

INFERNO: BESTIARY

Second Edition



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INFERNO: BESTIARY

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Including an expanded Portal to Adventure Bestiary

Writing and Production

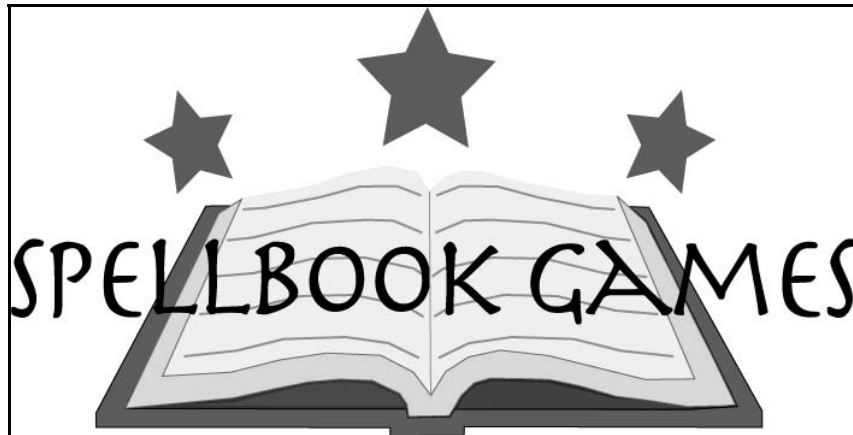
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INTRODUCTION

This is the second edition of Spellbook Games' *Inferno: Bestiary*. This edition includes all of the monsters from the original edition plus more than three hundred additional monster descriptions that were not part of *Portal to Adventure*.

This monster compendium is intended as a companion volume to Spellbook Game's *Inferno: Journey through Malebolge*, and provides the details about those creatures and monsters encountered in Hell that are not described in the *Portal to Adventure* rulebook. In particular, this *Bestiary* provides important descriptions of Devils, Angels, and some Demons which are found nowhere else. This *Bestiary* also fills a significant gap in the *Portal* monster lists by providing statistics and information about a large number of fishes and aquatic creatures.

Games Masters not playing *Inferno* may also find this volume very useful as a source of new and unknown creatures which could inhabit their campaign, dungeons, and other places frequented by Adventurers.

COMMONLY-USED ABBREVIATIONS

Adventurer Class Level – L# (e.g. Warrior L3), Armor Class – AC, Feet/Foot (measurement) – FT, Greater than or Equal to – GTET, Health Points – hp, Hit Die – HD, Less than or Equal to – LTET



CREATURE DESCRIPTIONS

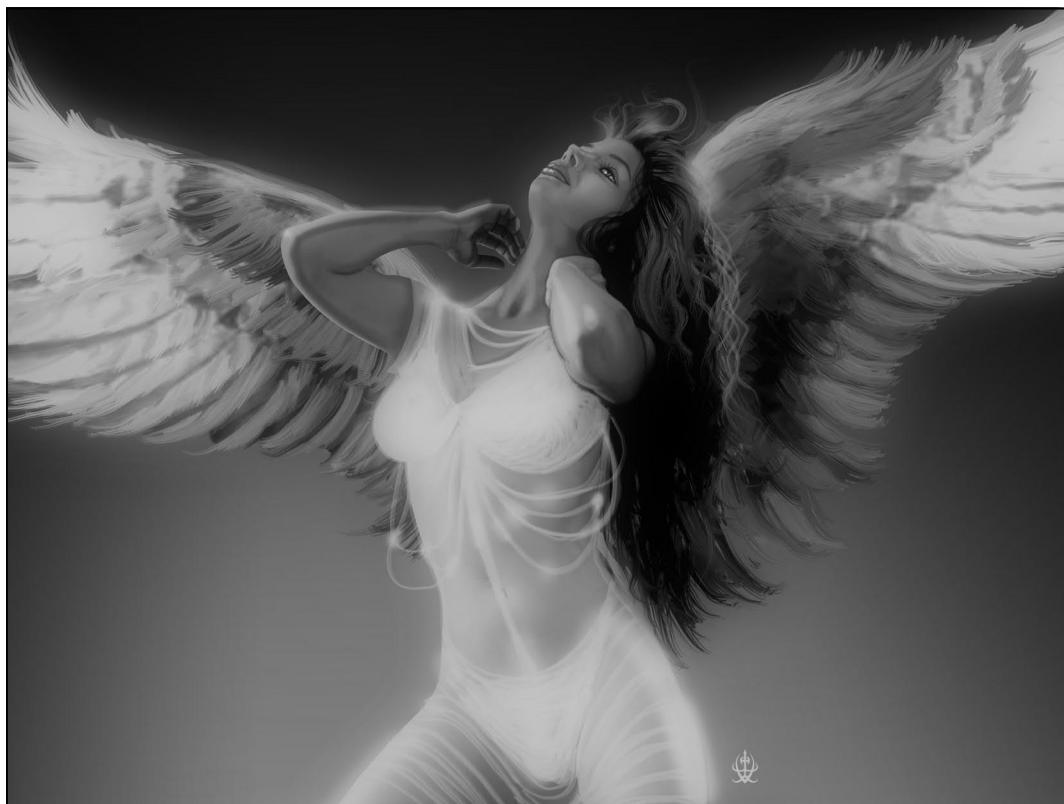
Adaro; HD3-4; AC25; *Attacks*: Bite 1d4 Kick 1d4 Ram 1d12; *Agility* 19; *Description*: Has the upper body, neck and head of a horse, and the lower body and tail of a very large fish; its two forelegs are webbed; *Other*: juveniles can be trained for riding; up to three human-sized creatures may ride on its back; Number 1d12.

