d6+9	3/3 1/1	98	45%	17,000	
10	120-134	108-121	-5	11d6+10	4/3 2/1	109	50%	18,000	
11	134-148	121-133	-6	12d6+11	4/4 2/2	122	55%	19,000	
12	148-162	133-146	-7	13d6+12	5/4 3/2	146	60%	20,000	

Dragon, Mottled

DESCRIPTION: These dragons are solitary creatures, shunned by other dragons for their strange behavior and appearance. At first glance, a sleeping Mottled Dragon will appear to be a heap of different dragon skins. They always have the scales, breath weapons and hide markings of at least three other types of dragon. No two are alike.

COMBAT/TACTICS: Despite their disjointed bodies, Mottled Dragons are agile and usually have mastered one type of attack over another. These dragons move swiftly, and their colors shimmer as they prepare to use one of at least three breath weapons available to them. They prefer to fly just above the heads of opponents and pepper them with various painful blasts.

BREATH WEAPON/SPECIAL ABILITIES: The Mottled Dragon can spew forth a 5' wide stream of acid that extends 60' in a straight line from the dragon's head. In the next instant, the beast can choose to blast his victim with a 100' long, 5' wide bolt of lightning, or a 70' long, 30' wide cone of fire or cold. Some Mottled Dragons can poison victims with a 40' long, 30' wide cloud of chlorine gas (save vs. breath weapon for half damage). Mottled Dragons cast spells at 5th level, plus their combat modifier.

Mottled dragons are born with the ability to Breathe Water and Polymorph three times per day. They also have immunity to acid, fire, electricity, cold and gas. 10% of hatchlings can communicate with any intelligent creature. This increases to 5% every age category. As they age, they gain the following abilities:

Juvenile: Darkness 10' radius (per age category), 3 times per day.

Dragon, Mottled									
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value	
1	3-6	2-5	4	2d4+1	Nil	48	Nil	20,000	
2	6-15	5-12	3	4d4+2	Nil	58	Nil	25,000	
3	15-24	12-19	2	6d4+3	Nil	69	Nil	35,000	
4	24-33	19-27	1	8d4+4	1	90	Nil	50,000	
5	33-42	27-35	0	10d4+5	2	110	10%	60,000	
6	42-51	35-43	-1	12d4+6	3	131	15%	65,000	
7	51-60	43-50	-2	14d4+7	4	144	20%	70,000	
8	60-69	50-57	-3	16d4+8	5	157	25%	75,000	
9	69-78	57-64	-4	18d4+9	6	171	30%	85,000	
10	78-87	64-73	-5	20d4+10	7	186	35%	90,000	
11	87-96	73-80	-6	22d4+11	8	216	40%	95,000	
12	96-105	80-87	-7	24d4+12	9	234	45%	100,000	



Adult: Create/Destroy Water once per day.
Old: Stone Shape once per day.
Venerable: Control Winds once per day.
Great Wyrm: Charm Monster three times per day.

HABITAT/SOCIETY: These foul beasts are the direct spawn of Tiamat and were sent to the Prime Material Plane as avatars of the dragon queen. Unfortunately, like their mother, Mottled Dragons have split personalities and these 1-headed creatures are equipped with at least 3 brains that vie for control of the body. Usually the smartest (the Red) wins out, but when attacked the dragon is forced to switch brains and will sometimes be left on White, the least intelligent of all. Contests with the dragon depend on which color is in control. Consult individual chromatic dragon listings for personality and behavior.

At least one Mottled Dragon has gathered enough of its wits together that it can currently serve as the Tar Gut on the Dragon Committee. The Blue section of the head is firmly in control and will not let go.

ECOLOGY: Tiamat looked at the Prime Material Plane and decided to create a dragon that she hoped would be unstoppable. The plan worked, until one of her other heads took over. What she ended up with is a rag-tag monstrosity with a personality disorder and a mixture of spells and abilities. Most of these creatures never make it past Very Old, as they usually go insane and get themselves killed.

Dragon, Onyx

DESCRIPTION: Onyx Dragons dwell in desert wastelands and abandoned strongholds on the wild frontier. They cavort with bandits of all kinds and love to rob, steal, pull stings and commit other crimes.

Onyx Dragons closely resemble black dragons, but their hides are smoother, shinier and harder.

COMBAT/TACTICS: Onyx Dragons love to stomp creatures with their huge talons. The dragons can stomp for double damage, if they take no other attacks or actions that round. In general, Onyx Dragons only fight to protect their hoard and will avoid direct confrontations by escaping to scam another day.

BREATH WEAPON/SPECIAL ABILITIES: An Onyx Dragon can breathe a cone of confusion gas 70' long, 5' wide at the mouth and 20' wide at its end or a cone of fire that is 70' long, 5' wide at the mouth and 30' at the base (save vs. breath weapon for half damage). These Glossy Black Fiends cast spells as a 7th level mage, plus their combat modifier.

Onyx Dragons are immune to fire and their own breath weapons, and they can always understand any intelligent creature. They can Polymorph Self three times a day. As they age, they gain the following abilities:

- Young: Create/Destroy Water 3 times per day
- Juvenile: Invisibility once per day.
- Adult: Fools' Gold three times a day.
- Mature Adult: Hallucinatory Terrain once a day

Dragon, Onyx

AKA: Glossy Black Fiend, Cheat Beast

HACKFACTOR: See Below

EP VALUE: See Below

CLIMATE/TERRAIN: Arid deserts and plains

FREQUENCY: Rare

ORGANIZATION: Solitary or Clan

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: High (13-14)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1 (2-5)

SIZE: G (30' long)(base)

MOVEMENT: 12", 30" Fly (C), 6" Burrow

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Defiant (17 base)

ARMOR CLASS: 0 (base)

NO. OF ATTACKS: 3+

DAMAGE/ATTACK: 1-6/1-6/4-16

SPECIAL ATTACKS: Special

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

HIT DICE: 12 (base)



Old: Charm Person three times a day.
Great Wyrms: Teleport once a day.

HABITAT/SOCIETY: Known throughout Garweeze World as Cheat Beasts, Onyx Dragons are completely self-centered and will sacrifice anyone or anything to survive or accomplish their goals. They often polymorph themselves into bandits to lead small armies of these ruffians in bold crimes. Then, when the heat arrives, they allow their former companions to take the blame and the punishment, often heading back to the bandit camp one last time to rob their former allies. The bandits rarely know that they've been duped. Onyx Dragons will have at least 50% of their hoard tied up in other business. Great Wyrms like to keep their hoards compact enough to teleport to safety. As such, they highly prize valuable lightweight gems.

ECOLOGY: Onyx Dragons rarely mate, as they are too self-centered to want children unless it somehow fits into their plans.

Occasionally, related Onyx Dragons will work together, but often attempt to double-cross one another. Onyx dragons never attack their own kind, as long as they adhere to "the game". In one case, a polymorphed Onyx dragon went to prison for 10 years, thanks to a Silver Dragon that outwitted him. The dragon served his entire stretch of prison time without one complaint.

Dragon, Onyx									
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value	
1	3-6	2-5	3	2d4+1	Nil	23	Nil	4000	
2	6-14	5-12	2	4d4+2	Nil	32	Nil	6000	
3	14-22	12-18	1	6d4+3	Nil	42	Nil	8,000	
4	22-31	18-24	0	8d4+4	Nil	59	Nil	11,000	
5	31-41	24-34	-1	10d4+5	Nil	67	Nil	13,000	
6	41-52	34-44	-2	12d4+6	1 1	83	15%	14,000	
7	52-64	44-54	-3	14d4+7	2/1 1	94	20%	15,000	
8	64-77	54-64	-4	16d4+8	3/2 1	105	25%	17,000	
9	77-91	64-74	-5	18d4+9	3/3 1/1	117	30%	18,000	
10	91-105	74-84	-6	20d4+10	4/3 2/1	130	35%	19,000	
11	105-121	84-94	-7	22d4+11	4/4 2/2	144	40%	20,000	
12	121-138	94-104	-8	24d4+12	5/4 3/2	160	50%	21,000	

Dragon, Platinum (Bahamut)

DESCRIPTION: The Platinum Dragon, formally known as Bahamut to his petitioners, has a regal countenance and immaculate scales of a bright platinum sheen. He can Shape Change freely and has a variety of useful guises.

COMBAT/TACTICS: Platinum Dragons can breathe a cone of cold 80' long, 5' wide at the mouth and 30' wide at the base 15d10+40 (save vs. breath weapon for half) or a cloud of Gaseous Form 40' long, 30' wide and 20' high (save vs. breath weapon or turn gaseous for 12 turns) or a sonic blast that does the same damage as the Cone of Cold and can shatter inanimate objects of 150 hit points or less. All saves vs. his breath weapons are at -3.

Dragon, Platinum (Bahamut)

AKA: King of Good Dragons
HACKFACTOR: 301
EP VALUE: 100,000 material form only
CLIMATE/TERRAIN: Upper Planes/Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Special
INTELLIGENCE: Supra-Genius (20)
ALIGNMENT: Lawful Good
NO. APPEARING: 1
SIZE: G (72' long)
MOVEMENT: 9", 30" Fly (B)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: See below
ARMOR CLASS: -20
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-12/2-12/6-48
SPECIAL ATTACKS: Breath weapon and spells
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
HIT DICE: 21 (4640 hit points)

He is able to use all magic-user spells of 1st through 7th level (2 each at 20th level casting ability) and one of every cleric spell. Bahamut can travel to the Astral and Ethereal Planes and come and go from the Prime Material Plane at will.

HABITAT/SOCIETY: Like Tiamat, Bahamut grants special powers to his dragon clerics and is protected by 7 ancient Gold Dragons, who are his advisors and guards. (One sage tells a tale of meeting Bahamut while the dragon was in the guise of an old hermit accompanied by seven large yellow canaries. He knew something was amiss when the old man and the canaries devoured an entire army of Ogres and 45 Trolls in one evening.)

ECOLOGY: Bahamut is said to be the originator of the good dragon race and he encourages the Dragon Committee, because he believes it will one day unite all of dragonkind. He doesn't want to alienate the evil dragons as he believes they can someday be taught goodness. The Platinum Dragon's treasure hoard is endless and he often gives portions away to those who are extremely good. Should he be slain, the hoard will contain nothing but worthless coins and cursed magic items.

YIELD:
Medicinal: Nil
Spell Components: The tiniest scale from Bahamut is highly magical and is rumored to allow the bearer the power of Dragon Control (as the potion), but it cannot be used to force a dragon to put its life in jeopardy. A scale from a Platinum Dragon would be considered a holy relic by any good dragon.
Hide/Trophy Items: Nil
Treasure: A-Z x1000
Other: Nil



Dragon, Red (Chromatic)

DESCRIPTION: Red Dragons are the most greedy, cut-throat hoard-mongers in all of dragonkind. They are so obsessed with the quality and quantity of their treasure that they memorize the count of their hoards down to the last copper. They are extremely arrogant and consider themselves superior to all life forms.

When a Red Dragon hatches, it immediately shows its feelings for its mother by baring its fangs and hissing mightily. Only the strongest survive their hatching, as the first-born attacks its sib-

Dragon, Red

AKA: Fire Dragon, Flame Fiend
HACKFACTOR: See Below
EP VALUE: See Below
CLIMATE/TERRAIN: Tropical/Sub-Tropical/Temperate-Hills/Mountains
FREQUENCY: Very Rare
ORGANIZATION: Solitary or Clan
ACTIVITY CYCLE: Any
DIET: Special
INTELLIGENCE: Exceptional (15-16)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1 (2-5)
SIZE: G (48' long)(base)
MOVEMENT: 9", 30" Fly (C), 3" Jump
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Resolved (18)
ARMOR CLASS: -3 (base)
NO. OF ATTACKS: 3+
DAMAGE/ATTACK: 1-10/1-10/3-30
SPECIAL ATTACKS: Special
SPECIAL DEFENSES: Variable
MAGIC RESISTANCE: Variable
HIT DICE: 15 (base)

lings to show dominance. The hatchling's scales are a glossy scarlet, which turns a deeper red with age and becomes thicker and as strong as metal.

COMBAT/TACTICS: Red Dragons will always make snap decisions about attacking a target, unless that target appears small and insignificant, such as an unarmored man or a fox with a leg stuck in a trap. Red Dragons prefer melee, as they don't want to burn up their precious treasure, but they will use their breath weapon and spells against any heavily armored opponents.

BREATH WEAPON/SPECIAL ABILITIES: Red Dragons breathe cones of fire 90' long, 5' wide at the mouth and 30' wide at the base. (Save vs. breath weapon for half damage.) These dragons cast spells as 9th level mages, plus their combat modifier. Red Dragons are immune to fire. As they age, they gain the following abilities:

- Young: Affect Normal Fires three times per day.
- Juvenile: Pyrotechnics 3 times per day.
- Adult: Heat Metal once a day.
- Old: Suggestion once per day.
- Very Old: Hypnotism once per day.
- Venerable: Detect Gems 3 times per day.

HABITAT/SOCIETY: Red Dragons dwell on great hills or high peaks, where they can soar majestically over mountains. They love to haughtily survey their territory and torture the woodland creatures. Their lairs are large caverns that extend deep into Garweeze Wurld.

Red Dragons are universally shunned by the more peaceful creatures within their territory. Occasionally they will associate with other creatures to further their own ends. In the process of a devious plan, they will often charm humans to act as their spies. Young adult Red Dragons are kicked out of the family lair as soon as possible, as the older dragons consider them competition. Hatchlings have a 16% chance of understanding all intelligent creatures, increasing by 5% per age category.

These dragons always attack Copper and Silver Dragons, which sometimes dwell in the same environment. They bear a burning hatred toward Gold Dragons above all else.

Keep in mind these favorite contests of Red Dragons, which include: blind beggar tossing, dawg stomping and stud poker.

ECOLOGY: Red Dragons speak their own tongue, Dragon Speak and 16% of all hatchlings can communicate with all intelligent crea-



tures (add 5% per age category). Red Dragons will never admit that they do not know something about everything.

Red Dragons are meat eaters, but they digest almost anything. Their favorite foods are human or demi-human maidens, sickly orphan children, clergy, pets, grandparents or anyone that's nice. They love to attack weddings and eat the bride. They often attack on holidays just to ruin them.

Dragon, Red (Chromatic)

Variety: Red Crested Amber-Bellied

DESCRIPTION: Often mistaken for a Red Dragon, the Red Crested Amber-Bellied Dragon is several shades of red, with a large ragged red crest along its spinal ridge. When not in combat or making deals with opponents, it will sit in the hot noonday sun, smoke curling up from its nostrils, looking slyly from side to side.

COMBAT/TACTICS: The Red Crested Amber-Bellied Dragons prefer not to enter into combat and will only do so if cornered or to protect their treasure. Even then, they are always willing to make a reasonable deal (as long as it clearly benefits them) and have also been known to turn enemies into allies with their spells.

When hunting prey, the Red Crested like to hover high in the air silently until they pinpoint a likely target, then dive down swiftly while flaming their next meal. They seem to enjoy the hunt and the chase as much as the very tasty medium-rare results of this activity.

BREATH WEAPON/SPECIAL ABILITIES: Red Crested Amber-Bellied Dragons are capable of producing a cone of red-hot flame that is 50' long, 5' wide at the mouth and 30' at its

Dragon, Red									
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value	
1	1-12	3-12	0	2d10+1	Nil	35	Nil	7000	
2	12-23	12-21	-1	4d10+2	Nil	46	Nil	8000	
3	23-42	21-30	-2	6d10+3	Nil	58	Nil	10,000	
4	42-61	30-49	-3	8d10+4	1	78	Nil	12,000	
5	61-80	49-68	-4	10d10+5	2	105	30%	14,000	
6	80-99	68-87	-5	12d10+6	2/1	117	35%	15,000	
7	99-118	87-106	-6	14d10+7	2/2	140	40%	16,000	
8	118-137	106-125	-7	16d10+8	2/2/1	155	45%	19,000	
9	137-156	125-144	-8	18d10+9	2/2/2	170	50%	21,000	
10	156-165	144-153	-9	20d10+10	2/2/2 1	188	55%	22,000	
11	165-174	153-162	-10	22d10+11	2/2/2/2 2	217	60%	23,000	
12	174-183	162-171	-11	24d10+12	2/2/2/2 2/1	238	65%	24,000	

base. (Save vs. breath weapon for half damage.) This dragon casts spells as a 7th level mage, plus their combat modifier. From birth, these dragons are immune to fire attacks of any kind. As they age, they gain the following abilities:

- Juvenile: Suggestion once a day.
- Adult: Charm Person/Mammal 3 times per day.
- Mature Adult: Polymorph Self 3 times per day.
- Old: Detect Lie at will.
- Very Old: Charm Monster 3 times per day.
- Wyrmling: Mass Charm once a day.

Dragon, Red	
Variety: Red Crested Amber-Bellied	
AKA:	Dictator Dragon, Caesar Beast
HACKFACTOR:	See Below
EP VALUE:	See Below
CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
ALIGNMENT:	Lawful Evil
NO. APPEARING:	1 (2-5)
SIZE:	G (36' long)(base)
MOVEMENT:	15", 35" Fly (C)
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/Nil
MORALE:	Foolhardy (15-16)
ARMOR CLASS:	0 (base)
NO. OF ATTACKS:	3+
DAMAGE/ATTACK:	1-9/1-9/2-23
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
HIT DICE:	13 (base)



HABITAT/SOCIETY: Red Crested Amber-Bellied Dragons love to make their lairs in secret locations, sometimes in the inhabited lands of those they've charmed. Also known as Dictator Dragons, these Reds are active in human affairs, often attempting to take over kingdoms and those lesser beings who rule them. Because of this, they walk a very fine line with regard to the Dragon Committee. As it states in the by-laws, "The dragon's interference shall only be tolerated so long as he does not get exposed as a dragon."

Often, these creatures spend years polymorphed as a human or demi-human, to become the trusted advisor to powerful officials. Once ensconced, they are ruthless leaders but conservative conquerors, sometimes taking multiple human generations to unfold their complex plans.

ECOLOGY: Like all dragons, Amber-Bellies can eat anything, but through their years co-habiting with humans they have developed a taste for human food. However; approximately once each year they still like to gorge themselves on very inhuman amounts of meat.

The average Red Crested Amber-Bellied Dragon is surprisingly loyal to its immediate family members, and will keep its secrets to itself. Red Crested Dragons will quite often bring those dragon relatives in on a good scam for their help, and to reap mutual benefits. For example, in Module UB40, "Dragons Again and Again", the king's royal mage was a Very Old Red Crested Amber-Bellied Dragon, who hid his entire family in the bowels of Castle C, Area 16. As a group, they managed to learn vital royal secrets, embezzle from the treasury and sow the seeds of revolution within the kingdom. Red-Crested Dragons love it when a plan comes together.

Dragon, Red (Red Crested Amber-Bellied)								
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value
1	2-7	2-5	3	2d6+1	Nil	23	Nil	5000
2	7-16	5-15	2	4d6+2	Nil	32	Nil	7000
3	16-35	15-31	1	6d6+3	Nil	41	Nil	8000
4	35-44	31-40	0	8d6+4	1	65	Nil	11,000
5	44-53	40-48	-1	10d6+5	2	80	15%	13,000
6	53-62	48-56	-2	12d6+6	3	90	20%	14,000
7	62-71	56-64	-3	14d6+7	4	101	25%	15,000
8	71-80	64-72	-4	16d6+8	4/1	112	30%	16,000
9	80-89	72-80	-5	18d6+9	4/2	143	40%	18,000
10	89-98	80-86	-6	20d6+10	4/3	158	45%	19,000
11	98-107	86-96	-7	22d6+11	4/4	174	50%	21,000
12	107-116	96-104	-8	24d6+12	5/4	191	55%	22,000

Dragon, Shadow

DESCRIPTION: The Shadow Dragon is a sly and devious beast who lurks in the dark corners of Garweeze Wurld. They prefer to use their well-developed cunning in confrontations with opponents rather than brute force. Their smooth scales are strangely translucent, and when viewed from a distance the Shadow Dragon appears as a cloud passing in front of the sun.

COMBAT/TACTICS:

Shadow Dragons attack from hiding, employing invisibility or hiding in shadows. They use illusion/phantasm spells to confuse and misdirect foes. The older the dragon, the more sophisticated its hit-and-run techniques will be. A victim may never know for sure what sort of creature has attacked him. Shadow Dragons often vanquish many of their foes without ever entering into melee. This satisfies them to no end, as they are admittedly claws-off beasts when it comes to defending their territory.

BREATH WEAPON/SPECIAL ABILITIES: Dark Dragons breathe forth a cloud of all-consuming blackness that is 40' long, 30' wide and 20' high. Creatures caught are blinded for one melee round and lose 75% of their life energy (hit points and level), but only 50% if a save vs. breath weapon is made. Protections against Negative Plane energy prevent such a loss, which otherwise lasts one turn per age category. Characters reduced to 0 level or lower fall into a coma for the duration. Shadow Dragons cast spells as 6th level mages, plus combat modifier.

Shadow Dragons are immune to energy draining and can hide in shadows with a base 40% chance, increased 5% for every age category up to 95%. As they age, they gain the following powers:

Dragon, Shadow

AKA: Dark Dragon, Nightmare Beast
HACKFACTOR: See Below
EP VALUE: See Below
CLIMATE/TERRAIN: Non-arctic/Ruins, Subterranean, Plane of Shadow
FREQUENCY: Very Rare
ORGANIZATION: Solitary or Clan
ACTIVITY CYCLE: Night (Any on Plane of Shadow)
DIET: Special
INTELLIGENCE: Genius (17-18)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1 (2-5)
SIZE: H (21' long)(base)
MOVEMENT: 18", 30" Fly (D), 3" Jump
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: -4 (base)
NO. OF ATTACKS: 3+
DAMAGE/ATTACK: 1-6/1-6/3-18
SPECIAL ATTACKS: Special
SPECIAL DEFENSES: Variable
MAGIC RESISTANCE: See below
HIT DICE: 12 (base)



Juvenile: Mirror Image three times a day. (2-5 images)

Adult: Dimension Door twice a day.