Ahlattral; HD6-8; AC40; *Attacks*: 3*Claws 1d8; *Special Abilities*: 1d10 electrical discharge (once/12 rounds, 5 FT radius), Ahlattral's have the ability to call and control sandstorms; *Agility* 16-20; *Description*: A small brown whirlwind 4½ FT tall with three-clawed arms, less frequently appears as a brown scaly humanoid 5 FT in height with 3 talons on each hand; Number 1d3.

AI; HD4-6; AC22; *Attacks*: Tusk 1d8, 2*Claw 1d6; *Special Abilities*: Smother attack (bear hug) 1d12; *Agility*: 14; *Description*: A 7 FT tall humanoid creature with long shaggy green hair, boar tusks, brass metal claws; *Other*: Intelligence 17-20, low-light vision, exceptional hearing; Number 1.

Amadann; HD1-3; AC15 (30-40 armor); *Attacks*: Punch 1d3, Strangle 1d8, Dirk and Spear; *Special Abilities*: Paralyzing Touch (save 1d20 GTET [34-Stamina]), infrared vision; *Agility*: 13-15; *Description*: A humanoid creature about 7 FT tall, thin, 6 fingered hands, typically with light brown skin and hair, eyes are green and catlike and glow in the dark; *Other*: Group may have Shaman L1d8+2 [some Shaman are also Earth Wizards L1d6], Amadann will not use fire magic, typically found in a tropical environment; Number 3d6.

Angels (All), 80 FT/round, fly 100 FT/round; *Attacks*: Punch 1d12, Strangle 2d12; *Weapons*: silver-bladed *Long Sword* GTET +3 (holy), silver *Staff* (1d12+3, extends to 15 FT), *Long Bow* (range 275 FT), 1d20+6 *War Arrows* +2 [+1 damage to evil creatures]; *Special Qualities*: *clairaudience/clairvoyance* (100 miles), does not require air; *darkness* (25 FT), *daylight* (25 FT), *detect good* (200 FT), *detect phased creatures* (100 FT), infrared vision (200 FT), low-light vision, *see invisible* (100 FT), telepathic communication with deity (infinite range), telepathic communication with deity's followers (500 FT), *teleportation* (unlimited range, plus 1500 pounds), 10/day — *create feast*, 5/day — *cure serious wounds*, 3/day — *astral gate* (from deity's Home Plane), *cure critical wounds*, *cure disease*, *neutralize poison*, *radiant beauty* (body becomes blindingly bright 5d20+10 rounds, save 1d20 GTET [32-Stamina]), *summon monster* (1d6 giant eagles, owls, or doves), 1/day — angelic blessing (+2 bonus to hit, AC+4, 2d100+50 rounds); AL Good; *Spells*: Variable; *Possessions*: *cure moderate wounds potion* (x2), *cure serious wounds potion*, *cure critical wounds potion*, *holy water* (x4). *Description*: Beautiful male or female humanoids with long hair, long oval faces, long and wide noses, muscular shoulders and torsos, slender hips, and long arms and legs, with wide feathery bird-like wings. Usually dressed in long-sleeved, knee-length tunics with light cloth vest, rope or metal chain-link belts, and sandals, often with a helm, breastplate, and carrying a shield. Angels often have bird companions.



Female Angel; 1d8 appearing, Warrior L18; hp 1d10+90; AC 55; *Weapons*: *Staff of the Heavenly Host*, *Short Bow* +3, *Arrows of Slaying* (Evil, x12); *Special Attack*: *shattering note* (5/day, hits high singing note shattering all ordinary metals of less than 1 inch thickness, range 50 FT, enchanted metals are unaffected); *Special Qualities*: Standard Angel abilities, *cure light wounds* (limit 5/ person/day), *cure serious wounds* (limit 3/ person/day), *daylight*, *disrupt undead*, *hypnotism*, infrared vision (150 FT), *protection from evil*, regenerates hp4/round,

BESTIARY: ANGELS

Female Angel, continued...requires a weapon +3 to injure, resists Prayers (1d10 GTET 4), resists Spells (1d12 GTET 8), shapechange (any humanoid), speaks languages, *telepathic communication* (300 FT), unaffected by spells of mental control, *true sight* (20 FT), unaffected by soul binding or soul trapping; 10/day — *bless weapon*, *divine favor*, *remove curse*, *zone of truth*; 5/day — *dispel evil*, *invisibility* (300 rounds), *mass hold person* (HD 80, 100 FT, 1d10*150 rounds), moves between Planes (transports 3 creatures; cannot transport out of Inferno); 3/day — *geas/quest*, *heal*, *alter realities*, *time stop*; 1/day — *holy word*, *resurrection*; AL Good; *Attributes*: Agil 23, Int 20, Stam 23, Str 22, Will 28; *Possessions*: circular *Bronze Shield* +3 (blinding), *Crystal Ball* (with telepathy), *cure light wounds potion* (x3), *cure moderate wounds potion* (x2), *heroism potion*, *holy water* (x5), *Prayer Beads*, *protection from evil potion* (x2), *Ring of Protection against Fire Spells*, *Truth Potion*, *Wand of Silence*; *Description*: Beautiful winged human women standing 6 FT 2 inches, with round faces surrounded by golden-blond or jet black hair always worn long and free interwoven with colored flowers, small rounded ears, blond or dark arched eyebrows over wide deep blue eyes, long upturned noses, wide mouths with lush red lips, and a tapered chin. They have narrow shoulders, a large bust, narrow hips, long thin legs ending in small feet, and short arms ending in dainty hands with long fingers. Their 5 FT span wings are made of long white eagle feathers. They wear short-sleeved, low-cut, ankle-length gowns of bright white or yellow which cling tightly to their bodies. Their voices are soft, musical, and lilting, and they often speak in rhyme. They are partial to Minstrels, Sages, Scholars, Poets, Writers, and other persons of learning, and are also known for their short tempers with pompous or foolish or stubborn persons (especially men).

Angel, Male, 1d8 appearing; Warrior L15, hp 75; AC 46; *Weapons*: *Long Sword* +3 (holy, flaming, cuts steel in single stroke, spell storing [fireball, 30 FT, 4d6 damage]), *Silver Dagger* +2 (holy); *Special Qualities*: *cure light wounds* (limit 5/person/day), *cure serious wounds* (limit 3/person/day), *daylight* (100 FT), *detect evil*, *detect undead*, *discern lies*, immune to spells of mental attack and control, immune to soul binding and trapping, infrared vision, regenerates hp4/round, resists spells (1d12 GTET 6), resists prayers (1d12 GTET 4), sees invisible (125 FT), speaks languages, telepathic communications (300 FT), *true sight* (60 FT); 5/day — *cure serious wounds* (1/person/day), *dispel evil*, *divine favor*, *prayer*, *protect from evil*, 3/day — *geas/quest*, *alter realities*, *time stop*, 1/day — *holy word*; AL Good; *Attributes*: Agil 21, Int 22, Stam 26, Str 26, Will 24; *Possessions*: *Candle of Truth*, *Chime Opening Doors*, *cure blindness/deafness potion*, *cure light wounds potion* (x3), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *holy water* (x5), *Incense of Meditation*, *Prayer Beads*, *protection from evil potion* (x2), *Ring of Undead Command*, *Wand* (Magic Arrow); *Description*: Handsome winged men 6 FT 6 inches tall, with round faces, short golden-blond hair, small rounded ears, thick blond arched eyebrows over wide deep blue eyes, long upturned noses, wide mouths with thick dark red lips, and tapered chins. They have wide muscular shoulders, narrow hips, long thin legs, small feet, and long arms with wide hands. Their 5 FT span wings are made of long white eagle feathers. They appear in long-sleeved white hooded robes, an open-faced gold *Helm* AC+12 (resistance to sound attack), gold *Breastplate* AC+10 (electricity resistance), gold *Shield* +10 (winged), black cord belt, and black leather sandals. They have very deep and resounding voices. They are partial towards Crusaders, those Wizards specializing in teaching. Male Angels have far more patience than do Female Angels.



BESTIARY: ANGELS

Use the following table to determine an Angel's levels as Warrior, Wizard, and Priest, and their hp and Armor Class.

Angelic Class	Ordinate	Superior
Archangels	W30 M20 P25 HP225 AC70	
Thrones (Order of Shinnanim)	W25 M17 P21 HP175 AC55	W28 M19 P23 HP180 AC60
Dominions (Order Chasmalim)	W20 M15 P19 HP165 AC50	W23 M18 P21 HP170 AC53
Principalities (Order Auphanim)	W18 M13 P17 HP150 AC46	W21 M16 P19 HP155 AC48
Order of Serephim	W16 M12 P15 HP140 AC43	W19 M15 P17 HP145 AC44
Order of Cherubim	W14 M11 P14 HP130 AC40	W17 M13 P16 HP135 AC41
Order of Melechize	W13 M9 P13 HP105 AC37	W16 M11 P15 HP110 AC38
Order of Arelim	W12 M8 P10 HP95 AC35	W15 M10 P12 HP100 AC36
Order of Chaiioth	W10 M7 P9 HP85 AC33	W13 M9 P11 HP90 AC34
Guardian Angel (Hashmallim)	W8 M5 P8 HP70 AC29	W11 M7 P10 HP75 AC30
Common Angel (Order Elohim)	W7 M4 P7 HP60 AC27	W10 M6 P9 HP65 AC28
Ordinary Angel (Order of Ishim)	W6 P5 HP50 AC25	W9 S4 P7 HP55 AC26

Table Key = (W Level as Warrior, (M) Level as Wizard, (P) Level as Priest, (HP) Health Points, (AC) Armor Class.

Angels of the First Choir (Orders of Ishim, Elohim & Hashmallim; Generic Abilities); hp 50 to 75; AC 25 to 30, *Weapon:* Sword +3 (flaming, holy, dragon slayer, demon slayer); *Special Attacks:* None; *Special Qualities:* Standard Angelic Abilities plus aura of awe (mesmerize, save 1d20 GTET [28-Will], 25 FT), call flames 25 FT, control temperature 25 Ft, detect phased creatures (100 FT), extraordinary hearing (125 FT), immune to cold, *invisibility* [Hashmallim], low-light vision, requires enchanted-blessed-cursed weapon to injure, resists spells (1d12 GTET 5), resists prayers (1d12 GTET 3), resists natural fire, see incorporeal (50 FT), *telekinesis* (50 FT, 20 pounds); 5/day — *God's Missile, God's Bolt, God's Fist*, 3/day — *neutralize poison*, summon angel (1d6 First Choir Angels); 1/day — *shapechange* (humanoid LTET 10 FT tall, 500 rounds); AL Good; Attributes: Agil14+1d10, Int 13+1d10, Stam 14+1d12, Str 12+1d12, Will 17+1d8; *Spells:* Wizard L8 and Priest L9; *Possessions:* *Crown of Flames, cure moderate wounds potion, cure serious wounds potion, cure critical wounds potion, holy water* (x4), Prayer scroll (3 Mysteries), *Shield of Walls*; *Description:* Tanned, dark-haired males, 6-7 FT tall, wearing white hooded robes and rope belts, and leather sandals; their long hair is usually worn in a ponytail. Ishimites are accompanied by **Ravens** (L2, hp10), Elohimites are accompanied by **Owls** (L4, hp13), and Hashmallites are accompanied by **Red-Tailed Hawks** (L3, hp11)