Old: Non-detection three times per day.

Venerable: Shadow Walk once a day.

Great Wyrms: Create Shadows three times a day.

HABITAT/SOCIETY: Shadow Dragons hate both bright light and total darkness, preferring a mixed environment of shadowy light. On the Prime Material Plane, their lairs always reflect this and will be located in ruins, dense forest and caves. On the Plane of Shadow, their lairs are located near other shadow creatures that the dragon can use as a warning system. However, these other creatures do not willingly cooperate with the dragon and the dragon may eat them on occasion.

Shadow Dragons prize black gemstones and any magic items that produce darkness or shadows. They may use these items to protect their lairs, often setting up elaborate defenses.

Dragon, Shadow

Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value
1	1-4	1-3	-1	1d4+1	Nil	24	5%	4000
2	4-11	3-8	-2	1d4+2	Nil	34	10%	6000
3	11-18	8-13	-3	2d4+1	Nil	46	15%	8000
4	18-23	13-18	-4	2d4+2	2	65	20%	10,000
5	23-29	18-23	-5	3d4+1	2/2	75	25%	11,000
6	29-36	23-28	-6	3d4+2	2/2/2	85	30%	13,000
7	36-42	28-33	-7	4d4+1	2/2/2/2 1	105	35%	15,000
8	42-48	33-38	-8	4d4+2	2/2/2/2/2 2	118	40%	17,000
9	48-55	38-43	-9	5d4+1	4/2/2/2/2 3	132	45%	19,000
10	55-61	43-48	-10	5d4+2	4/4/2/2/2/2 3/1	148	50%	20,000
11	61-67	48-53	-11	6d4+1	4/4/2/2/2/2 3/2	165	55%	21,000
12	67-74	53-58	-12	6d4+2	4/4/4/2/2/2 3/3	193	60%	22,000

Shadow Dragons will do anything to outwit an opponent when it comes to contests, but they enjoy ancient history and history trivia (they often know a lot about the ruins where they live), shadow puppet contests (they are experts and always win) and the shell game (which they often rig in their favor).

ECOLOGY: Shadow Dragons eat almost anything, but their preferred meal is rotting carrion. They like to hunt for sport, letting their prey decay for days before consuming it. They are also rather fond of eating frost-

killed, water-logged or salt-poisoned plants. These creatures are highly magical and their body parts command twice the going rate on the black markets of Garweeze World.

Dragon, Silver (Metallic)

DESCRIPTION: Silver Dragons are alert, brave, honorable and cheerful. They take on the forms of kindly old men or fair damsels when associating with human-kind.

A birth, the dragon's scales are blue-gray with silver highlights. As they age, they become more truly metallic, taking on a fine silver sheen.

COMBAT/TACTICS: Silver Dragons avoid combat with all but evil and aggressive foes. They will use Feather Fall to stop missiles fired at them and Wall of Fog or Control Weather to blind opponents before starting melee. If angry, they will Reverse Gravity and fling evil-doers in the air. They will sometimes hide in clouds, creating them when necessary, and use Cloud Walk when fighting in the sky.

BREATH WEAPON/SPECIAL ABILITIES: Silver Dragons can breathe a cone of cold 80' long, 5' wide at the mouth and 30' wide at the base (Save vs. breath weapon for half damage) or a cloud of paralyzing gas 50' long, 40' wide and 20' (save vs. breath weapon or paralyzed). These dragons cast spells as 6th level mages, plus their combat modifier.

Silver Dragons are born immune to cold and can cast Polymorph Self 3 times per day (changes last until the next change). They can Cloud

Dragon, Silver

AKA: Congenial Dragon, Argent Fiend

HACKFACTOR: See Below

EP VALUE: See Below

CLIMATE/TERRAIN: Tropical/Sub- Tropical/
Temperate-Mountains/Clouds

FREQUENCY: Very Rare

ORGANIZATION: Solitary or Clan

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Lawful Good

NO. APPEARING: 1 (2-5)

SIZE: G (48' long)(base)

MOVEMENT: 9", 30" Fly (C), 3" Jump

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: -3 (base)

NO. OF ATTACKS: 3+

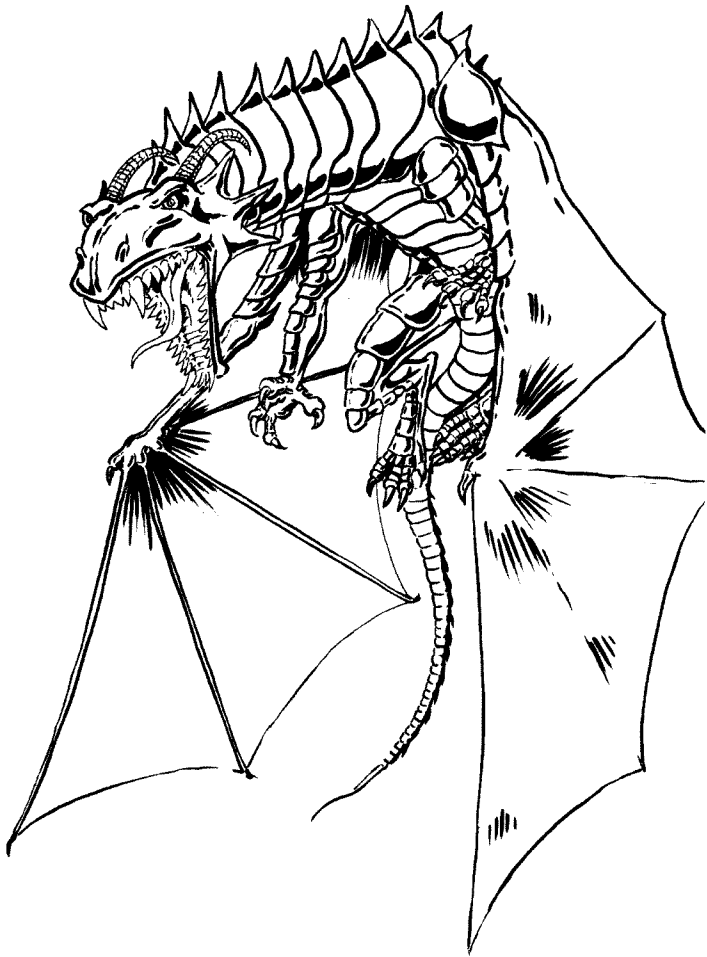
DAMAGE/ATTACK: 1-8/1-8/5-30

SPECIAL ATTACKS: Special

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

HIT DICE: 15 (base)



Walk, walking on clouds or fog as if it were solid ground. As they age, they gain the following abilities:

- Young: Feather Fall twice a day.
- Juvenile: Wall of Fog once a day.
- Adult: Control Winds three times per day.
- Mature Adult: Control Weather once a day.
- Old: Reverse Gravity once per day.

HABITAT/SOCIETY: These dragons have aerial lairs on secluded mountain peaks or in enchanted clouds. Some of them seem to prefer their human form to their own and often have mortal pals. They will sometimes share deep friendships with mortals, eventually revealing their identity but inevitably leaving to resume a dragon's normal life when their human companion dies.

Dragon, Silver									
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value	
1	8-18	3-6	0	2d10+1	Nil	31	Nil	7000	
2	18-30	6-12	-1	4d10+2	Nil	40	Nil	8000	
3	30-42	12-16	-2	6d10+3	Nil	51	Nil	10,000	
4	42-52	16-21	-3	8d10+4	2	71	Nil	12,000	
5	52-63	21-27	-4	10d10+5	2/2	88	30%	14,000	
6	63-74	27-32	-5	12d10+6	2/2/1	100	35%	15,000	
7	74-85	32-37	-6	14d10+7	2/2/2	121	40%	16,000	
8	85-96	37-43	-7	16d10+8	2/2/2/1 2	135	45%	19,000	
9	96-108	43-48	-8	18d10+9	2/2/2/2 2/2	150	50%	21,000	
10	108-120	48-54	-9	20d10+10	2/2/2/2 2/2/1	166	55%	22,000	
11	120-134	54-60	-10	22d10+11	2/2/2/2 2/2/2	195	60%	23,000	
12	134-148	60-67	-11	24d10+12	2/2/2/2/1 2/2/2/1	214	65%	24,000	

Silver Dragons prefer contests that include: food or wine tasting and strip poker (they are not embarrassed to be naked in their human forms).

ECOLOGY: Silver Dragons speak their own tongue and Dragon Speak. Hatchlings have a 16% chance of being able to communicate with any intelligent creature, plus 5% per age category. They prefer human food and have expensive tastes.

Silver and Red Dragons often fight, but it is usually the Silver that wins out because these dragons will cooperate with each other.

Dragon, Slag-Scaled Titanium (Metallic)

DESCRIPTION: Slag-Scaled Titanium Dragons look vaguely like wingless, tarnished Silver Dragons. Their hides are said to make the hardest suits of dragon armor available in Garweeze Wurld. Even their eggs are said to be breakable only by the beak of the hatchling itself.

COMBAT/TACTICS: These Muck Rake Dragons, as they are known, are nothing but trouble and they work to cause chaos and discord wherever they go. Their strategies are sporadic and improvised and they are 50% likely to cautiously assess a group of PCs from afar and just as likely to attack them outright. As they surge forward on their massive legs into melee, they will first tenderize their opponents using one of their breath weapons.

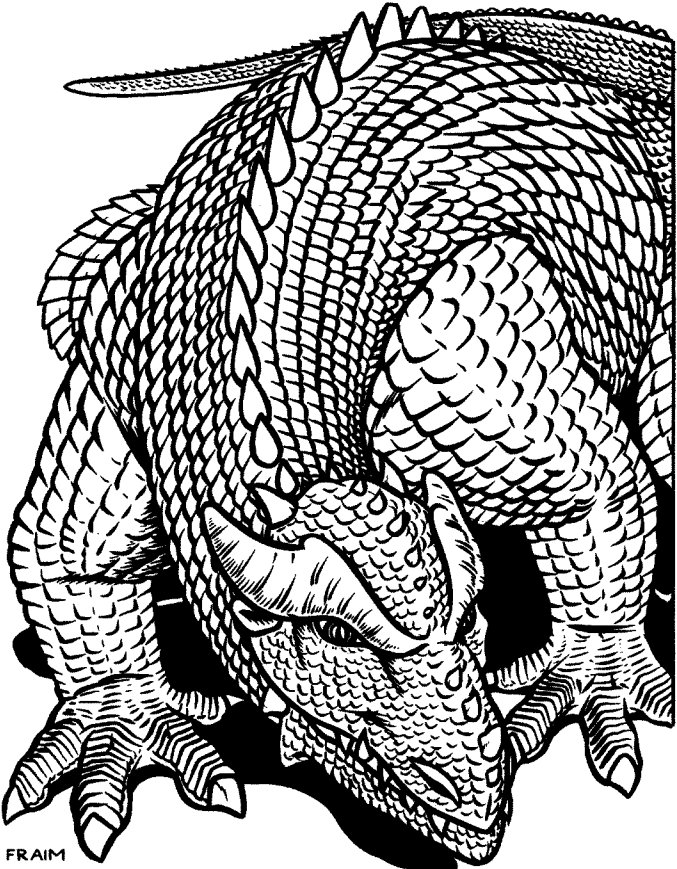
BREATH WEAPON/SPECIAL ABILITIES: Slag-Scaled Titanium Dragons can breath a cone of fire 90' long, 5' wide at the mouth and 30' wide at the base or a lookey of molten chrome (save vs. breath weapon for half damage). The molten chrome will continue to burn one target for 1-4 rounds thereafter. Slag-Scaled Titanium Dragons may only use that breath weapon once per day. These dragons cast spells as 8th level mages, plus their combat modifier.

Slag-Scaled Titanium Dragons are born immune to fire. They can Speak with Elemental creatures at will. Dragons can Polymorph Self 3 times per day. As they age, they gain the following abilities:

- Young: Pyrotechnics three times per day.
- Juvenile: Heat Metal 3 times per day.
- Adult: Shape Metal (as Stone Shape) once per day.

Dragon, Slag-Scaled Titanium

AKA:	Muck Rake Dragon
HACKFACTOR:	See Below
EP VALUE:	See Below
CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary or Clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17-18)
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	1 (2-5)
SIZE:	G (54' long)(base)
MOVEMENT:	12", 40" Fly (C), 3" Jump, 12" (15") Swim
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/Nil
MORALE:	Resolved (18)
ARMOR CLASS:	-8 (base)
NO. OF ATTACKS:	3+
DAMAGE/ATTACK:	1-10/1-10/6-36
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
HIT DICE:	16 (base)



- Mature Adult: Anti-Metal Shell (as Anti-Plant Shell) once per day.
- Old: Conjure Earth Elemental once per day.
- Ancient: Blade Barrier once per week.

HABITAT/SOCIETY: These dragons won't be happy until Garweeze Wurld is in total chaos. They revel in mayhem, caring not for good or evil. The Dragon Committee has officially banned all Slag-Scaled Titanium Dragons from their meeting and the honor guard is kept on alert at all times.

Recently, a Slag-Scaled Titanium formed an alternate Dragon Committee, but it is unlikely any other Slag would join it. Slag Dragons refuse to play contests because other dragons do. They dislike royalty and have been known to attack royal families on sight.

ECOLOGY: The Slags mortal enemies are the Swack Iron Dragons and they work to bring down anything that Swack Iron Dragons have built. 10% of all Slag-Scaled Titaniums change their ways late in life and turn chaotic good. Slag-Scaled Titanium Dragons speak their own tongue and Dragon Speak. Hatchlings have an 18% chance of being able to speak with all intelligent creatures plus 5% every age category. The skin of a Slag-Scaled Titanium Dragon is so hard that it can only be worked by powerful magics and expert metal-workers of Dwarven ancestry.

Dragon, Slag-Scaled Titanium (Metallic)								
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value
1	7-19	6-16	-5	2d12+1	Nil	42	Nil	8000
2	19-31	16-28	-6	4d12+2	Nil	55	Nil	9000
3	31-43	28-38	-7	6d12+3	Nil	69	Nil	11,000
4	43-55	38-50	-8	8d12+4	1	85	Nil	13,000
5	55-67	50-60	-9	10d12+5	2	115	35%	15,000
6	67-80	60-70	-10	12d12+6	2/2	139	40%	18,000
7	80-93	70-84	-11	14d12+7	2/2/2	155	45%	19,000
8	93-106	84- 95	-12	16d12+8	2/2/2/2 1	173	50%	20,000
9	106-120	95-108	-13	18d12+9	2/2/2/2/2 2	192	55%	22,000
10	120-134	108-120	-14	20d12+10	2/2/2/2/2 2/2	224	60%	23,000
11	134-148	120-133	-15	22d12+11	2/2/2/2/2/2 2/2/2	246	65%	24,000
12	148-162	133-146	-16	24d12+12	2/2/2/2/2/2/1 2/2/2/2	270	70%	25,000

Dragon, Speckled

DESCRIPTION:

Speckled Dragons are the bastard children of evil dragons of varied colors. Their colors vary, usually with the paternal dragon's hue being dominant and the female's color as highlights or speckles. Their personalities vary greatly, but most are evil and typically greedy. Due to their mixed heritage, they are highly magic in nature.

COMBAT/TACTICS:

Most Speckled Dragons think they have something to prove to everyone, so they launch into combat fearlessly. Only those with Intelligence over 15 might stop to carefully assess a foe.

BREATH WEAPON/SPECIAL ABILITIES: Speckled Dragons can breath a cone of flame 60' long, 5' wide at the mouth and 25' foot wide at the base (save vs. breath weapon for half damage) or any one of many breath weapons available for evil dragons. Speckled Dragons cast spells as 6th level mages, plus combat modifier.

Speckled Dragons are immune to fire and heat, plus whatever other breath weapon they have. As they age, they gain the following powers:

- Young: Shift Color at will (This allows them to appear as any Chromatic Dragon Type)
- Juvenile: 33% have Water Breathing twice a day, 33% have Create/Destroy Water three times a day and the others will have a random ability from the mother or father.
- Adult: Dancing Lights twice a day.
- Old: Polymorph Self, 3 times per day
- Venerable: One random power from the mother or father.
- Ancient: Confusion once per day.

Dragon, Speckled

AKA: Mutt Dragon, Multi Beast

HACKFACTOR: See Below

EP VALUE: See Below

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary or Clan

ACTIVITY CYCLE: Any, but usually Night

DIET: Special

INTELLIGENCE: Low Genius (5-18)

ALIGNMENT: Neutral Evil/Lawful Evil/Chaotic Evil

NO. APPEARING: 1 (2-5)

SIZE: H (21' long)(base)

MOVEMENT: 9", 30" Fly (D), 3" Jump

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: -4 (base)

NO. OF ATTACKS: 3+

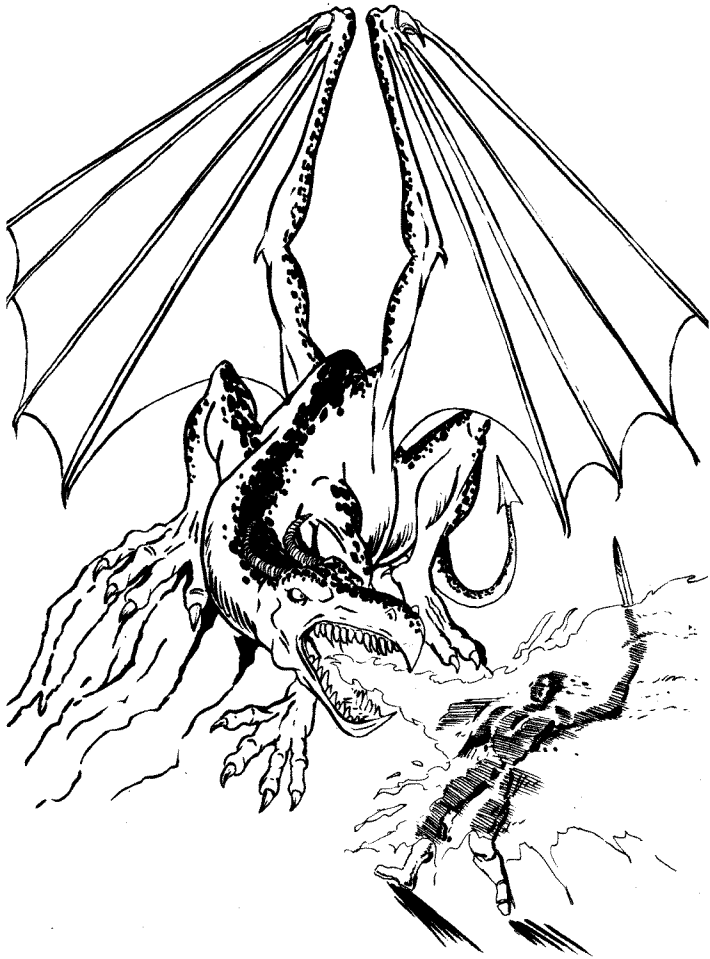
DAMAGE/ATTACK: 1-8/1-8/3-24

SPECIAL ATTACKS: Special

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

HIT DICE: 12 (base)



HABITAT/SOCIETY: These Mutt Dragons are usually outcasts of dragonkind and receive little respect. However, due to cross breeding and their considerable magic powers, they are becoming more of a force to be reckoned with at the Dragon Committee. Recently, a Speckled Dragon was nearly elected to the Committee, but his candidacy ended after he mysteriously perished. Rumors persist of an alternate Dragon Committee made up solely of Slag-Scaled Dragons and Speckled Dragons and led by a Slag-Scaled Titanium Dragon.

Favorite contests of Speckled Dragons include: dragon trivia (They are experts in at least two types) and chess.

ECOLOGY: At least 40% of all Speckled Dragons are born sterile. Those that are able to become parents are hysterically anxious about their young and will fight to the death to defend their nests. Most Venerable and older Speckled Dragons consider themselves above the rest of normal dragon society and won't lower themselves to associate with any other dragon.

Dragon, Speckled								
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value
1	1-4	1-3	-1	1d4+1	Nil	24	5%	4000
2	4-11	3-8	-2	1d4+2	Nil	35	10%	6000
3	11-18	8-13	-3	2d4+1	Nil	46	15%	8000
4	18-23	13-18	-4	2d4+2	2	66	20%	10,000
5	23-29	18-23	-5	3d4+1	2/2	75	25%	11,000
6	29-36	23-28	-6	3d4+2	2/2/2	86	30%	13,000
7	36-42	28-33	-7	4d4+1	2/2/2/2 1	98	35%	15,000
8	42-48	33-38	-8	4d4+2	2/2/2/2/2 2	119	40%	17,000
9	48-55	38-43	-9	5d4+1	4/2/2/2/2/2 3	133	45%	19,000
10	55-61	43-48	-10	5d4+2	4/4/2/2/2/2 3/1	149	50%	20,000
11	61-67	48-53	-11	6d4+1	4/4/2/2/2/2 3/2	165	55%	21,000
12	67-74	53-58	-12	6d4+2	4/4/4/2/2/2 3/3	194	60%	22,000

Dragon, Spiny

DESCRIPTION: Spiny Dragons are covered with thousands of tiny horn-like protrusions. They are most often perceived as bone or ivory colored, as their original hides cannot be seen through all the horny protrusions.