Angels of the Second Choir (Orders of Chaiioth, Arelim & Melechize; Generic Abilities), hp 85 to 110; AC 33 to 38; *Weapons:* gold-bladed *Short Sword* +4 (holy), gold tipped *Spear* +2 (holy, lightning, returning, Giant slayer, armor ripping); *Special Qualities:* Standard Angelic abilities, *aura of awe* (mesmerize, save 1d20 GTET [24-Will], 25 FT), *call flame* (75 FT), *control temperature* (75 FT), *discern lies*, extraordinary hearing (300 FT), *hold person* (HD25, 35 FT, save 1d20 GTET [32-Will]), immune to cold, *invisibility*, requires weapons enchanted-blessed-cursed GTET +2 to injure, resists Spells (1d20 GTET 5), resists Prayers (1d20 GTET 4), resists natural fire, see incorporeal (125 FT), *telekinesis* (150 FT, 50 pounds); 10/day — *cure disease, God's Missile, God's Bolt, God's Fist*, 5/day — *aura of heroism* (2500 FT, affects deity's followers), *God's Fire, God's Missile Volley, God's Mighty Trumpet, God's Strike*, 3/day — *cure blindness/deafness, neutralize poison, shapechange* (humanoid LTET 15 FT tall, 50 minutes), summon angel (1d6 Second Choir Angels), 1/day — *God's Smite, shapechange* (mammalian animal, cats preferred, 45 minutes); AL Good; Attributes: Agil 16+1d10, Int 15+1d10, Stam 15+1d12, Str 13+1d12, Will 18+1d8; *Spells:* Wizard L7-11 and Priest L9-15; *Possessions:* *cure moderate wounds potion* (x2), *cure serious wounds potion* (x2), *cure critical wounds potion, holy water* (x6), Prayers (5 spells), *Shield of Walls* (fire), *Crown of Command*, either *Bagpipes of War* or *Flute of Changing*. *Description:* The colors of the Chaiioth are aquamarine

BESTIARY: ANGELS TO ANCIENT

Angels of the Second Choir, continued...and gold, and they are accompanied by a **Kestrel** (L4, hp14). The colors of the Arelin are tan and ochre, and they are accompanied by a **Falcon** (L5, hp14). The colors of the Melechize are green and silver, and they are accompanied by a **Hawk** (L5, hp18).

Angels of the Third Choir (Orders of Cherubim, Serephim, Auphanim; Generic Abilities); hp 130 to 155; AC 40 to 48, *Weapons*: gold *Long Sword* +5 (holy, cold blade, singing, limb cleaving); *Special Qualities*: Standard Angelic Abilities, *aura of awe* (mesmerize, 1d20 GTET [33-Will], 35 FT), become incorporeal, *call flame* (100 FT), *detect good* (500 FT), detect phased creatures (300 FT), *discern lies*, extraordinary hearing (300 FT), immune to natural heat-cold-electricity, low-light vision, requires enchanted-blessed-cursed weapons GTET +3 to injure, resists Prayers and Spells (1d12 GTET 5) *control temperature* (100 FT), *infrared vision* (500 FT), see incorporeal (150 FT), see invisible (300 FT), *telekinesis* (200 FT, 75 pounds), 15/day — *God's Missile*, *God's Bolt*, *God's Fist*, 10/day — *God's Fire*, *God's Missile Volley*, *God's Mighty Trumpet*, *God's Strike*, 5/day — *aura of heroism* (5000 FT, affects deity's followers), summon angel (1d12 Second Choir Angels or 1d20 First Choir Angels), 3/day — *aura of super-heroism* (2000 FT, affects deity's followers), summon angel (1d6 Third Choir Angels), *God's Brimstone*, *God's Smite*, 1/day — *God's Smite*; *Spell-Like Abilities*: At will — *invisibility*, *hold person* (affects HD 35, 35 FT, 1d20 GTET [35-Will]), 15/day — *cure serious wounds*, 10/day — *cure critical wounds*, *neutralize poison*, *remove disease*, 5/day — *bless*, *shapechange* (humanoid LTET 15 FT tall, 500 rounds), *remove blindness/deafness*, 3/day — *mass cure serious wounds*, *shapechange* (mammalian animal, canines preferred, 500 rounds), *stone to flesh*, 1/day — *raise the dead*, *shapechange* (avian animal, 500 rounds); AL Good; *Attributes*: Agil17+1d10, Int 16+1d10, Stam 16+1d12, Str 14+1d12, Will 22+1d10; *Spells*: Wizard Level 11 to 16 and Priest Level 14 to 19; *Possessions*: *cure moderate wounds potion* (x2), *cure serious wounds potion* (x3), *cure critical wounds potion* (x3), *holy water* (x6), scroll (7 spells), *Shield of Walls* (force), *Crown of the Elements*, *Trumpet of the Saints* (Summoning, Deafening, Quakes); *Description*: The colors of the Cherubs are white and pink and they are accompanied by an **Albatross**. The colors of the Seraphim are blue and gold and they are accompanied by four **Swallows**. The colors of the Auphanim are orange and silver and they are accompanied by two **Crows**.

Angels of the Fourth Choir (Orders Chasmalim & Shinnanim, Archangels; Generic Abilities); hp 165 to 225; AC 50 to 70, *Weapons*: long-handled *Mace of Doom* +7 (12 FT, holy, wounds bleed 1d6 rounds, mortal slaying – save 1d20 GTET [36-Will], intelligence 24, spell blade – Wizard L6); *Special Qualities*: Standard Angelic Abilities, *aura of awe* (mesmerize, save 1d20 GTET [37-Will], 35 FT), become incorporeal, *call flame* (200 FT), *cure light wounds*, extraordinary hearing (500 FT), immune to natural heat-cold-electricity, low-light vision, requires weapons enchanted-blessed-cursed GTET +5 to injure, resists Prayers and Spells (1d20 GTET 5), *control temperature* (200 FT), *detect good* (750 FT), detect phased creatures (500 FT), *discern lies*, *hold person* (affects HD 60, 50 FT, save 1d20 GTET [36-Will]), *infrared vision* (750 FT), *invisibility*, see incorporeal (250 FT), see invisible (400 FT), *telekinesis* (400 FT, 100 pounds), 25/day — *God's Missile*, *God's Bolt*, *God's Fist*, 15/day — *cure serious wounds*, *God's Fire*, *God's Missile Volley*, *God's Mighty Trumpet*, *God's Strike*, *remove disease*, *remove poison*, 10/day — *cure super-critical wounds* [2d20], *remove blindness/deafness*, *shapechange* (any creature, 2 hours), summon angel (1d20 Second Choir or 2d20 First Choir Angels) 5/day — *aura of heroism* (2 miles, affects deity's followers), *God's Brimstone*, *God's Smite*, summon angel (1d8 Third Choir Angels), *stone to flesh*, *regenerate*, 3/day — *aura of super-heroism* (1 mile, affects deity's followers), *mass cure serious wounds*, *raise the dead*, summon angel (1d4 Fourth Choir Angels); AL Good; *Attributes*: Agil18+1d12, Int 19+1d12, Stam 18+1d12, Str 15+1d12, Will 24+1d8; *Spells*: Wizard L15 to 20 and Priest L19 to 25; *Possessions*: *cure moderate wounds potion* (x4), *cure serious wounds potion* (x4), *cure critical wounds potion* (x4), *holy water* (x8), Prayer scroll (7 spells), *Shield of Walls* (force), *Crown of Power and Brilliance*, *God's Trumpet*; *Description*: The colors of the Chasmalim are black and crimson and they are accompanied by **Armorpeckers**. The colors of the Shinnanim are purple and yellow and they are accompanied by **Giant Bluejays**.

Anger Flowers (Endel's Bulb); HD0 [hp1d8]; AC2-10; *Special Abilities*: Murderous Rage (mental domination causes intense anger and violence lasting 40-Will rounds, save 1d20 GTET [33-Will], range 50 FT); *Description*: A group of small orange flowers together in a space 4 FT in diameter, having dark green stalks 20-24 inches and eight dark green spikes at the base of each stalk; the flower resembles an orange sunflower with a black center; *Other*: poisonous to Elves; Number 1d4.

Ancient Silverback; HD4-6; AC16; *Attacks*: Bite 1d3 Punch 1d12; *Special Abilities*: Crushing Hug 2d6; Agility: 14 ground 16 in trees; *Description*: A very large, black-furred humanoid with a huge chest and arms; ancient silverback's have white or silver hair around their buttocks and as a stripe on their back; *Other*: excellent climbers, good smell ability, Intelligence 1d8+6; Number Alone (10% leader of 2d12 smaller male apes)

BESTIARY: ANT TO ARCTIC

Ant, Warrior, 1d20 appearing; HD4; hp 1d4+12; AC 25; *Attacks*: Bite 1d8, Charge 1d6; *Special Attacks*: *acid spray* (3/day, 10 FT, 1d12 plus 1d2/round for 1d12 rounds or until washed); *gas spray* (5/day, 30 FT, causes incapacitating retching, 1d100 rounds, save 1d20 GTET [34-Stamina]); *Special Qualities*: digs 20 cubic FT/round, low light vision (50 FT), telepathic communication (ants 20 FT, queen 300 FT), walks on vertical surfaces; AL None (Queen Neutral); *Attributes*: Agil 16, Int 6 [queen 15], Stam 16, Str 19, Will 14 [queen 20]; *Description*: Six-legged black ants 3d10+20 inches long with two body segments, a large spherical head, several thin antennae, and a large pair of mandibles under the mouth, two silver compound eyes, and irregular red splotches on the flanks and legs.



Antelope; HD2-3; AC20; *Attacks*: Bite 1d2 2*Kick 1d4 Horns 1d12, Trample 3d6; *Agility*: 17-20; *Description*: Any of several varieties of sleek four-footed mammals with horns; coloration is typically a brown and white mottle; *Other*: fast sprinters, extremely sensitive hearing; Number 6d8.

Giant: HD4-5, AC30; Bite 1d3, 2*Kick 1d8, Horns 1d12+1d8, Trample 3d10.

Mountain: HD2-4, AC25, Bite 1d3, 2*Kick 1d6, Horns 1d12+1d6, Trample 3d8, excellent jumper and climber; may be trained as a mount if started young.