COMBAT/TACTICS: These Poke Fiends are aggressive foes and prefer melee over using their powerful breath weapons. On any hit of 18, 19 or 20, a victim is stuck on one of its many spines and takes an additional 1-6 hit points of damage every round until they pull themselves free. These dragons will often flip into a rolling maneuver, viciously skewering anyone that misses their Dexterity check for an extra 3-18 points of damage beyond the roll over damage. They can also inflict an additional 1d6 points of damage per hit when engaging opponents using the stomp, kick, wing buffer and tail slap special attacks. The needle-sharp spines covering every portion of their bodies provides them with excellent weaponry.

BREATH WEAPON/SPECIAL ABILITIES: The Spiny Dragon's breath weapon is a cone of fire 90' long, 5' wide at the mouth and 30' wide at the base. (Save vs. breath weapon for half damage.) These dragons cast spells as 4th level mages, plus their combat modifier. Spiny Dragons are born immune to fire. As they age, they gain the following abilities:

- Young: Affect Normal Fires three times per day.
- Juvenile: Pyrotechnics 3 times per day.
- Adult: Dust Devil once a day.
- Old: Hold Monster once a day.
- Very Old: Fire Blades once per day.
- Venerable: Blade Barrier once per week.

Dragon, Spiny

AKA: Pointy Dragon, Poke Fiend

HACKFACTOR: See Below

EP VALUE: See Below

CLIMATE/TERRAIN: Tropical/Sub-Tropical/
Temperate-Hills/Mountains

FREQUENCY: Rare

ORGANIZATION: Solitary or Clan

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1 (2-5)

SIZE: G (48' long)(base)

MOVEMENT: 9", 30" Fly (C), 3" Jump

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: -3 (base)

NO. OF ATTACKS: 3+

DAMAGE/ATTACK: 2-12/2-12/3-30

SPECIAL ATTACKS: Special

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

HIT DICE: 15 (base)



HABITAT/SOCIETY: These Pointy Dragons spend most of their life in constant pain, as the spines all over their body break and stab them if they are not careful. This makes them extremely aggressive. They rarely listen to reason before striking out in anger. Spiny Dragons that abruptly hit a wall or are struck by spells like Reverse Gravity, have been known to impale themselves to death. These creatures will lair wherever there are stalagmites or stalactites (60% chance of Piercers living among them).

Their favorite contests include: where's-the-Piercer? and long sessions of backgammon.

ECOLOGY: Spiny Dragons are thought to be an offshoot of the Red Dragon, only more primitive. Perhaps this breed is actually the precursor to a Red Dragon, but sages continue to debate. Field researchers have lost many assistants in an attempt to learn more about this secretive species.

In flight these beasts are surprisingly graceful. However; most Poke Fiends can no longer take to the air because their spines have pierced the delicate wing membranes. Some Spiny Dragons will have some portion of their treasure hidden amongst their dense spines.

Dragon, Spiny								
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value
1	1-12	3-12	0	2d10+1	Nil	31	Nil	7000
2	12-23	12-21	-1	4d10+2	Nil	40	Nil	8000
3	23-42	21-30	-2	6d10+3	Nil	51	Nil	10,000
4	42-61	30-49	-3	8d10+4	1	64	Nil	12,000
5	61-80	49-68	-4	10d10+5	2	97	30%	14,000
6	80-99	68-87	-5	12d10+6	2/1	109	35%	15,000
7	99-118	87-106	-6	14d10+7	2/2	131	40%	16,000
8	118-137	106-125	-7	16d10+8	2/2/1	145	45%	19,000
9	137-156	125-144	-8	18d10+9	2/2/2	161	50%	21,000
10	156-165	144-153	-9	20d10+10	2/2/2 1	178	55%	22,000
11	165-174	153-162	-10	22d10+11	2/2/2/2 2	207	60%	23,000
12	174-183	162-171	-11	24d10+12	2/2/2/2 2/1	227	65%	24,000

Dragon, Swack Iron standard		Albino
AKA:	Slack Iron Dragon	the White Slag
HACKFACTOR:	See Below	See Below
EP VALUE:	See Below	See Below
CLIMATE/TERRAIN:	Tropical/Subtropical/Temperate-Mountains/Clouds	
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Solitary or Clan	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Special	Special
INTELLIGENCE:	Exceptional (15-16)	Genius (17-18)
ALIGNMENT:	Lawful Neutral (evil)	Neutral
NO. APPEARING:	1 (2-5)	1
SIZE:	G (48' long)(base)	G (48' long)(base)
MOVEMENT:	9", 30" Fly (C), 3" Jump	9", 30" Fly (C), 3" Jump
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Resolved (18)	Resolved (18)
ARMOR CLASS:	-3 (base)	-3 (base)
NO. OF ATTACKS:	3+	3+
DAMAGE/ATTACK:	1-8/1-8/5-30	1-8/1-8/5-30
SPECIAL ATTACKS:	Special	Special
SPECIAL DEFENSES:	Variable	Variable
MAGIC RESISTANCE:	Variable	Variable
HIT DICE:	15 (base)	15 (base)



Dragon, Swack Iron

DESCRIPTION: Swack Iron Dragons, sometimes referred to in derogatory terms as “Slack Iron Dragons”, have a gray hide that resembles crude iron. Many Swacks are covered with swollen, calloused bumps and bony spikes. As the dragon ages, it sometimes appears to acquire rusty highlights.

Albino Swack Iron Dragons have no iron-metal pigmentation in their hides and thus appear pure white. Upon encountering any type of Swack Iron Dragon, a victim must save vs. Fear or flee the immediate area. Note than unlike normal Dragon Fear, the fleeing effect applies to any and all creatures whose Hit dice are less than the dragon’s.

COMBAT/TACTICS: All Swack Iron dragons love using their tail maneuver and thrill at stunning opponents, stripping them of their weapons and toying with them.

Swack Iron: Swack Iron Dragons are about one thing and one thing only: Order and Control. Those whom they cannot control absolutely must be destroyed. They will always take a few rounds to properly assess their foes. As they enter combat with any opponent,

Swack Iron Dragons will always use their breath weapons first, then their spells and finally close for melee.

Albino: Albinos have a broader view of life and because they know how rare and sought after they are, tend to avoid combat. If cornered or protecting its hoard, the Albino Swack will attempt to fend off intruders with breath weapons and spells. They will only engage in melee if cornered, preferring instead to grab what precious items of their treasure hoard are closest and flee to a more pleasant locale.

BREATH WEAPON/SPECIAL ABILITIES: All Swack Iron Dragons can breathe a cone of fire 80’ long, 30’ wide at its base and 5’ wide at its mouth (save vs. breath weapon for half damage). These dragons cast spells as 6th level mages, plus their combat modifier.

All Swack Iron Dragons are born immune to fire. As they age, they gain the following abilities:

- Young: Charm Person twice a day.
Juvenile: Hold Person once a day.
- Adult: Control Winds three times per day.
Mature Adult: Control Weather once a day.
Old: Charm Monster twice per day.
Great Wyrm: Augury three times per day.

Dragon, Swack Iron								
Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value
1	8-18	3-6	0	2d10+1	Nil	26	Nil	7000
2	18-30	6-12	-1	4d10+2	Nil	35	Nil	8000
3	30-42	12-16	-2	6d10+3	Nil	45	Nil	10,000
4	42-52	16-21	-3	8d10+4	2	56	Nil	12,000
5	52-63	21-27	-4	10d10+5	2/2	89	30%	14,000
6	63-74	27-32	-5	12d10+6	2/2/1	100	35%	15,000
7	74-85	32-37	-6	14d10+7	2/2/2	122	40%	16,000
8	85-96	37-43	-7	16d10+8	2/2/2/1 2	145	45%	19,000
9	96-108	43-48	-8	18d10+9	2/2/2/2 2/2	161	50%	21,000
10	108-120	48-54	-9	20d10+10	2/2/2/2 2/2/1	177	55%	22,000
11	120-134	54-60	-10	22d10+11	2/2/2/2 2/2/2	207	60%	23,000
12	134-148	60-67	-11	24d10+12	2/2/2/2/1 2/2/2/1	226	65%	24,000

HABITAT/SOCIETY: Swack Iron Dragons thirst for control and better than 40% of them turn lawful evil before reaching Mature Adult age, because they discover short cuts to maintaining control with that philosophy. Swack Iron Dragons will create a network of spies for information and love to manipulate entire continents and monarchies.

The Swack Iron Dragons on the Dragon Committee tend to be the Rot Guts and they

tend to remain within the bounds of lawful neutral, as the lawful evil Swacks eventually overstep their bounds and get booted off.

Swack Iron Dragons are suckers for contests and challenges of all kinds. Favorite contests include: food and wine tasting, gem/jewelry appraising and dwarven craps games.

Swack Iron Dragons live in caves, but keep less than 10% of their hoard on hand. The rest of it will be invested in local kingdoms and spent through programs designed by the Dragon Committee to keep dragonkind safe.

Albino: Albinos are much more solitary and contemplative than regular Swack Iron Dragons. They enjoy philosophical debates and trivia contests. They prefer not to participate in dragon politics, as they find it unseemly and beneath their grand station as rarities among their own kind. These dragons often appoint themselves “Guardians of the Mountain” or “Keepers of the Forest” or some such long-winded title. Anyone defiling the places they guard (which will always be near their lair) will have to make retribution or face their wrath.

ECOLOGY: All Swack Iron Dragons speak their own tongue and Dragon Speak. Hatchlings have an 18% chance of being able to communicate with any intelligent creature, plus 5% per age category. Albino Swack Iron Dragons stay in their lairs during the day and only come outside during the night, because the sun irritates their snowy-white hides.

All Swack Iron Dragons can eat almost anything from small biscuits with jam to Basilisks, giant Carnivorous Cave Crickets, giant Beavers and any kind of giant Beetle, especially giant Fire Beetles.

Dragon, White (Chromatic)

DESCRIPTION: White Dragons are slow-witted buffoons that survive by being vicious hunters. They are impulsive, vicious and animalistic, never having any hint of foresight or regret.

Hatchlings have mirror-like, glistening scales that eventually dull and turn to a pale blue, light gray and white with age.

COMBAT/TACTICS: Regardless of the size or number of targets, White Dragons will always start attacking with their breath weapon and/or special ability. They attack Penguins and Polar Bears on sight, as they believe these cold-climate creatures are infringing on their territory.

Dragon, White
AKA: Ice Dragon, Cold Beast
HACKFACTOR: See Below
EP VALUE: See Below
CLIMATE/TERRAIN: Tropical/Sub-Tropical/ Temperate-Hills/Mountains
FREQUENCY: Rare
ORGANIZATION: Solitary or Clan
ACTIVITY CYCLE: Any
DIET: Special
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1 (2-5)
SIZE: H (24' long)(base)
MOVEMENT: 12", 40" Fly (C), 12" Swim
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 1 (base)
NO. OF ATTACKS: 3+
DAMAGE/ATTACK: 1-6/1-6/2-16
SPECIAL ATTACKS: Special
SPECIAL DEFENSES: Variable
MAGIC RESISTANCE: Variable
HIT DICE: 11 (base)



BREATH WEAPON/SPECIAL ABILITIES: White Dragons breathe a cone of frost 70' long, 5' wide at the mouth and 25' wide at the base. (Save vs. Breath weapon for half damage.) Creatures brought below -10 hit points by one of these blasts are frozen solid, perfectly preserved. There are rumors that these victims can be unfrozen with a spell and instantly revived. White Dragons cast spells as a 5th level mage, plus combat modifiers.

From birth, White Dragons are immune to cold. As they age, they gain the following abilities:

- Juvenile: Ice Walking.
- Mature Adult: Gust of Wind, three times per day.
- Very Old: Wall of Fog, three times per day.
- Wyrm: Freezing Fog three times per day.

HABITAT/SOCIETY: White Dragons live in chilly and cold regions, where the temperature rarely rises above freezing and snow and ice cover the ground. Once a White Dragon passes the hatchling stage, it is expected to protect itself.

White Dragons lair in ice caves and/or subterranean chambers. White Dragons coat all of their treasure with ice, to enhance its shine. This also makes stealing it difficult, since it is encased in a solid thickness of ice. 7% of all hatchlings can communicate with any intelligent creature, increasing by 5% per age category.

White Dragons rarely serve on the Dragon Committee because they dislike the warmer climes where the meetings take place. Favorite contests of white dragons include smash-the-block-of-ice (preferably with your head), ice-sculpting (White Dragons are experts at this) and Penguin-pitching for distance.

Dragon, White

Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Mage/Cleric	Hackfactor	MR	EP Value
1	1-5	1-4	4	1d6+1	Nil	8	Nil	3000
2	5-14	4-12	3	2d6+2	Nil	12	Nil	4000
3	14-23	12-21	2	3d6+3	Nil	18	Nil	6000
4	23-32	21-28	1	4d6+4	Nil	24	Nil	8000
5	32-41	28-36	0	5d6+5	Nil	35	5%	10,000
6	41-50	36-45	-1	6d6+6	1	47	10%	12,000
7	50-59	45-54	-2	7d6+7	1	62	15%	13,000
8	59-68	54-62	-3	8d6+8	2	71	20%	14,000
9	68-77	62-70	-4	9d6+9	2	81	25%	16,000
10	77-86	70-78	-5	10d6+10	3	91	30%	17,000
11	86-95	78-85	-6	11d6+11	3	103	35%	18,000
12	95-104	85-94	-7	12d6+12	4	125	40%	19,000

ECOLOGY: White Dragons can digest almost anything, but they will only consume food that is frozen. Victims can sometimes be found in snow banks near the White Dragon's lair. White Dragons' natural enemies are Frost Giants, as the giants kill them for food and occasionally subdue them for use as guards and mounts.

DragonFairie

DESCRIPTION: A chaotic offshoot of Pseudo-Dragons, the DragonFairies have thin bodies, long, prehensile tails and gossamer butterfly wings. Females are gold tinged, while males have a silvery hue. They are playful creatures that love to joke and frolic.

COMBAT/TACTICS: Dragonfairies can become invisible at will and can use all their powers while invisible. They attack as 4 Hit Dice monsters for 1d4-2 points of damage, but most (65%) will employ magic-user spells or cleric spells (35%) according to their age and equivalent spell casting level. Typical DragonFairie spells include Water Breathing, Legend Lore, Throw Voice, Unseen Servant, Forget, Suggestion, Distance Distortion, Limited Wish, Obscurement, Animal Growth and Animate Rock.

DragonFairies avoid combat and will never intentionally inflict damage unless cornered or defending their lairs.

BREATH WEAPON/SPECIAL ABILITIES: DragonFairies breathe euphoria gas in a 2' diameter cloud. Victims failing their saving throw vs. breath weapon walk around aimlessly in a state of bliss for 3d4 minutes. Although those victims who are affected cannot attack,

a successful Intelligence check will allow them to keep their minds on a situation.

Some adventurers become addicted to the gas (system shock check if save failed twice) and become pathetic DragonFairie gas-junkies.

HABITAT/SOCIETY: DragonFairies lair in hollow, high trees, preferably near a pond or stream. They love to swim and dive. They prefer the company of Sprites and Pixies.

These DragonFairies are truly incorrigible pranksters and will usually let their woodland friends in on it. A tell-tale sign that DragonFairies inhabit an area is the sound of giggling squirrels and snickering sparrows.

ECOLOGY: DragonFairies eat fruit, vegetables, nuts, roots, honey, muffins and all kinds of sweets. They will go to great lengths to get their tiny claws into a freshly baked fruit pie. Their attempts to sneak away with only the best homemade baked goodies encourages home-makers to compete with one another for a DragonFairie's favor.

DragonFairie

AKA: Sprite Dragon

HACKFACTOR: 9

EP VALUE: 3000

CLIMATE/TERRAIN: Temperate, Tropical and Subtropical forests

FREQUENCY: Very Rare

ORGANIZATION: Solitary or Clan

ACTIVITY CYCLE: Any

DIET: Herbivore

INTELLIGENCE: Genius (17-18)

ALIGNMENT: Chaotic Good

NO. APPEARING: 1-6

SIZE: T (1' to 1 2' long)

MOVEMENT: 6", 24" Fly (A)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 5 (1 when invisible)

NO. OF ATTACKS: 1

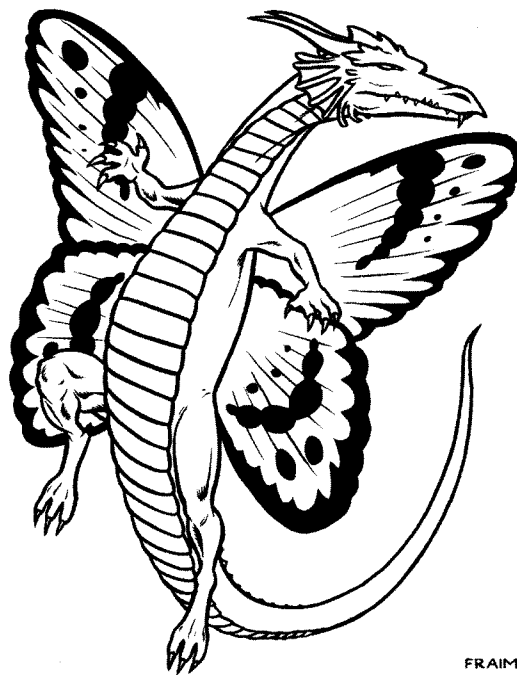
DAMAGE/ATTACK: 1-2

SPECIAL ATTACKS: Special

SPECIAL DEFENSES: Invisibility

MAGIC RESISTANCE: Variable

HIT DICE: See below



FRAM

DragonFairie

Age	Hit Points	Color Category	Magic Resist.	Mage Lvl.	Cleric Lvl.
1	21-22	Red	10%	1	1
2	23-24	Red-orange	16%	2	3
3	25-26	Orange	24%	3	4
4	27-28	Orange-yellow	32%	4	6
5	29-30	Yellow	40%	5	7
6	31-32	Yellow-green	48%	6	8
7	33-34	Green	56%	7	9
8	35-36	Blue-green	64%	8	10
9	37-38	Blue	72%	10	11
10	39-40	Blue-violet	80%	12	12
11	41-42	Violet	88%	14	13
12	43-44	Black	96%	16	14

DragonFish

DESCRIPTION: A dull mottled brown fish, DragonFish are 2' long, and covered with spiny needles. They resemble the lion-fish, but are much less colorful.

COMBAT/TACTICS: These Devil Scrod typically attack by ambush. They blend with the bottom of their fresh water habitat, making them effectively 85% invisible. There they mindlessly scavenge, but woe to the unwary hiker who steps upon this fish.

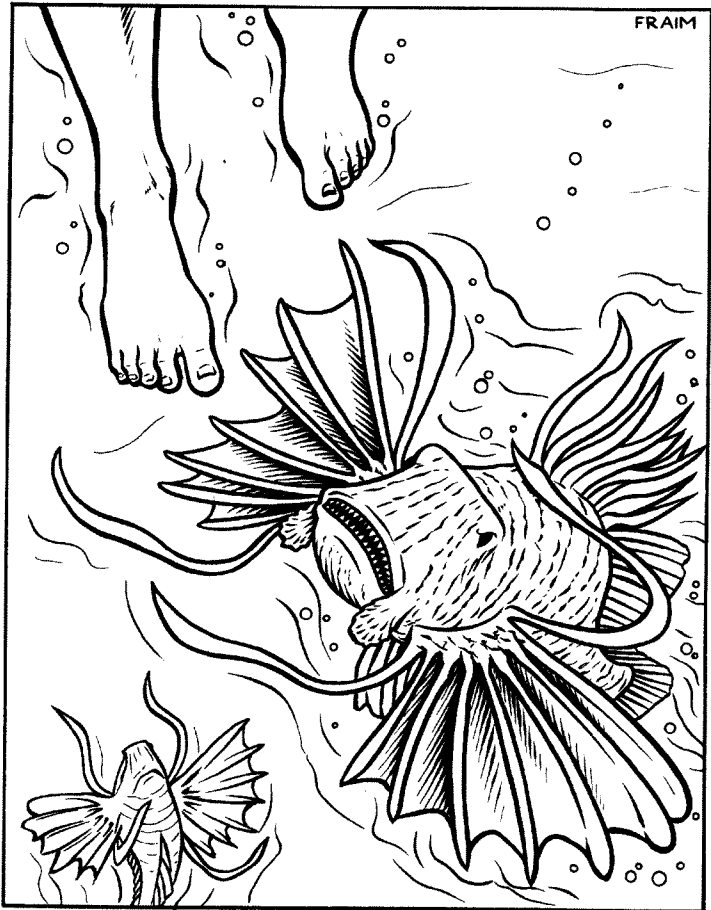
The strong, sharp needles that cover the DragonFish are very strong. If stepped on, the spines will penetrate most footwear (leather boots, but not metal-soled shoes) and pierce the victim's foot. They break away from the fish's body, not harming it at all. The spines are filled with a strong toxin (save versus poison at -1 save or die the next round). DragonFish also bite if tread upon or threatened. When attacking, there is a 20% of being hit by a needle if the DragonFish successfully bites. They have an aversion to druids and will bite any that attempt to feed them. Oddly, if a druid is in fish form (of any species), the effect is reverse. In this case, all DragonFish in the area will attempt to mate with this new fish in their territory.

HABITAT/SOCIETY: Dragon Fish prefer fresh water pools or slow-moving streams. They are scavengers, feeding on plants and the decaying victims of their poison spines.

ECOLOGY: DragonFish travel downstream during the spring and summer months, eventually reaching the ocean. During the fall and early winter, they travel upstream to spawn. Once a male DragonFish mates, it dies in mere moments. The female dies immediately after laying her eggs. DragonFish courtship rituals are short, hurried and extremely awkward, even for fish.