Apophis; HD5; AC30; *Attacks*: Bite 1d10 Claw 1d3 front/1d6 rear; *Special Abilities*: ability to alter skin coloration to blend into vegetation (limited invisibility); *Agility*: 11 land 15 water; *Description*: A red skinned, scaled bipedal reptilian creature which typically moves on its hind legs which are partially webbed; its flanks have streaks of darker red; its "fingers" and claws are also dark red in color; its eyes and teeth are pale yellow; it has a pale yellow crest along its back; the Apophis is about 9 FT tall and weighs about 2000 pounds; *Other*: excellent swimmer, poor low-light vision; Number 1d6.

Aralez; HD6-8; AC40-50; *Attacks*: Bite 1d3 Claw 1d3; *Special Abilities*: Chilling Touch 3d6 (half damage save, 1d20 GTET [28-Stamina]); *Agility*: 10-12; *Description*: A pale white Undead (corporeal) humanoid 6-7 FT tall; its face is gaunt and sunken with deep red eyes; its hair is silver and is usually long and gathered into a ponytail, dressed in either a white or black tunic which reaches to their knees and is belted by a black belt; their fingernails are a pale purple; *Other*: raise the dead (1/day, 48 hr limit), immune to silver weapons, double damage from Air magic, not intrinsically evil, Intelligence 1d6+10; Number 1d3.

Arctic Bear; HD5-8; AC30-40; *Attacks*: Bite 1d12 2*Claw 1d12+4 Trample 2d12; *Special Abilities*: Crushing Hug 2d12+1d10 (avoid 1d20 GTET [28-Agility]); *Agility*: 12-16 land 9-12 swimming; *Description*: A very large four-legged mammal with a thick pelt of white or light brown fur with some patches of silver; it has darker fur around a pronounced snout with a soft black nose, blue colored eyes, a small stubby tail, a rounded barrel-like chest, and thick padded paws; stands on two feet to attack at height of 8½ - 9 FT; *Other*: highly aggressive, excellent swimmer, fast sprinter but tires, good climber, claws worth 10+2d12 SP, pelts in good condition 2d12 GP, meat is a delicacy in polar regions; Number: 1 (pair in mating season, 10% mother and 1d4 cubs).

Arctic Bird; HD1-2; AC10-20; *Attacks*: Beak 1d4, Claw hp2; *Special Abilities*: Snow Blast (1d12+1d6, 15 FT radius, 4/day, 4 round recharge); *Agility*: 12-13 ground, 18-20 airborne; *Description*: A white bird with a wingspan of about 4 FT, with black spots on its head and black tips on its wing feathers; it has light blue eyes and a blue underside and legs; *Other*: immune to cold magic, the feathers/down are highly desirable for making warm outdoor clothing and quilts - one bird yields 1d6 pounds of down worth 1d8 SP/pound; folklore has it that these birds are only seen just before heavy snow, Intelligence 1d6+9 (speech INT 14-15); Number 1d8 nest, 1 outdoors.

BESTIARY: ARION TO AURA

Arion Horse; HD6-7; AC40-46; *Attacks*: Bite 2d4 Kick 1d12 Trample 5d10 Stampede 1d100+25; *Special Abilities*: low-light vision; Agility: 16-20; *Description*: A four-legged equine standing 7 FT high at the shoulders, with a narrow face and dark blue eyes; their bodies have a distinctive white coat with blue streaks on the haunches and blue hooves/manes/tails; *Other*: 20% are capable of speech, Intelligence 1d8+10, cannot be tamed – may accept rider if Agility+Will GTET 36, will not allow saddles, good hearing, good sprinter, excellent running endurance, excellent jumper 30 FT horizontal 14 FT vertical, good swimmer, requires large amounts of water; Number 1d20 herd 1d3 stallions.

Armorpecker, 2d8 appearing; HD5; hp 1d6+12; fly 70 FT; AC 40 (flying) 25 (ground); *Attacks*: Pecking 1d4, Talons 1d4; *Special Attacks*: *armor eater* (permanently reduces AC2 points/hit when roll is 4 points GTET than the required to-hit value); *Special Qualities*: low-light vision; AL None; *Attributes*: Agil 22, Int 5, Stam 10, Str 9, Will 9; *Description*: A copper or bronze colored tall-crested songbird 12 to 14 inches in height with glossy black eyes, bill, and feet with a red bill tip and red-tipped talons. Its wings each span 19 inches.

Arrowhead Plant; HD2; AC15; *Attacks*: 1d12 independent stalk *Attacks* each arrowhead 1d3 damage; target is within 10 FT – fires up to 4 volleys of 4+1d12 arrows/volley doing hp4/arrowhead; Agility 8-11; *Description*: A thick vine with many stalks; each stalk has a bright red flower with six lobes, and 1d4 flat bony plates shaped like the tips of arrows; *Other*: typically a desert plant, each plant stores 1 gallon potable water/10 FT length; Number 1d8.