YIELD:
Medicinal: 2-12 spines of the DragonFish can be removed whole, holding in their toxin until impact. Assassins with blow dart proficiency will pay 200-900gp per spine.
Spell Components: DragonFish gills can be used in a Water Breathing Spell of 50% greater duration.
Hide/Trophy Items: Nil
Treasure: Nil
Other: DragonFish meat is a rare delicacy that is either delicious or fatal. Only the most expert chefs of Garweeze Wurld can prepare it correctly. Nobles will pay up to 1000 gp for a live DragonFish, and 10,000 gp to the chef who can prepare it.

DragonFish
AKA: Devil Scrod
HACKFACTOR: 1
EP VALUE: 65
CLIMATE/TERRAIN: Fresh water
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO.APPEARING: 1
SIZE: S
MOVEMENT: 6" Swim
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Weak (3)
ARMOR CLASS: 4
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6
SPECIAL ATTACKS: Poison Spines
SPECIAL DEFENSES: Camouflage
MAGIC RESISTANCE: Standard
HIT DICE: 10 hp



DragonFly, Giant

DESCRIPTION: The Giant DragonFlies resemble their smaller cousins, only much, much larger. Whereas the average dragonfly hunts mosquitoes and might have trouble lifting a large insect off the ground, these gargantuan iridescent hunters actually prefer the meat of sheep and can even snatch up an average-sized human with ease.

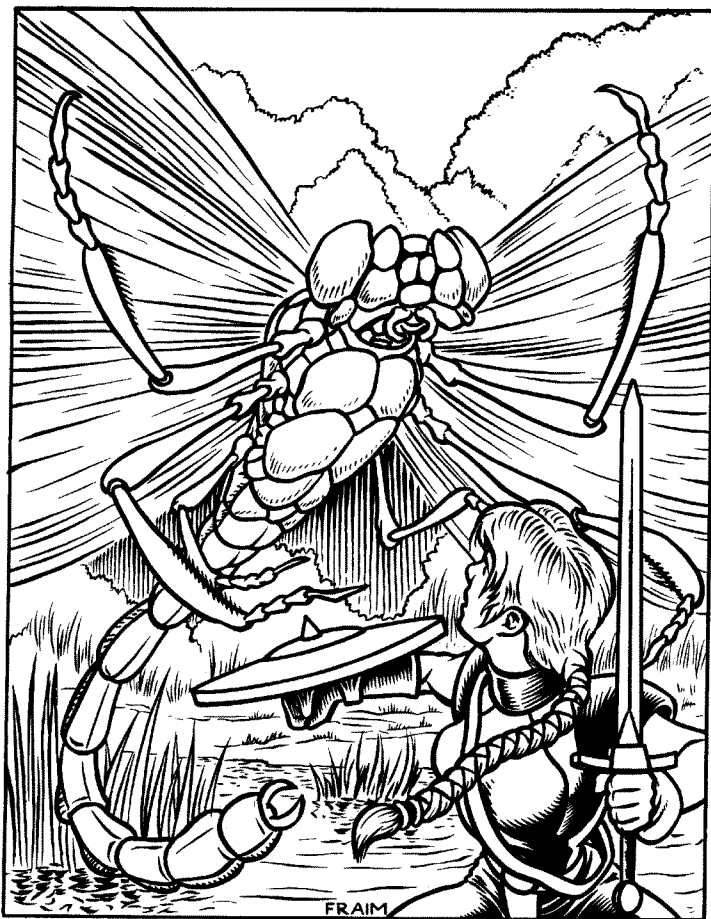
COMBAT/TACTICS: Lacking any Intelligence to speak of, a Giant DragonFly is fearless in combat. When hunting, the Giant DragonFly will attempt to swoop down and carry off his chosen victim, biting the hapless soul as it flies away. Commonly called the Snatch 'n Carry, any Giant DragonFly may attempt to grab and lift a victim off the ground with a successful to-hit roll. The victim can attempt to break the hold of the Giant DragonFly with a successful bend bars roll or by inflicting 12 hit points

DragonFly, Giant
AKA: Odonata Maximus, Sheep Hawk
HACKFACTOR: 15
EP VALUE: 650
CLIMATE/TERRAIN: Swamp/ Tropical/Subtropical
FREQUENCY: Uncommon
ORGANIZATION: Swarm
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO.APPEARING: 1-6
SIZE: L (12' long)
MOVEMENT: 1", 36" Fly (B)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-16
SPECIAL ATTACKS: +2 initiative bonus, Snatch 'n Carry
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Save as 16th level magic user
HIT DICE: 8+1

of damage in one blow or 24 hit points of damage in multiple blows (cleaving through multiple legs). Once a Giant DragonFly holds its victim, it will fly up out of combat and bite at a +4 to-hit and the victim suffers a -4 penalty to Dexterity as well. If the Giant DragonFly wins initiative while holding a victim, that victim cannot attack with any hand-held weapons.

HABITAT/SOCIETY: The Giant DragonFly spawns in great swamps where the hunting is plentiful, though even the Giant DragonFly is hunted by larger predators. Some swarms of 50 or more Giant DragonFlies have been sighted, preventing many human settlements near swampland across Garweeze Wurld.

ECOLOGY: Laying their eggs in the swampy water, Giant DragonFlies make poor parents, as they do nothing to raise their young. In fact, fully grown Giant DragonFlies will occasionally feed on the newly hatched larvae as they emerge from the eggs in huge numbers each spring.



YIELD:

Medicinal: Giant Dragonfly eyes can cure infections of the liver.

Spell Components: A piece of a Giant Dragonfly wing can be used for a Giant Insect spell to turn a regular dragonfly into a Giant Dragonfly regardless of the hit dice restrictions associated with the cleric's level.

Hide/Trophy Items: If properly preserved, Dragonfly skin is worth 100gp per square foot. Six square feet can be taken from the average specimen.

Treasure: Nil

Other: Nil

DragonHorse

DESCRIPTION: Most DragonHorses resemble the fabled Ki-Rin without its horn and with the addition of small dragon's wings. Their leather hides range from a deep azure to a pale slightly metallic silver-blue. The beast's claws are a glossy deep blue-black.

COMBAT/TACTICS: DragonHorses usually attack with their hooves, gaining +2 damage on rearing attacks and attacks from the air. Once per turn they can breathe a Wall of Fog, Gust of Wind or Cone of Cold (1" base, 2" diameter 4d8 damage) as an 8th level magic user (except for the damage from the Cone of Cold). These creatures are never surprised, as they have amazingly keen senses, including triple infravision and ultravision. They have Aura Detection (can be used to know a creature's alignment), which makes it highly unlikely they will be captured by evil creatures.

DragonHorse

AKA: Air Steed, Equus-Lizard

HACKFACTOR: 17

EP VALUE: 1400

CLIMATE/TERRAIN: Air

FREQUENCY: Very Rare

ORGANIZATION: Solitary/Family

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Average to Exceptional (8-16)

ALIGNMENT: Neutral (good)

NO. APPEARING: 1 or 2-3 (15%)

SIZE: L (6' tall at shoulder)

MOVEMENT: 24", 48" Fly (B)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 0

NO. OF ATTACKS: 2

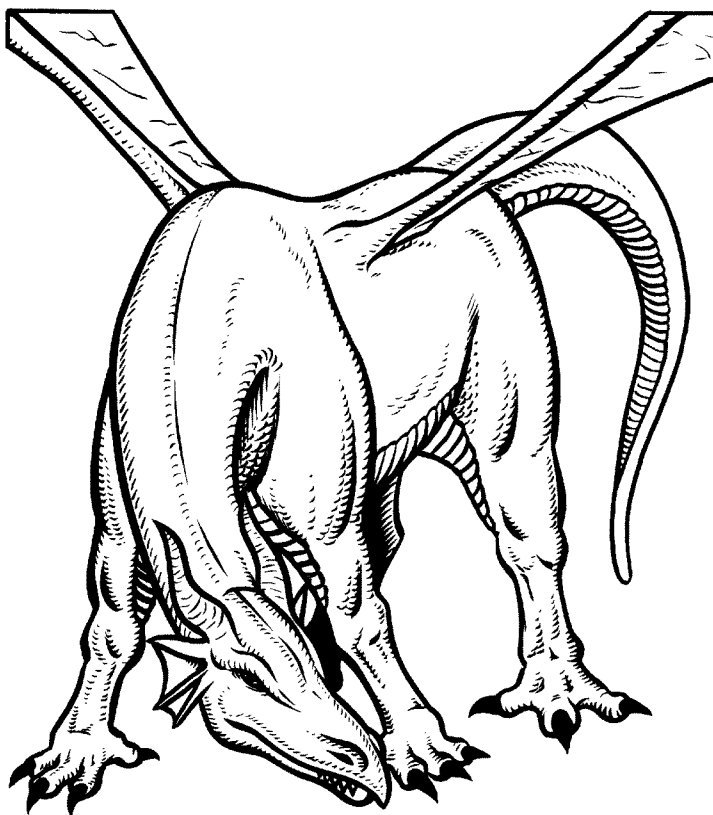
DAMAGE/ATTACK: 1-8/1-8

SPECIAL ATTACKS: Breath/Spells

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 25%

HIT DICE: 8



HABITAT/SOCIETY: DragonHorses love to roam the Astral, Ethereal and Elemental Plane of Air. They will always be encountered in the air on the Prime Material Plane. They speak rudimentary Ki-Rin, and communicate clearly with their own kind, but understand others mainly through empathy.

A DragonHorse is the ultimate steed, but can only be obtained as a willing companion and associate. No DragonHorse enjoys being land-bound for any period of time and it has no desire to explore dungeons and other confined spaces. It is considered good luck in many tribes to be struck by DragonHorse droppings; however, those struck suffer 1-3 points of damage and are stunned for 1-3 rounds after being hit.

ECOLOGY: The DragonHorse matures very slowly, over the course of approximately 20 years. Very rarely, a DragonHorse will be raised by a kind and attentive master rather than its natural parents. Any strong presence of evil will drive the DragonHorse away. Contrary to the popular Dwarven rumor, a DragonHorse will not allow someone to ride it if it is struck with that person's spittle.

YIELD:

Medicinal: Dragon Horse hoof can soothe sore joints.

Spell Components: Dragon Horse hair (mane or tail) can be used for a double duration Fly spell.

Hide/Trophy Items: Dragon Horse hide is perfect for magical Cloaks of Protection.

Treasure: Nil.

Other: Nil

Dragon, Komodo	Standard	Dire	Giant
AKA:	Jurassic Dragon	Rabid Lizard	King Komodo
HACKFACTOR:	4	8	15
EP VALUE:	420	650	2000
CLIMATE/TERRAIN:	--- Temperate to Subtropical ---		
FREQUENCY:	Uncommon	Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi (2-4)	Animal (1)	Semi (2-4)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1-6	1-2	1
SIZE:	M (10' long)	M (10' long)	H (25'+ long)
MOVEMENT:	6"	6"	12"
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Defiant (17)	Foolhardy (16)
ARMOR CLASS:	4	4	5
NO. OF ATTACKS:	1	1	3
DAMAGE/ATTACK:	1-12	1-12	1-6/1-6/2-24
SPECIAL ATTACKS:	Bacteria	Bacteria	Bacteria
SPECIAL DEFENSES:	Camouflage	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	3	4	10

fighting to the death. Their bite is twice as lethal; victims must save vs. poison (saves made at a minus equal to the bite damage). The infection is fatal in 2-24 hours, but during the last 50% of that time, the victim will become homicidal, attacking friend and foe alike until subdued or dead.

Giant Komodos hunt like standard ones, but due to their great size they cannot hide. On a natural to-hit roll of a 20, the Giant Komodo

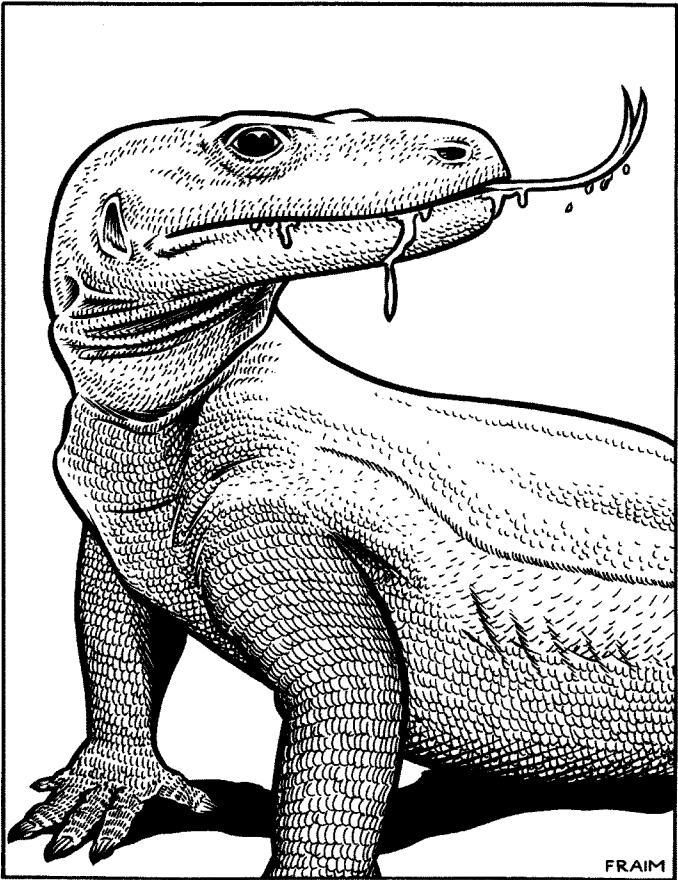
Dragon, Komodo

DESCRIPTION: The largest of the monitor lizards resembles a crocodile or a small dinosaur. Komodos are various shades of green and use their coloring to camouflage themselves when possible. They have long, forked tongues that are constantly darting out to taste the air and powerful jaws that are shorter than a croc's. Dire Komodos are wide-eyed, slobbering maniacs, while the standard Komodo is calm, cool and collected. Giant Komodos tend to be a little more aggressive than the standard, but they too keep their cool.

COMBAT/TACTICS: Komodos can sprint for short distances (double movement for three rounds, usable again after another three). They don't use this to attack, but to flee. A Cure Disease spell will cause a Komodo to die in 2-12 days, 80% of the time.

Standard Komodos lie motionless in the weeds blending in 70% of the time. They tend to prey on the young, the old and the infirm, surprising on a 6 in 10. Anyone bitten by a Komodo must save vs. poison or contract a fatal bacterial infection (saves are made at a minus equal to 1/3 the bite damage). If struck, even once, the Komodo will flee, returning 1-6 hours later in search of its victim. The bacterial infection is fatal in 2-24 hours.

The Dire Komodos have acquired an infection known to sages as "Rabid Komodo Syndrome". These Komodos do not hide and can be heard coming a mile away. They'll attack anything that moves,



snaps its jaws around a victim and thrashes, causing automatic damage every round (2-24). The victim can free itself with a successful Dexterity check. If it does not free itself, the victim must make a Strength and Constitution check in order to strike, unless it beats the Komodo's initiative. If a Komodo snaps its jaws around a victim, there is a 20% chance that the Komodo will tear off a limb (randomly determined). If it succeeds, it will flee with its meal (the limb) to eat in peace.

HABITAT/SOCIETY: Komodos do not chase down their prey, but wait for it to die. They enjoy carrion and even eating other Komodos in times of hunger. Komodos only gather where there are large amounts of carrion and an adult Komodo can smell rotting carrion up to a distance of five miles. A large amount of carcasses may attract all (maximum encounter) Komodos in the area. It is during this time that the Komodo socializes and mates.

ECOLOGY: Komodos mate during the months of May through August. The gestation period for an egg is 8 to 9 months. Dire Komodos and Giant Komodos grow from Standard ones, becoming more diseased or growing to monstrous sizes due to magic or the environment. Young Komodos live in trees until they are large enough to fend off adults.

YIELD:

Medicinal: Nil

Spell Components: The bacteria in the Komodo's saliva can be used for a Cause Disease spell that has a similar effect to the disease imparted by the bite of a Komodo.

Hide/Trophy Items: Komodo skins must first be purged of disease. Thereafter, they can be sewn into a suit of leather armor sufficient for enchantment +1 to +2.

Treasure: The gullet of a Komodo may contain incidental treasure from previous victims.

Other: Komodo Dragon eggs are highly prized in cultures that attempt to train the beasts as guards. They fetch from 200-1200gp per egg, depending on the culture.

DragonLord

DESCRIPTION: Rarely, dragons will polymorph themselves into humans or demi-humans and mate with a humanoid female. The resulting offspring are DragonLords. These are humanoid creatures with some dragon abilities and the ability to control certain dragons.

COMBAT/TACTICS: DragonLords are usually elite fighters or magic-users (40% each), 15% are clerics, 2% are thieves and the other 3% do not realize they are DragonLords and will go through life in a mundane profession such as cobbling or farming. Their occupation and their dragon parent's bloodline will determine their tactics. Evil DragonLords will scheme, pillage and cause mayhem, while good ones will help society and avoid unnecessary combat.

DragonLords gain a base 5% magic resistance and have the innate ability to temporarily gain a dragon's magic resistance when they are within 10' of the beast. Additionally, they take half damage from a dragon's breath weapon of a type that matches their dragon father and no damage if they make their save. This protection extends to attacks that are similar to the breath weapon, such as Fireballs for a Red Dragon's spawn.

DragonLords have superior Strength, Constitution and Intelligence, gaining +3 to all abilities. As magic-users they gain an additional spell every level above their normal spells and bonuses to duration and effect that relate to their father's breath weapon. (For a Red Dragon's son who is a DragonLord, duration and damage of spells like Pyrotechnics and Fireball increase by 50%.)

Besides the usual hit point kicker (typically 20), DragonLords begin with extra hit points equal to the hit dice of their father before adding the hit dice of their class. They are quick and have a natural armor class of 8. They get +4 saves vs. poison and breath weapon and +2 saves on all else.

HABITAT/SOCIETY: DragonLords sometimes do not know their parents or their own heritage and many good DragonLords find this

DragonLord

AKA: Spawn of the Wyrms

HACKFACTOR: 6 (base)

EPVALUE: Variable

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low to Genius (5-18)

ALIGNMENT: Variable (see below)

NO. APPEARING: 1 (10% chance of 2, 5% chance of 3, 1% chance of 4-9)

SIZE: M (6' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Normal chances

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 8 (base)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: by weapon or spell

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 5%

HIT DICE: variable plus hit point bonus



out in later life. They can all speak Dragon Speak and are immune to its effects. Additionally, they can attempt to Charm Dragon (as Charm Person) once per day, but only of the same type as their father dragon. They can then use these creatures as mounts to perform good or evil, depending on their personal agenda.

ECOLOGY: DragonLords are born sterile and are affected by magic items that affect Dragons. Additionally, they will bear some sort of trait or physical characteristic that is a clue to their bloodline (distinct hair color, Dragon eyes, long, talon-like fingernails, etc.) Because of their powers, DragonLords are considered a threat by the Dragon Committee. The evil Dragons on the D.C. want them hunted down and killed. Evil DragonLords sometimes build kingdoms bent on conquest, by using evil Dragons as their pawns.

YIELD:
Medicinal: Nil.
Spell Components: DragonLord blood is magical, but not as potent as Dragon blood. It can be drunk to gain the 5% magic resistance inherent to DragonLords. But the person who drinks it must still make a successful saving throw versus poison or die.
Hide/Trophy Items: Nil
Treasure: Variable, according to class and level.
Other: Nil.

Dragonne

DESCRIPTION: In appearance the Dragonne resembles the offspring of a Lion and a Brass Dragon, but it is not. A unique species all their own, Dragonnes are covered with thick, brass-colored scales, have large tawny manes and leathery brown wings. They have huge claws, fangs and large deep-set eyes.

COMBAT/TACTICS: Dragonnes will enter into melee immediately. If the opponent puts up a good fight or injures the Dragonne, the beast will back off and use its roar. This roar causes weakness to all within 120' who do not save vs. paralyzation. Failure to save means a 50% Strength loss for 2d6 rounds and all creatures within 30' are deafened for the same amount of time. Deafened creatures fight at -1 unless they are already deaf. The roar can be used only once every three rounds.

Dragonnes are poor flyers, but the creatures are agile on the ground, and use their wings to reposition themselves during a battle. If any opponent gets behind or to the side of the Dragonne, it will leap aloft briefly and land in a more defensible position.

Dragonne
AKA: Lion Dragon
HACKFACTOR: 22
EPVALUE: 2000
CLIMATE/TERRAIN: Warm Temperate to Tropical Hills/Desert
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Dusk to Dawn
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral
NO.APPEARING: 1
SIZE: M (5' at shoulder)
MOVEMENT: 15", 9" Fly (E)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 6 (Flying)/2 (Ground)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-8/1-8/3-18
SPECIAL ATTACKS: Roar
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 9



HABITAT/SOCIETY: Dragonnes lair in rocky foothills and deserts, collecting loot from those they have slain. They are very solitary, getting together only very briefly to mate, exchange awkward glances and then return to the hunt. Contrary to popular human myth, Dragonnes are not bloodthirsty creatures. These Lion Dragons will, unless really hungry, leave travelers alone if they move out of their territory promptly, and do not approach its lair.

ECOLOGY: Dragonnes speak Brass Dragon and Sphinx. Female Dragonnes raise the young from eggs for about a year, then leave them to fend for themselves. Male Dragonnes are often antagonistic to each other and will challenge one another on sight, especially during the short mating season. Some Brass Dragons have taken it upon themselves to conserve the violent and often-hunted Dragonne, whom they consider distant cousins.

YIELD:
Medicinal: Dragonne snout is a common cure for diphtheria. Certain cultures believe Dragonne claws can cure impotency. The scales of a Dragonne can be boiled and the broth used to soothe sunburn.
Spell Components: A Dragonne's vocal cords can be used as a spell component for Shout in lieu of other components.
Hide/Trophy Items: The hide of a Dragonne makes excellent scale mail armor and can be enchanted up to +4.
Treasure: B, S, T
Other: Dragonnes can be trained as guards and a fertilized Dragonne egg is worth upwards of 5000gp.

Dragonnel

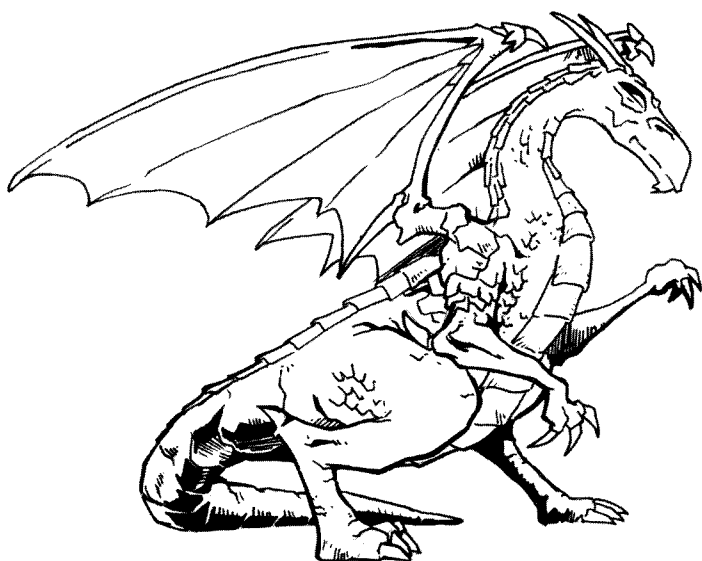
DESCRIPTION: Not so distantly related to Dragons and the Jurassic Creatures, Pteranodons, the Dragonnel has a large, toothy beak and sharp talons. The grayish underbelly fades into a dusty-red/violet along the sides of a tail, while the rest of the creature is red with white-faded ridges. A Dragonnel just might be mistaken for a Red Dragon by those who have never seen a real Red Dragon in their entire lives.

COMBAT/TACTICS: Dragonnels are about as smart as your average cart horse, if it were a carnivore. Attacking with their bite and talons, Dragonnels are also capable of a snatch attack (see Dragons) if they hit with all three attacks in a single round and are flying. Thus, Dragonnels sometimes lift prey high into the air and drop them 10-100'. Should an opponent continue to damage a Dragonnel while it attempts this maneuver, make two morale checks. If it fails both, it will drop the opponent. Failure of only one indicates that it grips the victim tight, but panics and continues to climb (fly upward) at maximum move until it successfully makes another morale check (check once per round).

HABITAT/SOCIETY: Left to its own devices, the Dragonnel will create a lair and hunt just like any normal carnivore. However, Dragonnels are sometimes captured and used as steeds by evil races and these Dragonnels and their kin are evil. These creatures were once numerous throughout Garweeze World, but are now nearly

Dragonnel

AKA: False Dragon
HACKFACTOR: 6
EPVALUE: 650
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Family
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral (evil)
NO.APPEARING: 1-4
SIZE: L (24'+ long)
MOVEMENT: 12", 18" Fly (C)
 (D, if mounted)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 3
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6/1-6/4-16
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 8+4



extinct. The popular dwarven miner's tale that Dragonnels will give you a bar of gold if you hand feed it a rabbit is simply untrue.

ECOLOGY: Dragonnels may be the missing link between modern Dragons and prehistoric Dragons. Dragons do not acknowledge them as kin and consider them an embarrassment to the Dragon race. Red Dragons will usually attack Dragonnels on sight.

YIELD:

Medicinal: Dragonnel blood is highly prized because it can be used to mask the scent of approaching intruders to a Dragon's lair. The average Dragonnel has enough blood to coat 40 human-sized targets. This gives Dragon hunters an additional 1 in 10 chance of surprising a Dragon.

Spell Components: Dragonnel brains can be used to make Potions of Dragonnel Control.

Hide/Trophy Items: Dragonnel hide can be made into scale mail suitable for enchantment up to +2.

Treasure: Nil.

Other: Dragonnel body parts are a cheap substitute for Dragon body parts in minor magic items or cursed magic items and only result in a 10% chance of spell mishap per item use.

Dralch

DESCRIPTION: The Dralch are large humanoids, hairy and heavy-set. Their bulky muscular frames hinder their movements, making them slow to act. They wear crudely-tanned hide garments and will carry some type of club.

COMBAT/TACTICS: The preferred weapon of the Dralch is any item that resembles a club or can be used as such. Morningstars, maces and the like are prized if they can be obtained. Many of the Dralch have enough dexterity to master throwing a spear or using a bow, but the power of a club is favored. The Dralch have a natural aversion to organized battle, and make lousy troops. One on one combat suits them perfectly, but when faced with multiple opponents, the Dralch will often resort to retreat or surrender.

HABITAT/SOCIETY: The Dralch have developed little industry or technical capability. They are able to fashion crude tools of stone and wood, which they use to build their living structures and to hunt and gather food. They trade mollusks, shellfish and hides with neighboring tribes and even other humanoids, although they are reluctant to meet strangers outside their own race.

Dralch

AKA: Yeti Men
HACKFACTOR: 4
EPVALUE: 420
CLIMATE/TERRAIN: Any
FREQUENCY: Uncommon
ORGANIZATION: Clan/Tribe
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Average (8-9)
ALIGNMENT: Neutral
NO.APPEARING: 1-4
SIZE: L (7' tall)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Unsteady (7)
ARMOR CLASS: 5 (10)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: by weapon, +4
 Strength bonus
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 5+5



The immense strength (20) of the Dralch, combined with their apparent docile nature has made them the perfect subservient species. For many centuries, the Dralch have been exploited and sold as slaves throughout Garweeze Wurld. Because they do not cooperate well in teams, the Dralch are favored as arena combatants and as guards. Their quiet composure can be broken, and an enraged (+1 to hit, +2 to damage) Dralch is a formidable opponent.

On their native isles, the Dralch are largely peaceful. Why creatures of such imposing stature are so timid is puzzling to neighboring cultures.

Their society centers around their primitive tribes, which are comprised of eight to twelve clans of 1d20 members each. Each clan dwells on its own lands and has little to do with the rest of the tribe as a whole except for inter-marriage, mass-rituals, etc. In times of war the clans may all relocate in a central location to provide better defense.

ECOLOGY: The basic Dralch family unit lives in crudely thatched structures built to last for one or two seasons, whereupon they are rebuilt from the ground up, as part of ancient tribal ritual. Some Dralch displaced by other races or fleeing the slave trade have adapted to a life in the deeper forests and have proven themselves capable hunters. These forest-dwelling tribes will almost always settle along a waterway. Subsisting on a diet of fish, fowl and game gathered in their territory, their homeland places few demands on the Dralch.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Drelb

DESCRIPTION: Drelbs have one of two forms (50% chance of encountering either one). The first form is indistinguishable from a Wraith and the other is indistinguishable from a guy in a sheet with two eye-holes cut from it.

COMBAT/TACTICS:

Drelbs are summoned from the Negative Material Plane as guardians. They can only be hit by magic weapons and cannot be turned by clerics. However, should a cleric try to turn a Drelb, it creates an illusion that it is shrinking away while it is actually gliding forward. This effect is 90% likely to make the viewer believe that the Drelb is in full retreat.

Drelb

AKA: Haunting Custodian, Spirit Curator

HACKFACTOR: 11

EPVALUE: 975

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: See Below

INTELLIGENCE: Average to Very (8-12)

ALIGNMENT: Neutral (evil)

NO. APPEARING: 1

SIZE: M

MOVEMENT: 6"

PSIONIC ABILITY: Reflection

Attack/Defense Modes: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 2

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-12

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 5+3

Magic silver weapons do double damage to a Drelb, but normal silver does nothing. Drelb can reflect any psionic attacks back at its caster. Non-undead victims struck by a Drelb will automatically fall to the ground, chilled by their "nether chill" touch. They will also drop anything they were carrying. For this reason, Drelb like to target torch bearers.

HABITAT/SOCIETY: Drelb are summoned to serve as guardians for secret places and/or hoards of wealth. They can only exist on the Prime Material Plane from dusk until dawn. Drelb speak in gibberish, which can only be understood by the summoner or other Drelb. They understand and speak halting Common tongue. Drelbs can be summoned by mages of any alignment, although evil mages will tend to make the Drelb commit evil acts during its stay on the Prime Material Plane.

ECOLOGY: These are spirits of evil people who ended up on the Negative Material Plane. They are extremely pessimistic and depressing, believing that everyone, one day, will end up a sad, pathetic



Drelb. 50% of all Drelb carry a simple sack that is half-full of a variety of sweets, but most of them will be very old and stale. If asked about the sack, a Drelb will reply slowly in a mournful whisper, "All I got was a rock."

YIELD:

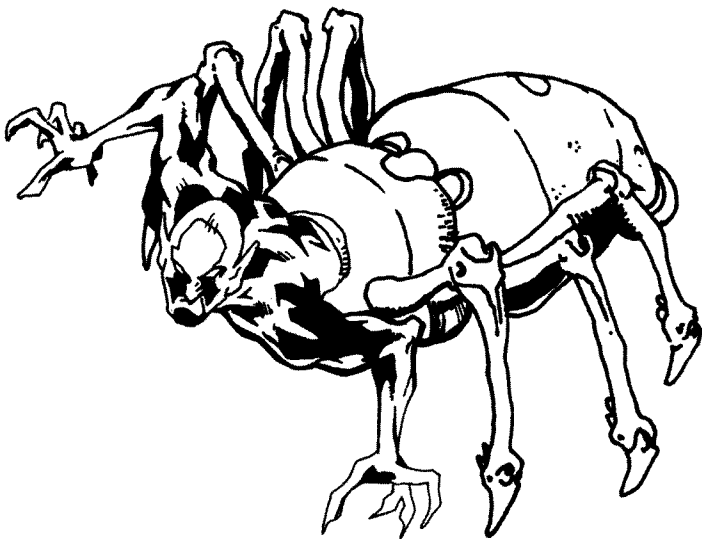
Medicinal: Nil

Spell Components: Essence of Drelb can be used to cast a Gate spell into the Negative Material Plane only as an eighth-level spell. One entire Drelb can be used to cast Energy Drain in lieu of other components.

Hide/Trophy Items: Nil

Treasure: (dependent upon what the Drelb guards)

Other: Nil



Dridr

DESCRIPTION: These creatures have the torso of a drow and the legs and lower body of a giant dark spider. Driders are created by the drow's dark gawdness, Zyandal, whenever a 6th level drow fails a special test. Unsubstantiated rumors suggest that this test includes a bevy of differential equations.

COMBAT/TACTICS: Driders can cast all the spells that a normal 6th level drow can cast, plus they retain the spell abilities they had before their strange transformation. Dridr clerics will be 6th to 7th level and Dridr mages 6th to 8th level.

Driders strike their victims as 7 Hit Dice monsters. They often use swords, axes and bows, but these foul beasts can also bite for 1-4 hit points of damage plus poison (save vs. poison at -2 or become paralyzed for 1-2 turns). Driders are aggressively foul tempered and will tirelessly stalk their chosen prey.

HABITAT/SOCIETY: These beings are outcasts from drow society and are usually found in their lairs accompanied by 2d6 huge spiders. Very rarely, they may be found with other outcast drow or other Driders, but this will almost always be near or around a drow city. Driders are very bitter, having had their careers and their lives ruined. A few have retained enough of their sanity to savor sweet revenge against specific drow and may be able to impart valuable information to PCs looking to infiltrate a drow city. However, nearly all Driders are very treacherous by nature and any one of them savvy enough to set up an old enemy certainly is savvy enough to betray the party as well, after they've served their purpose.

Dridr

AKA: Arachnidrow, Foul Spider
HACKFACTOR: 16
EP VALUE: Mages 3000/Clerics 5000
CLIMATE/TERRAIN: Subterranean caves/cities
FREQUENCY: Very Rare
ORGANIZATION: Bands
ACTIVITY CYCLE: In darkness
DIET: See Below
INTELLIGENCE: High to Super (13-20)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1 or 1-4
SIZE: L (9' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 or by weapon
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 15%
HIT DICE: 6+6

ECOLOGY: Driders are transformed by Zyandal after they fail an aptitude test known only to drow. In her gawdlike wisdom, Zyandal made certain that sterility was a by-product of the transformation process.

YIELD:

Medicinal: The blood of these creatures is poison to faerie-kin and those who survive imbibing it may become evil and corrupt. **Spell Components:** Although highly magical, Driders are cursed by Zyandal, so any spell cast using the parts will turn on the caster. **Hide/Trophy Items:** Nil **Treasure:** Nx2, Q **Other:** Nil

Drow Elf

DESCRIPTION: Drow elves are an evil off-shoot of the elven race that was driven underground. The Drow dispute this, calling their settling in the NetherDeep a tactical withdrawal. They have deep black skin and pale, usually white, hair. Shorter and more slender than humans, male drow weigh 80-110 pounds and females 95-120 pounds. Both genders have finely chiseled features and long fingers and toes. Drow clothing is black and functional though hardly utilitarian. Drow like to talk tough and will often taunt opponents they outsmart. However, talking tough and subsequently following through on one's threats is

Drow Elf

AKA: Elvanus-Nefarious
HACKFACTOR: 8
EP VALUE: Clerics 975/Others 650
CLIMATE/TERRAIN: Subterranean caves/cities
FREQUENCY: Very Rare
ORGANIZATION: Clans, Bands
ACTIVITY CYCLE: In darkness
DIET: Omnivore
INTELLIGENCE: High to Super (13-20)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 5-50
SIZE: M (5' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Normal Chances
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 4 (10)
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
HIT DICE: 2

another matter entirely. When faced with an opponent strong and assertive enough to dish out some bodily harm to the rakish dark elves, they will usually slink away. The affront will not be forgotten, however, and revenge will be sought at an opportunity more conducive to the Drow.

COMBAT/TACTICS: NPC drow encountered outside the homeland will have minimum abilities equal to a 2nd level fighter. They are always ready to trash talk, even when amongst their own kind. Drows wear finely crafted, non-encumbering, black mesh armor, which is made of a special dark adamantite. The suits of chain mail are equal to +1 to +5, but they don't radiate magic. Even the lowliest of drow has +1 chain mail, while higher level ones add +1 per four levels of experience. Dark elves also carry bucklers made of the same dark adamantite that are equal to +1 to +3, again, according to their levels.

Most drow carry a long dagger and a short sword of adamantite alloy equal to +1 to +3, with +4 weapons carried only by the most powerful or noble drow. 50% of all drow carry a small crossbow with a range of 60 yards that can fire 2 darts per round for 1-3 points of damage. They usually carry a poison that makes a victim unconscious for 2-8 hours unless they save vs. poison at -4. A few drow carry +1 to +5 adamantite maces, and some carry javelins coated with the same poison as the darts (range 60 yards, short range bonus of +3, medium range +2 and long range +1).

Drow boots and cloaks act much as Cloaks and Boots of Elvenkind. However, the wearer is only 75% likely to remain undetected in shadows or to surprise enemies. Drow cloaks are resistant to fire, giving



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the wearer +6 to saves vs. fire. Drow naturally move silently and have 120' infravision. They can detect secret doors as an elf, have the same underground senses as dwarves and can only be surprised 1 in 20.

All drow have trained in the magical arts and can use the following abilities once per day: Dancing Lights, Faerie Fire and Darkness. At 4th level, they can use: Levitate, Know Alignment and Detect Magic. Drow clerics can also use Detect Lie, Clairvoyance, Suggestion and Dispel Magic. All drow have a 50% magic resistance that goes up by 2% per level and gain+2 to saves vs. magic.

For every 10 drow present, there will be a fighter/mage of 3rd level. For every 20, there is an additional leader fighter/cleric of 6th level. For 30 or more, up to 50% of the drow are cleric and there is a 7th/8th fighter/cleric leader and 5th/4th fighter/mage assistant in addition to the other high level drow.

Light is a notable weakness of the dark elves. Drow within the radius of a Light or Continual Light spells are 90% likely to be seen, lose 2 points of Dexterity and attack at -2. PCs within the illumination of said light who are targeted by drow spells save at +2. If the targets are in the light and the drow are outside it, the bonus is -1 to hit PCs and +1 to saves.

Drow are 75% likely to leave the radius of magical light or bright light, unless they are in mortal combat. Torches, lanterns, magic weapons and Faerie Fire do not adversely affect drow though they still find them to be rather irritating.

HABITAT/SOCIETY: Drow speak their own exotic variation of the elven tongue, Common, subterranean Common, gnome and standard elven. They may also speak many of the languages spoken by intelligent, underground creatures. Additionally, drow have a secret, silent language composed of hand signals and body language. These signs convey basic information. Deeper meaning is possible if the drow are within 30' feet of each other.

Drow elves hate surface elves (especially the Grel) and all faerie-kin, and constantly plot the downfall of all who live on the wretchedly bright surface of Garweeze Wurd. No one knows what becomes of

this incessant plotting but the fact remains that millenia later the Drow still dwell in their impecunious NetherDeep.

Dark elves live in large, gloomy cities that few humans or demi-humans would ever care to visit. The buildings are carved from stone and twisted into Hellish shapes. Drow society is fragmented by noble houses and merchant families who scramble for power. All drow carry a brooch inscribed with the symbol of the merchant or noble house they are aligned with and they adhere to a rigid caste system. They worship the dark goddess Zyandal and wholeheartedly believe that only the strong should rule. Most drow clerics are female and the society in general tends toward a matriarchy.

Dark elves that fail rigorous training are either killed or sentenced to a lifetime of menial service labor. Thus any drow of less than 2nd level will only be encountered within a drow city. The dark elves use giant rodents as pack animals and Troglodytes and Bugbears as servants. The drow slums are havens for evil creatures such as Mind Flayers and Beholders. They are, however, constantly at war with their neighbors, especially dwarves and gnomes. Drow elves keep slaves of all types, including past allies who were foolish enough to let down their guard. Drow elves brand their slaves like cattle, often employing elaborate designs. Brands are 95% likely to be located on the right buttock.

ECOLOGY: Eons ago, the dark elves were driven underground due to their evil ways and inferior tactics. They adapted to the NetherDeep and became what we today call the Drow. Direct sunlight not only weakens drow, but destroys their special magic cloaks, boots, armor and weapons. Within 2-12 hours, any items exposed to the sun will begin to rot, becoming totally worthless. If protected from the sunlight, Drow artifacts retain their properties for 1d20+30 days before reverting to normal (albeit serviceable) items. A drow item needs to be exposed to the drow underworld one week out of every four to retain its abilities. Drow poison loses its potency instantly if exposed to the sun and only lasts 60 days after being exposed to air. If properly stored, drow poison remains potent for up to a year.

Drow elves are obsessive when it comes to their looks. In their free time, they constantly preen themselves. Fine jewelry is a sign of status and most Drow will wear rings, bracelets or necklaces. Platinum items are the most prized.

YIELD:
Medicinal: The blood of all these creatures is poison to faerie-kin and those who survive imbibing it may become evil and corrupt.
Spell Components: A piece of dark elf skin can be used for a Darkness spell in lieu of other components.
Hide/Trophy Items: Nil
Treasure: Nx5, Qx2
Other: Nil

Drow, Half-

DESCRIPTION: Half-Drow are always the result of mating a Drow Elf and a non-drow Elf. Most Half-Drow favor their Drow parent's dark complexion. Half-Drow have no status in Drow Elf society and are not fully trusted in normal Elven circles. Their dress is, therefore, a combination of both cultures, depending on the occupation and background of the individual. Half-Drow have varied backgrounds and can be of any alignment, but most are chaotic neutral.

COMBAT/TACTICS:
There are no universal tactics for half-drow, as it solely depends upon the individual's personality, occupation and weapons. However, like other elves, they do gain +1 to hit when using short or long swords and a +1 bonus to hit when using either the long-bow or crossbow (one or the other, not both, depending on where the elf was raised.) Due to their affinity for magic, many become mages or multi-classed mages. See the Player's Handbook for allowable classes for half-elves. In addition to their normal spells, they can also cast Faerie Fire once per day at 1st level, Dancing Lights once per day at 4th level and Darkness once per day at 7th level. Half-drow are sometimes used by elves as spies on the drow and vice versa. Most half-drows have occupations that afford them solitude, like rangers, druids, assassins, etc.

Drow, Half-
AKA: Drowish-Elf
HACKFACTOR: 1
EP VALUE: 65
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Omnivore
INTELLIGENCE: High to Genius (13-18)
ALIGNMENT: Chaotic Neutral
NO. APPEARING: 1
SIZE: M (5'-6' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Normal Chances
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 4 (10)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: +1 bonus on saves vs. all forms of magic attacks
MAGIC RESISTANCE: 20% +1% per level
HIT DICE: 1+2



HABITAT/SOCIETY: Half-drow are very independent and quickly sever most of their ties to drow and elf society in general. Tolerant societies embrace these mixed races, while evil ones may consider them “lesser” beings or even seek to destroy them. Thus, half-drow are quiet loners, usually humorless. They lead long, tough and lonely lives. A half-drow who applies himself to one society or the other can, after many years, achieve status. They speak common, elven and drow elven.