Assura (Sergeants of Paimon, blue reptile-headed warty devil), 1d4 appearing; HD12; hp 60; fly 100 FT; AC 38; *Attacks*: Claw 1d6 (x2), Knee Horn 1d3 (x2); *Weapons*: heavy *Flail* +2, *Long Spear* +1; *Special Attacks*: *water cannon* (5/day, 25 FT, 1d10 damage), *become mute* (touch, 1d100 hours, save 1d20 GTET [30-Will]); *Special Qualities*: Standard Sergeant Abilities, charm animal (50 FT, any reptile), comprehend languages (50 FT, reptilians and snakes), immune to reptile/snake venom and poisons based on reptile venom, moves through swamps without leaving a trace; AL Evil; *Attributes*: Agil 12+1d6, Int 15+1d10, Str 16+1d8, Stam 18+1d10, Will 18+1d8; *Spells*: Wizard L5. *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *protection from arrows potion*, *cure serious wound potion*, Ring of Chameleon, scroll (*dissipate magic/hold person/lightning bolt*), scroll (*confusion/cold blast/fog*), truth serum, *Salve of Slipperiness*, silver flask (infernal whisky, flask 40 GP, whisky 104 GP), curved silver horn (range 3 miles); *Description*: Appears as a reptilian biped 6 FT 3 inches to 6 FT 8 inches tall, with a thick torso covered in dark blue scales, two short arms ending in a clawed four-finger hand with a white palm, two short but well-muscled legs, a long triangular foot tipped with three curved talons, a horn curved upward on each knee, and a thick but tapering tail which extends 6 FT behind the body, covered by warts and many small knobs. Assura have thick necks, a flat head light blue in color, bald, two large blue eyes set into raised eye sockets at the rear of the head. Their extended rectangular snout is up to 20 inches long with 4 raised breathing holes at the end, many small fangs extending downward from the upper jaw, and 4 small dark blue vertical horns growing from behind their eyes. Typically wears leather armor dyed grey. Found leading a troop of 8 Etvaras foot soldiers.



Aura; HD4-6; AC100 (15 silvered/enchanted weapons); *Special Abilities*: Chilling Touch 1d12 (quarter damager, save 1d20 GTET [30-Will]); Agility 10-13; *Description*: An incorporeal Undead humanoid with a long nose, long droopy ears, tangled dark colored hair and seven fingers on each hand and seven toes on each foot; the Aura glows with a soft or pale yellow light; *Other*: attracted to persons of strong good/evil disposition; Number 1d3.

BESTIARY: BABOON TO BASILISK

Baboon; HD2-4; AC16-20; *Attacks*: Bite 1d2 2*Punch 1d6 Strangle 1d10; *Special Abilities*: Crushing Hug 3d6, low-light vision; Agility 10-14 ground 13-16 in trees; *Description*: A moderately sized primate with dark brown or black fur, large eyes, and a short tail; the baboon's face may be marked with skin of several bright colors; the baboon is stocky with a wide chest and muscular arms; *Other*: excellent climber, Intelligence 1d6+8; Number 1d12.

Backpack Monster; 1d4 appearing; HD8; hp 26; AC 30; *Attacks*: Bite 1d6, Claw 1d12 (x2, critical hit severs spinal cord causing paralysis below the wound, second critical hit shreds heart; claws are phased and metal rending – attack as if armor was not worn, permanently reduce armor AC1d6/hit); *Special Attacks*: *evil transformation* (when carried in the backpack or bag of a good or neutral person for 600 rounds it transforms into a monster on 1d20 roll of 1 checked every 5 rounds); *Special Qualities*: immune to electrical or lightning attack, immune to plant-based poisons, infrared vision (25 FT), low-light vision (15 FT); 3/day — *invisibility* (1d12*20 rounds); AL None; *Attributes*: Agil 15, Int 7, Stam 15, Str 8, Will 11; *Description*: Appears (shapechanged) as a golden krater, chalice, dish, or plate (aura of evil, 6 FT). It transforms into a badger-like creature 14 inches long by 7 inches tall by 6 inches wide, with a long snout ending in a rounded black nose, glowing green eyes, small pointed ears, with slick black fur and mithril claws. Its claws move out-of-phase with the material world, allowing it to bypass armor and directly attack undefended skin. The monster always gains first attack from behind (from backpack against the back). The monster secretes a powerful anesthetic (save 1d20 GTET [35-Stamina]) for the victim to feel an attack. The gold furnishing are found in area 4 [Unholy Sacristy] of Samael's Palace transform into Backpack Monsters.

Balringog; HD1-2; AC15; *Attacks*: Claw (dwarves) 1d8 PLUS permanently remove 250 XP/hit, (non-dwarves) 1d3; *Special Abilities*: sense dwarves within 500 FT; Agility 8-11; *Description*: A small Undead humanoid 4 FT tall, with dull grey skin which hangs from their bodies; their eyes are a dull red; their lips and ears and fingernails are a dull blue; *Other*: Dwarves are affected by Balringog's even when changed into an *Other* humanoid form; Number 2d4.

Banshee, 1 appearing; HD1d4+8; hp 1d20+70; fly 30 FT; AC 35; *Special Attacks*: *numbing touch* (touch, no save, hp1d6, numbs touched limb 3d100 rounds – prevents weapon/object use by that limb, reduces Agility 1 point/hit for 1 hour), *death wail* (sound attack, 30 FT, directed versus 1 selected person, immediately fatal, save 1d20 GTET [28-Will]); *Special Qualities*: *detect good* (150 FT), detects mortal's life force (150 FT), resists Prayers 1d20 GTET 15, *see invisible* (50 FT), silver or gold weapons are required to injure, suffers 1d8 damage from ordinary fire (e.g. torch); AL Evil; *Attributes*: Agil 14, Int 18, Stam 18, Str 12, Will 24; *Spells*: L4 Evil Priest; *Description*: An incorporeal human or elven female, 1d10+53 inches tall, between 20 and 40 years, with long blonde hair and large sad blue eyes, moderate to large bust, wearing a low cut, ankle length black gown or dress and black slippers.