ECOLOGY: Half-drow father quarter-drow, eighth-drow, three fourths-drow, etc. These beings are treated as the race which forms the majority of their lineage. Half-drow have infravision that extends to 90 feet. As all other elves, they are 90% resistant to Sleep and Charm spells, gain +1 to their initial Dexterity and -1 to their initial Constitution and can detect secret doors on a one-in-six chance. Furthermore, these half-breeds are only surprised on a 2 on a 1d10. They may move silently as other elves in specific terrain (natural forest surroundings or underground, depending on where he grew up.) Regardless of where they live, just like their dark skinned kin, they too suffer when exposed to bright sunlight or Continual Light spells (although only a -1 to all die rolls).

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: N, Q + 10% chance of drow magic item

Other: Sages that study anatomy value the chance to dissect these rare-crossbreeds. Although half-drow are only 20-80gp, because they differ little from the average elf. The price is halved for skeletons.

Drowtaur

DESCRIPTION: These creatures have the torso of a drow and the body of a black horse or nightmare. Occasionally the horse portion of a Drowtaur will have pinto or appaloosa markings.

Originally created from a group of evil Syntaurs that worshipped Zyandal, these creatures work closely with the drow, especially at the entrances to their deep subterranean lairs. They relish the chance to prove their skills as marksmen.

COMBAT/TACTICS: Drowtaurs will usually only fight at night and 25% employ weapons crafted by the drow elves. They are always well-equipped with the finest armor, and prize highly decorated weaponry and armor. Drowtaurs

Drowtaur
AKA: Nightmare Centaur
HACKFACTOR: 7
EPVALUE: Clerics 975/Others 650
CLIMATE/TERRAIN: Temperate Forests
FREQUENCY: Very Rare
ORGANIZATION: Clans, Bands
ACTIVITY CYCLE: Night
DIET: Omnivore
INTELLIGENCE: High to Genius (13-18)
ALIGNMENT: Chaotic Evil
NO.APPEARING: 3-30
SIZE: L (6' tall)
MOVEMENT: 24"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Courageous (13)
ARMOR CLASS: 6
NO. OF ATTACKS: 2 or 1
DAMAGE/ATTACK: 1-4/1-4 or by weapon
SPECIAL ATTACKS: See Below
SPECIAL DEFENSES: See Below
MAGIC RESISTANCE: See Below
HIT DICE: 4



employ long bows with no penalty at half gallop and will coat their arrowheads with the same poison the drow use in capturing their enemies. Each Drowtaur will have a well-stocked saddlebag full of weapons, including extra arrows, a short sword, two daggers and whatever items the drow have traded to them.

Drowtaurs have the same spell abilities as drow, but can only use the spells once a week. Their magic resistance is 20%, plus 2% every level. Drowtaurs can be clerics and mages just like drow and will be found in the same numbers as drow.

HABITAT/SOCIETY: These creatures work closely with the drow trading topside slaves for underground magic. Their lairs are often near or in a subterranean entrance to the NetherDeep. Drow consider the Drowtaurs beneath them, but tolerate their presence, while Drowtaurs are envious of true drow for their closeness to Zyandal.

Occasionally, Drow and Drowtaurs will work together to wipe out a village of elves or other faerie-folk. Drowtaur hate Centaurs and Syntaurs and will attack them on sight. They capture other creatures to trade as slaves. Drowtaurs always immediately brand their slaves.

ECOLOGY: Created from a band of Syntaurs that worshipped Zyandal, the Drowtaurs are laboring hard to better serve Zyandal. Their goal is to one day replace the drow as Zyandal’s favored worshippers. They adhere strictly to Zyandal’s teachings and will often be led by zealous clerics.

Another goal of the Drowtaur is the eventual corruption of the Realm of Faerie, but fortunately, none of the Drowtaur clerics has been able to find an entrance to that Realm. Drowtaurs are relatively new creatures to Garweeze Wurld, and remain virtually unknown to all but drow, Centaurs, Syntaurs and faerie-kin they terrorize. Drowtaur keep their lairs a secret by killing anyone that discovers

them or moving their base if someone successfully escapes. Drowtaur like to collect the belongings of their slaves which they sell to the Drow, and will also trade these goods among their own kind.

YIELD:
Medicinal: The blood of these creatures is poison to faerie-kin and those who survive imbibing it may become evil and corrupt.
Spell Components: Drowtaur bones can be used in casting a Nightmare spell (reverse of Dream) for double damage.
Hide/Trophy Items: Nil
Treasure: Nx3, Qx2, I; 1x2 (in lair)
Other: Nil

Dryad

DESCRIPTION: These rarely seen visions of beauty are actually intelligent tree spirits. Dryads resemble the most beautiful elf maidens of Garweeze World. They are not often encountered by the common person unless surprised (or if they want to be seen). Their hair changes with the colors of their tree's leaves and turns snowy white during the long months of winter.

Dryads often appear in scandalously sparse outfits if they wear anything at all. They know instinctively what sort of apparel will attract the person they are focused upon, and always know what will play up their best features.

COMBAT/TACTICS: Shy and nonviolent, Dryads rarely carry weapons of any kind, but usually they will have a small but very keen knife that they use as a tool. They will only use the knife to attack if seriously threatened in defense of her tree.

Dryads can use a powerful Charm Person spell 3 times per day (once per round) that causes the victim to save at -3. Dryads know about the elven resistance to charm effects and will only attempt to charm one as a last resort.

Whenever a Dryad encounters a male with a 16 Charisma or above, she will attempt to charm him. Victims will be taken inside the Dryad's home to serve as love slaves. 50% of them never return and the ones that do are absentminded, as though trying to remember a thought that has just escaped them. Other escapees return 1d4 years later. Dryads can Dimension Door (themselves and one other person) inside their trees. Dryads can Speak With Plants and will often find out information ahead of time about approaching PCs.

HABITAT/SOCIETY: Dryads are normally solitary, but up to six of them have been encountered in one place, which is more than any

Dryad
AKA: Tree Sprite, Arborea Lady
HACKFACTOR: 6
EP VALUE: 975
CLIMATE/TERRAIN: Secluded Oak Groves
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Herbivore
INTELLIGENCE: High (13-14)
ALIGNMENT: Neutral
NO. APPEARING: 1 or 1-6
SIZE: M (5' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 9
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 (knife)
SPECIAL ATTACKS: Charm
SPECIAL DEFENSES: See Below
MAGIC RESISTANCE: 50%
HIT DICE: 2



mortal male can resist. Dryads will come to each other's aid, but don't really socialize, apparently preferring the company of their home tree. They prefer to use non-verbal forms of communication whenever possible, which can lead to fumbling and awkward moments if they cannot make themselves understood.

A Dryad's treasure is kept near her tree. These tree sprites deal with humans and demi-humans only when they have to, but prefer to deal with males rather than females because they know they are feared and despised for their beauty. If approached carefully, they have been known to aid adventurers. They always know a great deal of detailed information about the lay of the land in the area where they live.

ECOLOGY: Dryads will protect their groves from any harm, even sacrificing their bodies and their lives. Legends claim that Dryads are the animated souls of very old oak trees. Dryads are attached to a single, very large oak tree for their lifetimes and cannot, for any reason, go more than 360 yards from that tree. If she does, the Dryad will die in 6d6 hours unless returned to her tree. Oak trees do not radiate magic, but those who find a Dryad's home will have great power over her. Any damage done to the tree hurts the Dryad. Dryads will do anything to protect their trees. Absolutely anything.

YIELD:
Medicinal: The sap from a Dryad oak tree clears blemishes.
Spell Components: Dryad hair can be used to Charm Plants with twice the range. Dryad blood is a key ingredient in a Potion of Longevity and sometimes, in potions that turn magic-users into Liches.
Hide/Trophy Items: Nil
Treasure: M (x100), Q (x10)
Other: A willing Dryad will grant a lucky adventurer +1 to hit, +1 on all saves and +1 damage, immunity to fear, weakness and other charm magic for a week and a smile that will last a lifetime.

Dune Stalkers

DESCRIPTION: Dune Stalkers are vicious snake-men that are the color of the desert sands. They have the torso of a humanoid, large jaws and the bodies of snakes. They can burrow in the loose sand very quickly.

COMBAT/TACTICS: In the desert, even in bright daylight, Dune Stalkers can hide in the sand 75% of the time and move silently 80% of the time. They ambush prey and devour them alive. If a fight turns against them, they will drag the smallest piece of prey back to their lair to eat it. Dune Stalkers have a Touch of Death, which can be used once a day. Anyone struck by the Dune Stalker must save vs. petrification or die. If a cure spell is applied within 4 rounds, the victim will revive.

HABITAT/SOCIETY: Dune Stalkers prowl the desert sands, usually around an oasis, and they will devour anything they can get their

Dune Stalkers

AKA: Sand Ninjas, Oasis Prowlers

HACKFACTOR: 3

EPVALUE: 420

CLIMATE/TERRAIN: Deserts

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral (evil)

NO. APPEARING: 1-6

SIZE: M (4' tall)

MOVEMENT: 3", 12" Burrowing

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 6

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-4/1-4/1-10

SPECIAL ATTACKS: Surprise

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4

clutches on. They prefer human and demi-human meat and like to gather strangely-textured things for their nests. Their nests are usually located within 1000 yards of where they are encountered.

ECOLOGY: Oasis Prowlers are voracious reptiles that hunt in the day and sleep at night. They can go up to 6 weeks without water. Loud noises and cold spells will drive them away, but they will return in 1-6 hours, unless night falls or the prey moves out of its territory. Contrary to the popular halfling rumor, Dune Stalkers will attack and eat halflings that wear thick socks.

YIELD:

Medicinal: Dune Stalker meat is edible, but tough.

Spell Components: Dune Stalker tongue can be used for a Dust Devil spell of double duration.

Hide/Trophy Items: The hide of these creatures is ideal for tents and are highly prized by nomads. Also, those sleeping in a tent made from Dune Stalker will be avoided by the beasts.

Treasure: R

Other: Dune Stalker hides fetch 10-60gp in desert marketplaces.

Dungeon Anemone

DESCRIPTION: As unusual as it may seem, the Dungeon Anemone appears to be a large, air-borne version of the peaceful sea creature with the same name. Dungeon Anemone waft along on the air currents in dungeon corridors, preying upon any warm-blooded creatures they happen to encounter. Their coloring is darker than that of their ocean-going cousins, with grays, browns and blacks being the order of the day.

COMBAT/TACTICS:

When the Anemone senses a heat source, it moves in to attack. It can tell the difference between body heat and the heat given off from fires. Illusions involving body heat are 90% likely to fool a Dungeon Anemone. Prey will be attacked by eight of its tentacles and constricted for automatic damage on a successful hit, plus a weak toxin that paralyzes victims if they miss their save vs. poison at +4. Once it stops moving, the Anemone pulls its victim inside its body and digests it. The digestive juices cause 1-6 points of damage per round. If the Anemone takes eight points of damage or more from a sharp weapon, there is a 20%+ damage that it will rupture the gasbag that allows it to fly. It will be stranded until it heals all its hit points.

One can sever the tentacles by delivering 10 or more points of damage to one in a single blow with a hacking weapon. Individually a tentacle is AC 6.

Dungeon Anemone

AKA: Floating Tentacles of Death

HACKFACTOR: 5

EPVALUE: 650

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Uncommon

ORGANIZATION: Pods

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: M (4' around)

MOVEMENT: 3" Flying (D)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 8

NO. OF ATTACKS: 8

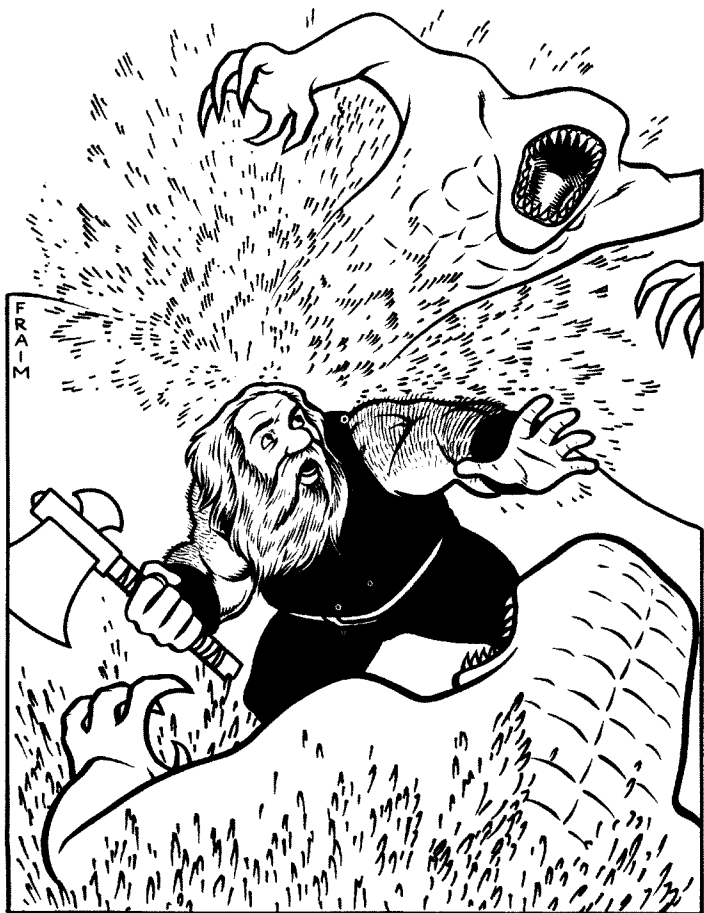
DAMAGE/ATTACK: 1-4x8

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 6





HABITAT/SOCIETY: Dungeon Anemones are spawned in the NetherDeep, but they make their way into dungeons because the flat walls, ceilings and floors mean better hunting to them. Although not affected by light or darkness, Anemones can sense it and will stay in the dark to keep a tactical advantage. Anemones will fight over the same food, sometimes each digesting a limb and working forward until there's nothing left of the victim.

ECOLOGY: Dungeon Anemones are born just like the sea variety, but they require damp, moist caves to spawn. Baby Anemones are 1HD with two attacks, gaining 1HD and one attack each month until fully grown. Only fully-grown anemones have the toxin. If an Anemone nursery is found, there will be 2-16 young Anemones of 1-6 hit dice each.

YIELD:

Medicinal: Dungeon Anemone toxin can be used as an anesthetic

Spell Components: Nil

Hide/Trophy Items: The body of an Anemone can be hollowed out and used as an airtight container, if not ruptured.

Treasure: Nil

Other: Nil

Dungeon Cat

DESCRIPTION: Like all felines, Dungeon Cats enjoy the pain of others, and what better place to find people in pain than in dungeons? A Dungeon Cat resembles a standard domestic cat, except that it is slightly larger and tougher. The Dungeon Cat's fur is darker in color.

COMBAT/TACTICS: Dungeon cats prefer to sleep and eat rather than fight, but if disturbed or cornered, they attack ferociously. On

a roll of a natural 20, a Dungeon Cat leaps on the face of an opponent, blinding him and causing automatic damage to the corneas and face. This has a 20% chance of resulting in temporary Charisma loss (1-3) and damaged eyesight (-1 to hit until healed).

Dungeon Cats can move silently (85%) and hide in shadows (75%) in any subterranean conditions. They cannot be surprised and are able to surprise opponents 7 in 10 times.

Dungeon cats have the innate ability to Detect Gold in a 60' radius revealing the location and approximate amount. Unfortunately, since they are feline and difficult to train, this detection ability does their would-be benefactors little good.

HABITAT/SOCIETY: Dungeon Cats would make great companions if they had compassion for anything other than themselves. Assuming someone or something feeds them regularly, a Catacomb Cat will follow that person around. Careful observation of the cat may alert a companion of possible danger, but this danger is only real to the cat if it actually might affect it. Dungeon Cats do not react to dangers that affect companions and not the cat itself. If a companion forgets to feed a Dungeon Cat even once, it will begin looking for a new companion, meowing loudly (20% chance of attracting random monster) until fed or driven away.

ECOLOGY: Dungeon Cats were developed by Hawthorne the Warlock to combat the rat problem in his dungeons. The cats quickly wiped out all the rats and became a menace themselves. Dungeon Cats have excellent senses and 100' infravision. If only they could be persuaded to cooperate, they would make excellent familiars, as the magical bonding would keep them from straying too far.

YIELD:

Medicinal: Dungeon Cat eye can cure eye ailments for demi-humans with infravision.

Spell Components: The whiskers of the dungeon cat can be used in the 2nd level magic-user spell, Detect Gold 60' radius (Range: 0, Components: S, M, Duration: 2 rounds per level of caster, Casting Time: 2 segments, Saving Throw: none. Reveals location, amount and purity. A person or creature who is carrying gold may attempt a saving throw to resist the effect.)

Hide/Trophy Items: Nil

Treasure: Nil.

Other: Nil

Dungeon Cat

AKA: Catacomb Cat, Felinus-Subterranea

HACKFACTOR: 1

EPVALUE: 65

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: S (2' long)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 7

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1/1/1d4-2

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 1

Dust Digger

DESCRIPTION: The Dust Digger is a terrifying sight for any desert traveler. Resembling a giant starfish or flat octopus with a gaping maw in the center, Dust Diggers keep the majority of their body (located under the maw) under the sand.

COMBAT/TACTICS: The inside of the Dust Digger is AC 7, but the outer hide is only AC 4. After digging a sizeable hole, the Digger inflates its body, covers itself with sand and waits for prey. These beasts are patient enough to wait for incredible lengths of time. When a victim walks over the area containing the Digger, it deflates rapidly, causing the victim to sink into its maw unless the victim makes a successful Dexterity check.

If unsuccessful, the digger will fold its arms over its prey immobilizing it and chewing it to death (1-8 + AC per round). Victims so enfolded will be unable to escape or move unless they have a Strength above 20. 20% of Dust Diggers are born with the ability to create an illusion of water over their sinkholes.

If a Sand Octopus misses its target in its initial attack or it needs to defend itself against the attacks of others, it can engage in melee by biting. But because it is relatively slow, it will always attack last.

HABITAT/SOCIETY: Like a school of evil desert fish, the Dust Digger moves at night with its fellows, then waits during the day. They will never travel more than 100 yards at night, as a new hole takes them hours to dig.

ECOLOGY: Dust Diggers evolved from giant, prehistoric starfish that managed to survive a massive climate change, leaving them stranded in an arid environment. Sages agree that these beasts must have evolved into carnivores and have been eating people ever since.



Dust Digger

AKA: Aridus-Trapus, Sand Octopus

HACKFACTOR: 4

EP VALUE: 275

CLIMATE/TERRAIN: Desert

FREQUENCY: Uncommon

ORGANIZATION: Schools

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-20

SIZE: L (10' around)

MOVEMENT: 3"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 4/7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8+AC

of victim

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4

YIELD:

Medicinal: Dust Diggers are edible, but salty.

Spell Components: Nil

Hide/Trophy Items: Dust Diggers are a key component of a Ring of Shooting Stars.

Treasure: Incidental

Other: Nil.

Dwarf, Derro

DESCRIPTION: This degenerate dwarven race are characterized by their white skin with blue undertones, sickly, pale yellow or tan hair and staring eyes that have no visible pupils. Most Derro wear a loose costume woven from the hair of some type of NetherDeep creature and they prefer plain leather to studded leather armor.

COMBAT/TACTICS: Derro fight with ornamental blades called secari, which can be treated as daggers in combat. Half of all Derro encountered will carry a repeating light crossbow (12" range, two shots per round, six bolt clip, 1d3 damage). The Derro use a type of poison that causes 2-12 hit points of damage if a save is missed (none if saved) or a poison that has the same effect as a Ray of Enfeeblement if the save vs. poison is missed.

25% of all Derro prefer to carry a hook-fauchard (6' long pole arm) that does 1d4 points of puncturing damage and can pull man-sized creatures or smaller off balance 25% of the time (-2 to hit). It takes one round for the recipient of such an attack to regain his balance. 15% use only a spiked buckler, adding +1 to AC and doing 1d4 points of damage. They also carry a hooked aklys (a short, heavy club that can be thrown for 1d6) which is attached to a leather thong for easy retrieval and re-use during combat. It has a 1 in 8 chance of pulling a target off-balance. 10% of all Derro are the proud sons and daughters of Derro leaders and will use spears, military picks and spikeless bucklers.

For every 3 Derro, there will be one with 4 hit dice. For every six encountered, there is one with 5 hit dice. If ten or more Derro are present, add a 7 hit dice leader and a 6 hit dice special assistant to the leader. If the situation involves 25 or more Derro, add eight 4 hit dice Derro, four 5 hit dice Derro, one 6 hit dice and one 7 hit dice. Leaders among the Derro will be fortunate enough to have any of the usable magic weapons and armor from their treasure hoards.

Like their dwarven kin, Derro get a +1 saving throw per every 3 points of constitution vs. magic wands, staves, rods and spells

Dwarf, Derro

AKA: Deep Dwarf

HACKFACTOR: 4

EP VALUE: 975+

CLIMATE/TERRAIN: Any, Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Very to Genius (13-18)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 3-30

SIZE: S (4' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Possible

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 5, 4 (8)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: by weapon

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 30%

HIT DICE: 3 (see below)

because of their non-magical nature. It is also important to note that magic items will function normally for them because the magic aversion present in Dwarves is less pronounced in Derro.

For every 20 Derro, add a savant who is unaffected by the magical limitations of most Dwarves (getting no bonus on saving throws either). This magic Derro can use any magic item or weapon without penalty and know 2-5 of the following spells: Affect Normal Fires, Anti-magic Shell, Blink, Cloudkill, ESP, Hypnotic Pattern, Ice Storm, Invisibility, Levitate, Light, Lightning Bolt, Minor Creation, Paralyzation, Repulsion, Shadow Magic, Spider Climb, Throw Voice, Wall of Fog or Wall of Force.

Savants have 5-8 hit dice and carry 2-3 useful magic items. Savants can Comprehend Languages and Read Magic at will. They also act as sages in 1-3 areas of study. Derro raids are often inspired by savant research. Students will know only 1-3 spells, have 4-7 hit dice, know 1 field of study and have one minor magic item.

Derro use good tactics in combat, keeping spell casters off-guard and using the savant powers to confuse and frustrate. Derros have poor infravision (30') but amazing hearing (free blind-fighting non-weapon proficiency). Derros keep slaves and attempt to capture intelligent opponents when possible.

HABITAT/SOCIETY: Derro live in large, underground complexes, nearer the surface than Kuo-toans and Drow, but deeper than Goblins and Trolls. They never expose themselves to direct sunlight,

since it nauseates and eventually kills them after 2-5 days. Derros raid the surface world primarily during the darkest hours of night for fresh supplies, knowledge and taller women.

Having a mob mentality, Derro are never encountered alone unless an individual is in a very desperate situation. Lairs contain 3d4+30 Derro plus leaders, 1-3 savants and 2-5 students. Derro obey savants without question, considering them "gawds that walk among them". They will follow even suicidal orders, including stuffing their pockets with flasks of oil, lighting their clothes on fire and leaping into a party of PCs.

3d20+10 human slaves will be found in the lairs and 90% will be under Charm Person if one of the savants has access to the spell. Derro hate humans more than any other race, using them for the most demeaning labor and for breeding. Derro prefer magic over gold and will buy magic items from more powerful creatures.

Every 20 years or so, derros mount an all-out war against the other creatures of the NetherDeep. This is known as the Uniting War. Savants do not expect to win, but the war serves to ferret out the weak amongst the Derro. It is this self-destructive quality among the Derro which serves as a focal point of racial identity for them. The Derro are so universally hated across Garweeze Wurld that even they will promote suicidal tendencies in their own kind.

ECOLOGY: Derro can live on a diet of underground fungi, but use it only for spice in their regular diet. They hunt large NetherDeep creatures for food and sometimes torture the beast before killing it. They will raid other races for food, and show no mercy. No one knows how long Derro live.

YIELD:

Medicinal: Nil.

Spell Components: Derro blood is good for a Bestow Curse (reverse of Remove Curse) with a -1 saving throw modifier.

Hide/Trophy Items: Derro skin makes an excellent cover for an enchanted spellbook.

Treasure: Variable

Other: Nil



Dwarf, Duergar

DESCRIPTION: These malevolent dwarves exist at the most inhospitable and extreme depths underground. They appear emaciated with complexions of medium gray to ebony. They wear the most non-descript drab clothing and well-made but plain jewelry, which allows them to blend in with their twilight environment.

COMBAT/TACTICS: These Dark Dwarves are impressive combatants, although they prefer stealth and other methods for overcoming an opponent. Duergar can be fighters, clerics, thieves, fighter/clerics, fighter/thieves or cleric/thieves. Thievery is a widely accepted profession amongst the Duergar, and they are proficient in the use of the same deadly poisons as their cousins, the Derro.

All Duergar have infravision of 120 feet. Their keen senses allow them to survive to adulthood despite the vile predators that share their dark and sinister surroundings. For every four Duergar present, add one with 2+4 hit dice. If nine Duergar are encountered outside the lair, add a tenth individual with 3+6 hit dice or 4+8 hit dice.

Duergar will always be armed according to their level, as shown below:

1st level: Pick, hammer, spear, chain mail, shield

2nd level: Pick, light crossbow, chain mail and shield

3rd-6th level: Hammer, short sword, plate mail and shield

7th-9th level: Hammer*, short sword*, plate mail* and shield*

3rd-6th level cleric/thief: any usable*/any usable*

7th-9th level cleric/thief: any usable*/any usable*

*5% chance per level of magic item

Dwarf, Duergar

AKA: Dark Dwarf

HACKFACTOR: 6

EP VALUE: 975+

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Average to Genius (8-18)

ALIGNMENT: Lawful Evil (Neutral)

NO. APPEARING: 2-9 or 201-300

SIZE: S (4' tall)

MOVEMENT: 6"

PSIONIC ABILITY: Possible

Attack/Defense Modes: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 4

NO. OF ATTACKS: 1

DAMAGE/ATTACK: by weapon

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Save at +4

MAGIC RESISTANCE: See below

HIT DICE: 1+2

In any encounter near their home territory, non-combatant Duergar children will make up 10% of the total number. The Duergar's innate stealth imposes -2 to an enemy's surprise roll and the Duergar are surprised only 1 in 10 times. They gain +4 on saves vs. magic (in lieu of the normal dwarven saves) and are immune to paralysis, illusion/phantasm spells and poisons. Duergar can use the spells Enlarge/Reduce and Invisibility as a magic-user equal in level to the number of hit points the Duergar in question possesses.



In daylight, Duergar lose their surprise bonus, their Dexterity is reduced by 2, they get -2 to hit and opponents save at +2 against their spells. These penalties are halved if the Duergar are in darkness and the opponents are brightly illuminated.

HABITAT/SOCIETY: Similar to regular dwarves with the exception of their evil nature, Duergar never venture topside unless it is gloomy or dark outside. Their lives are harsher than other dwarven tribes, and their art and social culture reflects this. Duergar poetry is primarily composed around falling to your death in the NetherDeep or getting eaten by a Mindflayer. Duergar plays celebrate the exquisite agony of eating poison mushrooms in the dark or the terror of being eaten by a Mindflayer. Duergar sculptors often depict twisted and tortured forms in the process of self-destruction or utter annihilation by an unseen foe.

Most Duergar speak Undercommon and Duergar, while some claim to comprehend the silent speech of the NetherDeep and several other languages as well. They have no use for any of their dwarven brethren, unless it is to push them in front of a pursuing Mindflayer assassin so they can run to safety.

ECOLOGY: Since their culture is entirely underground, dwarves produce a large amount of useful, valuable trade material created from deep under the surface of Garweeze Wurld. Dwarven craftsmanship is well-known and goods will be 20% more expensive in human communities due to their quality but since the Duergar do not trade with surface dwellers, their crafts will be very rare in most marketplaces. Duergar live up to 400 years.

YIELD:

Medicinal: Nil.

Spell Components: Duergar blood can be used for an Enlarge Scroll at 10th level use regardless of the writer's level.

Hide/Trophy Items: Nil.

Treasure: M, Q & in lair: B (magic only), F

Other: Nil

Dwarf, Hill/Mountain

DESCRIPTION: Dwarves are a noble race of demi-humans who dwell under the surface of Garweeze Wurld, forging great cities and occasionally waging massive wars against chaos and evil. Dwarves also have much in common with the rocks and gems they work; they are both hard, ugly and unyielding. It is often said that it is easier to make a stone weep than it is to change a Dwarf's mind or convince him to pick up the tab at the local tavern. Most Dwarves stand just about 4' high and weigh around 130-170 pounds.

Hill Dwarves: The most common Dwarf and the one that mixes freely with humans has ruddy cheeks and bright eyes. These hard-working individuals tend to be stocky and muscular and make excellent warriors. Dwarves value their beards highly, spending many years growing them and will groom them regularly. Dwarven fashion tends to be simple, well-made and truly functional workwear, and they favor earth-tone colors.

Mountain Dwarves: Also known as "those high falutin' dwarves", these are the royal and noble amongst the dwarven race. Their clothes tend to be more expensive, although still functional. They

Dwarf	Hill	Mountain
AKA:	Regular Dwarf	True Dwarf
HACKFACTOR:	1	1
EP VALUE:	175	270
CLIMATE/TERRAIN:	Subarctic to Subtrop. Hills	Subarctic to Subtrop. Mts.
FREQUENCY:	Common	Common
ORGANIZATION:	Clans	Clans
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Genius (17-18)	Genius (17-18)
ALIGNMENT:	Lawful Good	Lawful Good
NO. APPEARING:	40-400	40-400
SIZE:	S to M (4' tall and up)	M (4' tall and up)
MOVEMENT:	6"	6"
PSIONIC ABILITY:	Possible	Possible
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Brave (14)
ARMOR CLASS:	4 (10)	4 (10)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	by weapon	by weapon
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	See below	See below
HIT DICE:	1	1+1

appear impatient and haughty to outsiders. In general, Dwarves consider it bad taste to flaunt wealth and hill Dwarves are always accusing mountain Dwarves of this distasteful behavior.

COMBAT/TACTICS: Dwarves get a +1 saving throw per every 3 points of constitution vs. poison, magic wands, staves, rods and spells because of their non-magical nature. There is a 20% chance a magic item will fail in the hands of a dwarf, unless it's military in nature. Dwarves have 60' infravision, can detect grade/slope within 10' (5 in 6), detect sliding/shifting walls or rooms (4 in 6) and stonework traps, pits and deadfalls (3 in 6) at any time while underground. Dwarves can approximate their depth underground (3 in 6).

In melee, Dwarves get +1 to hit Orcs, Half-orcs, Goblins, Hobgoblins, Half-hobgoblins, Orcs that are half Goblin, Goblins that are half Hobgoblin, Hobgoblins that are half Orc and anyone that is ugly enough to look like an Orc. Due to their small stature, Ogres, Trolls, Ogre Magi, Troll Magi, Giants, Titans and Greater Titans get a -4 to hit Dwarves.

Dwarven armies are well-organized, well-disciplined and extremely thrifty. Dwarves usually wear chain mail and carry shields in battle. Typical dwarven weaponry includes axe and hammer (25%), sword and spear (20%), sword and light crossbow (15%), sword and pole arm (10%), axe and heavy crossbow (10%), axe and mace (10%), or hammer and pick (10%).

For every 40 Dwarves assembled, there will be a 2nd-6th level fighter that leads the group as its commander. If there are 160 Dwarves present, there will be an additional 6th level fighter (a chief) and a 4th level fighter (lieutenant) and a 2nd level fighter (banner carrier) who serve the commander. If 200 or more Dwarves are encountered, add a fighter/cleric of 3rd-6th and 4th-7th level. If 320 or more Dwarves are gathered together, add an 8th level fighter (super chief), a 7th level fighter (super subchief), a fighter/cleric 6th/7th level (spiritual leader of the super chief) and two 4th level fighter/clerics (assistants to the spiritual leader of the super chief). Each higher level

Dwarf has a 10% chance of having a usable magic item in their possession, which they will use to their best advantage.

In its home territory, a dwarven army will be comprised of 2d6 2nd to 5th level fighters and 2d4 fighter/clerics of 2nd to 4th level. There will also be a population of dwarven families, including females who are equal to 50% of the number of males and dwarven children equal to 25% of the total number of males. All Dwarves will defend their homes fiercely if they are openly attacked or if they even perceive the slightest insult.

Hill Dwarves: In addition to the army of dwarves described above, if properly warned, Hill Dwarves will bolster their perimeter defenses with many devious pits and traps.

Mountain Dwarves: In any battle situation, Mountain Dwarves are more likely to have a greater number of spears (30% maximum) and few crossbows (20% maximum) with which they arm themselves.

HABITAT/SOCIETY:

Hill dwarves: Dwarven cities are carved into the solid rock that forms the foundation for the great mountain ranges of Garweeze Wurd. These extensive citadels take many centuries to plan and build, but stand as mute testimony to dwarven ingenuity for millennia afterward. Dwarves love mining for the bounty deep within the ground, and also enjoy constructing beautiful complexes carved from many types of stone.

Troops regularly patrol dwarven cities, sometimes employing animal guards (60% chance). They will be either 2d4 brown bears (75%) or 5d4 wolves (25%).



Dwarven society is divided into clans, with each family specializing in a different craft or trade. Apprenticed Dwarves are expected to serve for many years before mastering skills and will even be apprenticed as fighters and politicians, as well as the more common trade skills. Dwarves love law and order, and admire stability and dependability above all. They prize the wealth that can be wrought from the rock around them, particularly gold, diamonds and gems. Dwarves dislike pearls, because they represent the ocean, which they see as a symbol of change.

Most races see Dwarves as greedy, dour, grumpy folk who prefer damp caves. The Dwarves consider most humans petty and they universally mistrust elves because they are not as serious-minded as the Dwarves themselves. However, they have made beneficial alliances with both races in times of crisis. They have a mixed feeling about the creatures of the NetherDeep, but harbor an intense hatred of Orcs, Goblins, evil Giants, Drow and anyone that is frivolous with their wealth or resources. NetherDeep creatures fear the Dwarves, as it is their goal to wage a constant war against their enemies.

Mountain Dwarves: They have many similar interests and most of the same biases of their cousins the Hill Dwarves. As hard as it may be to comprehend, the Mountain Dwarves are even more isolationist in their outlook and some clans consider Hill Dwarves to be outsiders. Mountain Dwarves keep their friends close, their enemies closer, and their wealth well-hidden.

ECOLOGY: Since much of their culture is underground, Dwarves produce a large amount of useful, valuable trade material created from deep within Garweeze Wurld. Hill and Mountain Dwarves will work and trade with humans in the settlements near their homes, although there

are still frequent struggles. Dwarven craftsmanship is well-known and these goods will be 20% more expensive in human communities due to their quality. Mountain Dwarves can live up to 400 years of age, while their Hill cousins have been known to live up to 350 years.

YIELD:
Medicinal: Nil.
Spell Components: Dwarven blood can be used to Remove Curse.
Hide/Trophy Items: It is rumored that the beards of some particularly well known dwarven heroes have been fashioned into magic items.
Treasure: Hill dwarf: M (x5), G, Q (x20), R; mountain dwarf: M (x5), G, Q (x20), R
Other: Nil

Dwarf	Pygmy	Gully
AKA:	Midget Dwarf	Dirty Dwarf
HACKFACTOR:	1	1
EP VALUE:	175	270
CLIMATE/TERRAIN:	Temperate to Sub-Tropical	Inhabited, Wastelands
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Clans	Clans
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Low to Avg. (5-10)
ALIGNMENT:	Lawful Good	Any Chaotic
NO. APPEARING:	20-200	20-200
SIZE:	S (3' tall)	S (4' tall)
MOVEMENT:	6"	6"
PSIONIC ABILITY:	Possible	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Brave (14)
ARMOR CLASS:	6 (10)	6 (10)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	by weapon	by weapon
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	See below	See below
HIT DICE:	1-1	1+2



Dwarf, Pygmy/Gully

DESCRIPTION: Appearing a full head shorter than other Dwarves, these beardless Dwarves are sometimes confused with Halflings (75% of the time). This is a great insult to the Pygmies, as they consider themselves to be the superior dwarven type, compared to the average Hill Dwarf. Pygmy Dwarves dress in simple clothes and tend to be more fat than muscular. Many Pygmies have always intended to begin a training and exercising regimen, but they've been saying it for over three centuries and not one Pygmy bodyguard or strong-man has been seen yet.

Gully Dwarves: Considered the "white trash" of the dwarven race, the Gully Dwarves dwell in squalor, usually in large human cities, where dwarven districts have long-since crumbled into ruin. Gully Dwarves have returned to a state of basic barbarism (or in some rare cases, never left) and thus appear to most observers as filthy, short, blood-thirsty savages.

*Gully Dwarf*

COMBAT/TACTICS: Dwarves get a +1 saving throw per every 3 points of constitution vs. poison, magic wands, staves, rods and spells because of their non-magical nature. There is a 20% chance a magic item will fail in the hands of a Dwarf, unless it's military in nature.

Dwarves have 60' infravision, can detect grade/slope within 10' (5 in 6), detect sliding/shifting walls or rooms (4 in 6) and stonework traps, pits and deadfalls (3 in 6) at any time while underground. Dwarves can approximate their depth underground (3 in 6).

In melee, Dwarves get +1 to hit Orcs, Half-orcs, Goblins, Half-goblins, Hobgoblins, Half-hobgoblins, Orcs that are half Goblin, Goblins that are half Hobgoblin, Hobgoblins that are half Orc and anyone that is ugly enough to look like an Orc. Due to their small stature, Ogres, Trolls, Ogre Magi, Troll Magi, Giants, Titans and Greater Titans get -4 to hit dwarves.

Pygmy Dwarves: These Dwarves are too small to wield any type of heavy crossbow, any long variety of spear or longswords. They are replaced in the Pygmy community with light crossbows, 2-5 javelins and short swords. Additionally, Pygmies dislike heavy armors and indeed any tight-fitting or binding gear and will wear nothing heavier than simple studded leather.

Gully Dwarves: Gully Dwarves are a poorly organized bunch and never have better than hide armor. They fight with clubs (30%), axes (20%), swords (10%), slings (20%) or hammers (20%). All Gully Dwarves will have at least two extra daggers hidden somewhere on their person as a back up measure.

Due to the filth Gully Dwarves live in, they are immune to normal diseases and get a save vs. magical disease that is equal to their save vs. poison. Unlike other types of dwarves, NPC gully dwarves are able to progress to an unlimited level as barbarians (if they meet the ability score requirements, of course).

HABITAT/SOCIETY:

Pygmy Dwarves: Considered by most Dwarves not to be "real dwarves" at all, the Pygmies believe that it is they who are superior. Typically, Pygmy builders make their tunnels to the height of 3', which causes any Dwarves of taller stature to stoop when passing through these areas. Pygmy Dwarves generally hold the view that Halflings are petty and that Gnomes are frivolous. Because of their lack of facial hair, they are often associated with these two other races, much to their dismay. Some Pygmies have even taken to wearing beard wigs, and will grow their hair long and shaggy in an effort to prevent such associations.

Gully Dwarves: These rough and tumble Dwarves are barbaric outcasts living on the fringes of human civilization, trying to survive. They are tough as nails, but dumber than a bag of hammers. As such, all NPC Gully Dwarves gain +1 Constitution and -1 Intelligence beyond the normal dwarven racial Ability Score modifiers listed in the HackMaster Player's Handbook.

The Gully Dwarves barely have a sense of community, but their clans are usually a mixture of primitive dwellings and brutal tribal law.

*Pygmy Dwarf*

The largest, toughest Gully Dwarf will always be the leader and will be heavily scarred. Other Dwarves are embarrassed by the Gullies and rarely acknowledge them as kin. Gully Dwarves are avoided by those more civilized folk, because they often smell worse than dead sewer rats decaying in the sun.

ECOLOGY: Since so much of their culture exists underground, Dwarves produce a large amount of useful, valuable trade material created from the mountain and hill regions of Garweeze World. Pygmy Dwarves work and trade with humans frequently. Dwarven craftsmanship is well known and goods will be 20% more expensive in human communities due to their quality. Pygmy Dwarves live up to 350 years. Gully Dwarves have no goods to trade and often lack any sort of marketable skill, except in the area of basic survival. Gullies live a maximum of 300 years, often less, due to their difficult and harsh lifestyle.

YIELD:

Medicinal: Large quantities of Gully Dwarf blood are rumored to be capable of curing some forms of disease. Most civilized folk would have to be pretty desperate to seek out such a cure.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Pygmy dwarf: M (x5), G, Q (x20), R; gully dwarf: M, G, Q, R

Other: Nil

Dwarven Warhorse

DESCRIPTION: Dwarves have especially bred these warhorses for their own needs. These creatures are able to enter underground areas just as mules. Standing slightly shorter than a normal pony, a Dwarven Warhorse is just as stocky and muscular as its master.

COMBAT/TACTICS:

Dwarven Warhorses are almost as fearless as their riders; they are well-trained and extremely loyal, able to return home if stolen or lost or if their rider is killed. Using their powerful hooves (2-7/2-7) and bite (1-4), Dwarven Warhorses will always attempt to trample the enemies of the Dwarves (Orcs, Goblins, Hobgoblins, etc) without mercy. Dwarven Warhorses have infravision of 20'. These horses are so strong they still retain their maximum movement even when barded in full plate mail (AC 3). They can carry up to a solid 500 pounds of weight.

HABITAT/SOCIETY: Dwarven cavalries are responsible for the careful breeding of these stocky creatures for their armies. Except for

Dwarven Warhorse

AKA: Beardsteed, Miner's Mule

HACKFACTOR: 1

EP VALUE: 270

CLIMATE/TERRAIN: Dwarven communities

FREQUENCY: Uncommon

ORGANIZATION: Herd

ACTIVITY CYCLE: Any

DIET: Herbivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-10

SIZE: M (4' at shoulder)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 7 (3)

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2-7/2-7/1-4

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5+5



the fact that it is willing to travel underground, the Dwarven Warhorse behaves in much the same way as any above ground equine. They actually become more prone to agoraphobia (fear of open spaces) and are more likely to get spooked when on the surface (-2 saves vs. fear when topside in the daytime).

ECOLOGY: Carefully groomed, pampered and bred, Dwarven Warhorses are a closely guarded secret by all Dwarves. The young foals are extremely valuable and will never be left alone without a well-trained guard. Dwarves consider these animals to be their close friends and allies and will get +2 to hit and +1 damage vs. anyone that attacks their favorite steed.

YIELD:

Medicinal: Dwarven Warhorse meat can cure rickets.

Spell Components: A drop of Warhorse blood can be used for a Strength spell with a 10% greater duration.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Dwarven Warhorses can sell for 500-1500gp a piece.

They will never be sold to a non-Dwarf, although they can be acquired through intermediaries at double the rate.

Eagle	Wild	Giant	Gargantuan
AKA: --			
HACKFACTOR:	0	3	5
EP VALUE:	175	420	650
CLIMATE/TERRAIN:	Forest/Mountain	Forest/Mountain	Forest/Mountain
FREQUENCY:	Common	Rare	Very Rare
ORGANIZATION:	Flocks	Flocks	Flocks
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (I)	Average (8-10)	High (13-14)
ALIGNMENT:	Neutral	Neutral	Lawful Good
NO. APPEARING:	5-12	1-20	1-10
SIZE:	M (6'-7' wingspan)	M (20' wingspan)	H (40' wingspan)
MOVEMENT:	1", 30" Fl (C)	3", 48" (D)	6", 72" (D)
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Half-hearted (9)	Courageous (13)	Foolhardy (16)
ARMOR CLASS:	6	7	7
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-2/1-2/1	1-6/1-6/2-12	2-8/2-8/2-16
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
HIT DICE:	5-10 hp	4	6

mounts can be fitted with limited amounts of armor, increasing their AC by 3. Gargantuan Eagles will sometimes also have limited telepathy.

ECOLOGY: For every 2 of any type of Eagle encountered there will be 1-4 eggs or young in each nest. The nest will be protected at all times by at least one of the mated pair of Eagles. The Giant and Gargantuan Eagle seem to know they are rare beasts, and will be especially vicious in the defense of their nest.

Eagles do not value treasure as such, but sometimes a Wild Eagle will have odd bits of armor or cloth woven into their nest. Giant Eagles will sometimes have the belongings of some unfortunate creature who became a fine meal for its hatchlings. Gargantuan Eagles are smart enough to recognize an item of value and may collect treasure to give later to a worthy (i.e. good) or needy person later.

Eagle

DESCRIPTION: Eagles are found wherever there are great bluffs, cliffs, mesas or mountain ranges. They are keen-eyed predatory birds with sharp talons and cruelly curved beaks. Their feathers range from white to black and can include every shade of brown in between. Eagles are often seen soaring majestically above the trees.

COMBAT/TACTICS: Eagles prefer to attack from great heights, diving toward their prey at high speed. If a Wild Eagle dives more than 100 feet, it gains +2 to hit and double damage, but can only attack with its claws. Giant Eagles need 200 feet and Gargantuan Eagles 400 feet.

Eagles are never surprised due to their excellent eyesight and sensitive hearing. Eagles encountered at their nesting site will always be hostile toward the intruder and will defend their young to the death. Gargantuan Eagles will sometimes pick up evil creatures and drop them from great heights.

HABITAT/SOCIETY: Eagles mate for life. Wild Eagles hunt all types of fish and small game. Giant Eagles hunt the larger species of fish, small deer, small cattle and other medium sized game. Gargantuan eagles will seek out cattle, large game animals, elephants and even an occasional small dragon for food.

Training Eagles to hunt or serve as steeds is difficult and only about 25% can be trained. Giant Eagles are friendly towards certain groups of Dwarves and Elves that sometimes use these large birds as mounts. Riders have a limited telepathy with the Eagle, which can carry up to 2000gp of weight at half speed.

Gargantuan Eagles will sometimes allow themselves to be mounts for paladins or other good creatures for a limited service. They are intrigued by those who are on a grand quest or a true crusade. These huge predators can easily carry 4000gp of weight at half speed. Eagle

YIELD:

Medicinal: an Eagle eye (properly processed) can cure blindness 20% of the time.

Spell Components: Eagle's eyes can be used as alternative material components for Clairvoyance and their feathers can be used for Fly (a Giant Eagle feather doubles duration and a Gargantuan Eagle feather triples duration).

Hide/Trophy Items: Eagle feathers are worth 1 sp (wild), 1 gp (giant) and 10 gp (gargantuan)

Treasure: Nil, but 20% chance of one valuable item for Gargantuan Eagles

Other: Eagle eggs are worth 60-100gp (wild), 500-800gp (giant) and 5000-8000gp (gargantuan)*

*Should the sale of such eggs be known to other Gargantuan Eagles, 2-12 of these huge birds will hunt down the owners to retrieve the eggs in 1-4 weeks.

Eblis

DESCRIPTION: Also called Vile Storkmen, the Eblis stand approximately 5' tall, have sleek black or darker plumage on the upper parts of their hunched bodies, and a lighter patch of feathers on their lower bodies. Their large eyes often glitter as the Eblis plans its next action.

COMBAT/TACTICS: All Eblis secrete a natural oil that coats their feathers and gives them a +1 bonus to saves vs. fire attacks. It also reduces any fire attack damage by -1 per die. In combat, an Eblis will strike out immediately with both of its clawed wingtips, followed by a swift jab to the face of its adversary with its sharp beak and then a swipe with one of its large, taloned feet. Each of these attacks can do 1-4 hit points of damage. Most Eblis are committed to defending their nesting sites, but will seek out and attack creatures that try to lair too close to their home territory.

The leaders of Eblis tribes have 2d4 spells at 3rd level casting ability. Roll 1d8 to randomly determine which spell is cast:

Audible Glamer
Blur
Change Self
Hypnotism
Hypnotic Pattern
Spook
Wall of Fog
Whispering Wind

Duplicate rolls mean the spells can be used more than once per day by the spell caster. Eblis tribes like to ambush any travelers that enter their marshy homes and will bargain for or steal any shiny objects they can lay their claws upon.

HABITAT/SOCIETY: Making their home in the humid and treacherous marshlands of Garweeze Wurld, the typical Eblis tribal community consists of 2d4 huts, which are always so well hidden that they can only be spotted by rangers or someone with the appro-

Eblis

AKA: Vile Storkmen
HACKFACTOR: 3/6
EPVALUE: 650/1400 leaders
CLIMATE/TERRAIN: Marsh/Swamp
FREQUENCY: Rare
ORGANIZATION: Tribal
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Low to Av (5-10)
ALIGNMENT: Lawful Evil
NO. APPEARING: 4-16
SIZE: M (5' tall)
MOVEMENT: 12", 12" Fly (C)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 3
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-4x4
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Nil
HIT DICE: 4+4

priate animal lore skill. Eblis love all kinds of shiny objects, like gems, and one can bribe even the most wise of their kind with an impressive jewel. Eblis speak their own unique language of chirps, whistles and deep-throated hoots.

ECOLOGY: Like all bird species, they are motivated to protect their eggs unto death. The Eblis, however, have been know to build "fake nurseries" using the eggs of other giant birds as decoys to better protect their own young.

YIELD:

Medicinal: Can be eaten.
Spell Components: Magic using Eblis feathers can be used to make Feather Tokens.
Hide/Trophy Items: Nil
Treasure: Q
Other: Nil

Eel

DESCRIPTION: Eels resemble aquatic snakes, with the exception that their bodies are outlined with a fin that runs down both the top and bottom of their entire length. This fin enhances their agility while swimming.

Eels are usually found to have various shades of green fins and darker brown skin. They have smooth bodies that are slimy to the touch when the creature is out of water.

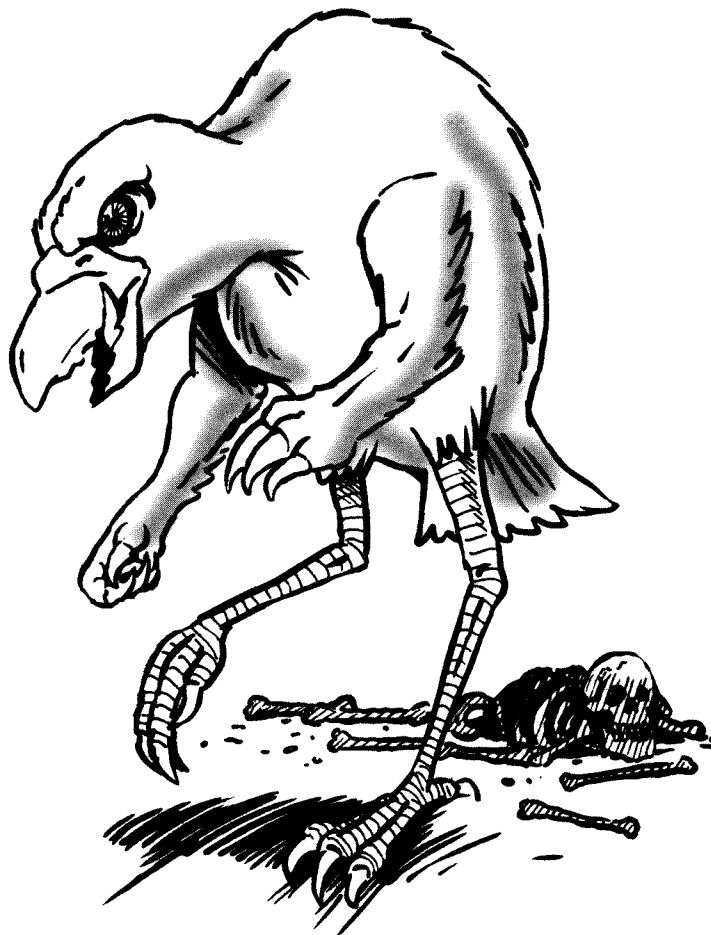
COMBAT/TACTICS: **Electric Eels:** If attacked or disturbed, these eels will shock the water for 3-24 hit points of damage to anyone within 5', then 2-16 points of damage to anyone between 5' and 10' and 1-8 points of damage to anyone within 10'-15'. The eel can do this once per hour, although the larger ocean species of this beast is twice as capable of producing this jolt of energy and can do twice the damage to its victims.

Giant Eels: 10% of Giant Eels will be found in fresh water. All Giant Eels are similar to the common moray eel and have very nasty tempers and sharp teeth. Anything that moves instantly annoys them and will be attacked until it stops moving. Of course, bleeding excites the Giant Eel's senses too, so they are likely to attack injured victims with double the ferocity.

Weed Eels: Sometimes known as Poison Eels, these creatures lay in wait in the dense reeds, blending in 80% of the time. Their bite does only 1 point of damage, but will kill a PC that misses a save vs. poison (death in 1-6 rounds). Weed Eels will attack swiftly, then flee to a safe distance to wait for the effect of their poison. They will return to the victim in 1-4 rounds.

HABITAT/SOCIETY: Eels are non-intelligent and thus have little culture. They seek out prey and food purely by instinct. Electric Eels skim through the water at high speeds, shocking small fish and amphibians. They will also eat large insects, and are not picky eaters. They live in small schools or groups of 1-6 Eels, and often surround a larger prey animal to better shock it.

Giant Eels are often mistaken for sea serpents that have migrated into lakes and rivers. They are the distant cousins of Electric Eels, and sometimes are capable of shocking a victim, but this ability is rare.



Eel	Electric Eels	Giant Eels	Weed Eels
AKA:	Zapsnake	Big Watersnake	Poison Eels
HACKFACTOR:	2	2	1
EP VALUE:	120	175	65
CLIMATE/TERRAIN:	Fresh Water	Salt Water	Water
FREQUENCY:	Rare	Uncommon	Very Rare
ORGANIZATION:	Schools	Schools	Schools
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1-3	1-4	10-60
SIZE:	M (9' long)	L (20' long)	S' (6' long)
MOVEMENT:	12" Swim	9" Swim	15" Swim
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Weak (3)	Half-hearted (9)	Half-hearted (9)
ARMOR CLASS:	9	6	8
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-3	3-18	1
SPECIAL ATTACKS:	Jolt	Nil	Poison
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	2	5	1-1

Weed Eels collect shiny things from their victims and will have a lair well beneath the water level. Weed Eel lairs usually house their eggs or young and many of the natural rock formations these eels choose to inhabit will contain some pockets of air. Weed Eels will fight to the death to protect their lair.

ECOLOGY: Eels are fish and are born from eggs. Giant Eels are thought to be common or Electric Eels that have grown to enormous size due to their great age or have been mutated by magic. Eels make rather poor guard pets, as they cannot learn commands, nor will they



obey them if they are distracted by prey or a possible mate. Any PC showing kindness to an eel or attempting to handle it in any way will be attacked immediately.

YIELD:

Medicinal: Eel is edible. It takes 3 Weed Eels to fill a vial of poison.

Spell Components: Electric Eels can be used to cast Lightning Bolt under the water without changing the area of effect. Ordinarily a Lightning Bolt cast under water has an area of effect similar to a Fireball.

Hide/Trophy Items: Electric Eel leather provides +1 saves vs. electrical attacks. Giant Eel leather can be enchanted and is waterproof.

Treasure: Only Weed Eels have treasure W in lair.

Other: Nil

Efreeti

DESCRIPTION: Efreeti are from the Elemental Plane of Fire and are therefore always complaining that it's "too cold" when encountered in other planes. These Fire Genies are arrogant and sure that they are superior to any creature they encounter. They are massive creatures said to be made of basalt, bronze and the incredible heat of pure flame.

COMBAT/TACTICS: Efreeti have the following powers usable once per day: Grant others up to Three Wishes, Invisibility, Gaseous Form, Detect Magic, Enlarge, Polymorph Self and Wall of Fire.

They can Create an Illusion with audio and visual components that will last until touched or dispelled and they can Produce Flame or use Pyrotechnics at will.

All Efreeti are immune to normal fire and magic fire damages them with -1 per die. They are incredibly strong and can carry up to 750 lbs on foot or when flying and double the amount of weight for three turns on foot and one aloft. Afterwards, they must rest one hour.

HABITAT/SOCIETY: Due to their volatile natures, Efreeti are not willing servants, although they can be summoned or captured and forced to serve 1001 days or Grant Three Wishes. These Fire Genies

Efreeti

AKA: Fire Genie
HACKFACTOR: 23
EP VALUE: 8000
CLIMATE/TERRAIN: Fire
FREQUENCY: Very Rare
ORGANIZATION: Sultanate
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Very (11-12)
ALIGNMENT: Neutral (Lawful Evil)
NO. APPEARING: 1
SIZE: L (12' tall)
MOVEMENT: 9", 24" Fly (B)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 2
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-24
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Nil
HIT DICE: 10



between the two races. Efreet view all other creatures as enemies or servants. Like all extra-planar creatures, Efreeti can only be truly destroyed on their home plane. If destroyed on the Prime Material Plane, they must return to the Plane of Fire for one year and a day.

YIELD:

Medicinal: Nil

Spell Components: The teeth, nails and horns of an Efreeti can be used to create a Limited Wish or Wish spell without aging effects.

Hide/Trophy Items: Nil

Treasure: Nil

Other: A Ring of Three Wishes can be carved from the bone of an Efreeti. A Wand of Fire can also be crafted out of their bones.

will do anything to pervert the wishes of their master/captor, and are always scheming to win their freedom and return to their home plane. They will obey a command, but are never good-natured about doing so.

The Efreeti home base is the legendary City of Brass, located on the Plane of Fire. However, they have other outposts on the Plane of Fire as well as the Prime Material Plane, which usually have 4d10 Efreet run by a malik or a vali (social ranks) of maximum hit points. There is a 10% chance of 1d4 Jann or Dao staying there as temporary guests. They use these outposts to protect themselves from incursions from the Plane of Air and to rob travelers.

The City of Brass is a huge citadel on the banks of a lava sea. Ruling the city is the Sultan Efreeti and the population is said to outnumber the largest cities in Garweeze World. The city is 40 miles across and the sultan's treasury alone is reputed to be over a mile deep, and cover more than four square miles.

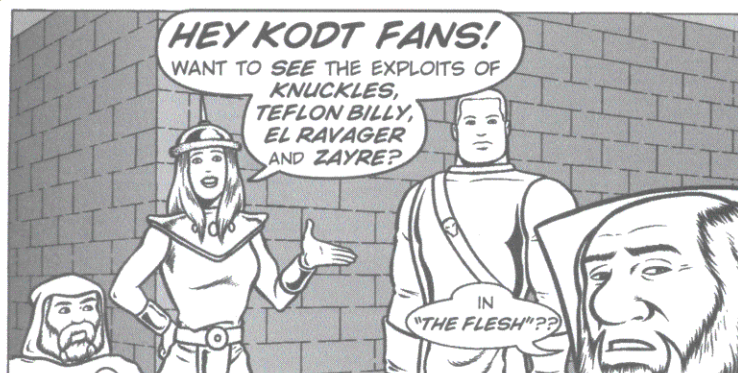
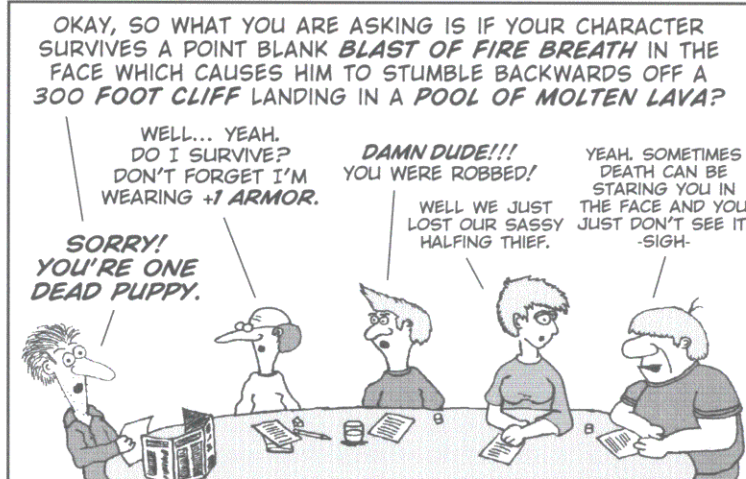
ECOLOGY: Fire Elementals tend to avoid Efreet, whom they feel are oppressive. Djinni hate them openly and there is often warfare

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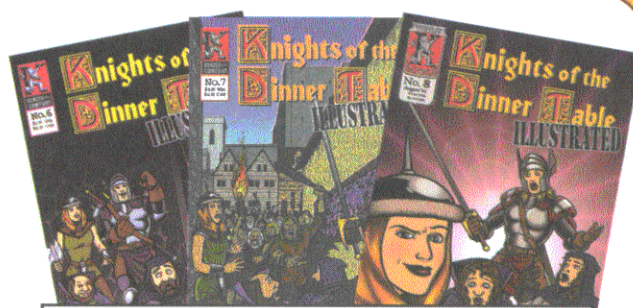
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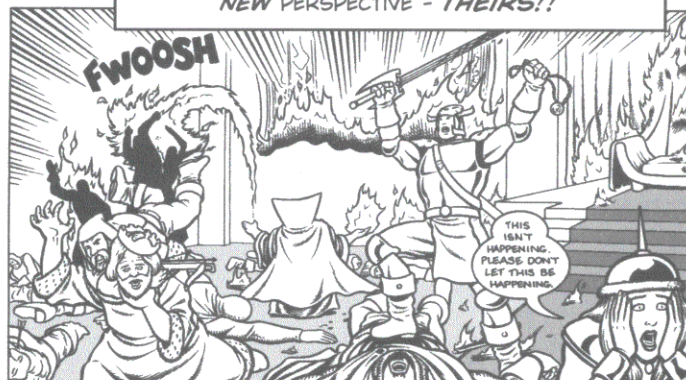
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HACKLOPEDIA OF BEASTS – VOLUME II: CATS, SMALL TO EFREETI

The Hacklopedia of Beasts: This comprehensive set of reference manuals is a must for HackMaster GMs. In this volume, terrifying monsters whose names begin with the letters Ca-Ef are described in sometimes-frightening scientific detail. Every monster in the Fourth Edition Hacklopedia has been revised, edited, and updated and they have had their HackFactors beefed up to bring them in line with the rest of the game. Among other features, readers will learn about monster social structures, activity cycles, diets, attack modes (including special attacks), morale and even how to make the most of their kills by salvaging potentially valuable monster remains.

Nowadays the quick march of events and the rapidity of new discoveries, the expansion of human activity and the additions of arcane learning require a work such as the Hacklopedia of Beasts. This book provides a detailed list of creatures both large and small from the flora and fauna of Garweeze World and beyond.

Corpse Crab

DESCRIPTION:

Corpse Crabs appear as corpses infested with a crab-like parasite, allowing the dead to walk and move in zombie-like fashion. The controlling Crab resembles a normal crab, but its feelers have extended nerves that actively seek out the spine of the deceased and send signals to its legs and arms.

COMBAT/TACTICS:

Resembling Zombies, Corpse Crabs in their hosts will be mistaken as such 90% of the time. The other 10% of the time, a PC might notice something moving under its skin. Corpse Crabs are able to flail their host's arms, striking opponents for 1-6 points of damage.

There is a 20% chance the Crab is adept enough for the corpse to use a hand-held weapon. On its own, the Crab moves at 3", but while inside a host, it moves at 6". The Corpse Crab's hosts are AC 8, HD 2. The Crab, when free of a corpse, can only do 1d3 points of damage with its small pinchers.

The Crab's host cannot be turned and mental spells are only effective if directed at the Crab, and appropriate for a controlling monster. Corpse Crabs will attack adventuring parties on sight, seeking the strongest new host body.

HABITAT/SOCIETY: These bizarre scavengers often find the dead bodies of shipwreck victims. They inhabit them to increase their mobility during the mating season, to migrate to warmer climes and to search for food. During hard times, they will eat the carrion of the corpses that they are controlling. Eventually, the dead body becomes too decayed and the Crab must find a new home.

Corpse Crab

AKA: Zombie Crab, Carrion Crab

HACKFACTOR: 1

EPVALUE: 15

CLIMATE/TERRAIN: Coastal areas

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Scavenger

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-12

SIZE: L (7' long)

MOVEMENT: 3" (6")

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-3, 1-6 or by weapon

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 1/2

ECOLOGY: During the spring, female Corpse Crabs lay their eggs inside a particularly meaty corpse. The female will actively seek a fresh body for her young whenever possible. In a bizarre scene, the Corpse shakes its arms violently when the little Crabs hatch, as all the young attempt to move the Corpse at once. Eventually, they so damage the body that all they can do is eat their first meal and move on.



Corpse Crabs are trainable animals, but they make poor guards, since they often wander from their posts in search of food.

YIELD:

Medicinal: The Crabs are edible, but their corpses are not.

Spell Components: The brain of a Corpse Crab is perfect for a Potion of Human Control.

Hide/Trophy Items: Nil

Treasure: (20% chance of retaining the previous victim's treasure)

Other: Nil



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