Bardha; HD1-3; AC15 (armor to 40); *Attacks*: Punch 1d2 Strangle 1d8, typical weapons – blow guns/short swords/slings /short spears; *Special Abilities*: exceptional infrared vision and low-light vision; Agility 10-14; *Description*: A pale white skinned humanoid race 5 FT tall, typically with a short beard but *Otherwise* hairless; their eyes are a pale blue or green in color; they have large feet with fleshy pads on the undersides; *Other*: typically found underground, poor sight in brightly-lit areas, moves silently, sense metal ores 100 FT, excellent miners/metal workers; villages of 100-150 persons/6 to 10 villages form a clan/10-12 clans form a nation (at least 4 nations are known); some Bardha's are Wizards (earth and spirit magic only); cultivate a wide variety of mushrooms; tame and ride Giant Spiders; friendly toward Gnomes and neutral toward Dwarves; Number 1d20.

Barracuda; HD2-3; AC16; *Attacks*: Bite 1d8 Ram 1d10; *Special Abilities*: low-light vision; Agility 14-16; *Description*: A large predatory fish to 8 FT with elongated snout and several rows of very sharp teeth; *Other*; highly aggressive; Number 2d6.



Basilisk Lizard, 1d4 appearing; HD1d3+8; hp 1d10+55; Spd 65 FT (limit 30 rounds then 40 FT), swim 15 FT (does not like water); AC 42; *Attacks*: Bite 1d8+2, Claw 1d6 (x2), Tail 1d8 (crushing); *Special Attacks*: *alarming stare* (gaze attack 15 FT, *fear* 1d20+12 rounds, save 1d20 GTET [28-Will]), *arresting stare* (gaze attack 25 FT, 10/day, *hold person* 1d20+20 rounds, save 1d20 GTET [31-Will]); *Special Qualities*: not affected by *flesh-to-stone* spell, resists earth magic (1d20 GTET 12), +6 bonus versus poisons; None; AL Neutral; *Attributes*: Agil 20, Int 11, Stam 22, Str 27, Will 14; *Description*: A pale green four-legged reptile with a body 1d8+8 FT long having a tail 1d8+4 FT, whose head is about 4 FT from the ground; the Basilisk Lizard has a long thin ugly face with six black upper jaw fangs, a bony crest behind its head, long droopy ears, and wide violet eyes; each thick foot has five curved ivory talons; adults have thin brown horizontal lines along its back and flanks.

BESTIARY: BATS TO BEETLE

Bats, Spectral, 1d3 appearing outdoors/1d20 at nesting site; HD9; hp 1d12+42; fly 75 FT; AC 25 [ground] 45 [airborne]; *Attacks*: Bite 1d12+2, Claw 1d12 (x2, airborne); *Special Qualities*: echo location (1000 FT), flies silently, hears heartbeats (quarter-mile), resists Spells (1d20 GTET 14), 10/day — *astral form* (50 rounds), 5/day — *teleportation* (250 ft); AL Neutral; *Attributes*: Agil19, Int 12, Stam 16, Str 15, Will 15; *Description*: A white or pale yellow furred bat with a wingspan 12 FT to 15 FT, the ears have pale yellow fur lining, the body has white or yellow striping, and the wings have pale red splotches or patches and red tipped hand fingers. Juveniles have hp 1d20+8.

Bee, Greater, 2d12 appearing or 4d100 in nest; HD1/HD3 queen; hp 7/21 queen; fly 75 FT; AC 22 [ground] 30 [airborne]; *Attacks*: Bite 1d2; *Special Attacks*: *paralyzing stinger* (1d4, 1d100+20 rounds, save 1d20 GTET [34-Stamina], if GTET 4 stings increase base roll by +3/sting, a bee venom allergy is fatal in 1d100 rounds unless save 1d20 GTET [37-Stamina]), *fearsome swarm* (when GTET 20 their collective buzzing causes panic, 1000 FT, save 1d20 GTET [36-Will], 2d100 rounds), *pollen allergy* (if allergic causes a sneezing fit when within 25 FT, save 1d20 GTET [36-Stamina]); *Special Qualities*: detects [flowering] plant (2000 FT), low light vision (250 FT), summon swarm (all bees, 2500 FT), telepathic communication (to bee 50 FT, to queen 1200 FT), unaffected by sound attacks; AL None (Queen Neutral); *Attributes*: Agil 10 (airborne 18), Int 5 (queen 17), Str 7, Stam 14, Will 11; *Description*: A six-legged winged insect with oval body 1d12+6 inches long by 5 inches across, with long four oval wings each spanning 15 inches, covered in black skin and hair with red flecks on the back and rear flanks. They are generally aggressive and active during daylight. Nests are often underground and contain 4d20+10 pounds high grade honeycombs. A Nest may have the treasure from 1d4 deceased adventurers.

Beetle (Arctic); HD2-4; AC20-26; *Attacks* Bite 1d10; *Special Abilities*: blend into a snow environment (limited invisibility), heat sensing to 250 FT; Agility 8-12; *Description*: A large six-legged insect with a thick pelt growing over a flexible shell, 5 FT long and 3 FT high, have shaggy pale off-white or pale blue pelts, and long brown antennae with a pronounced double jaw/pincer arrangement; *Other*: immune to cold-based magic, may hibernate in extreme cold; Number 1d3.

Beetle (Bomber); HD3; AC30; *Attacks* Bite 1d4 Ram 1d10; *Special Abilities*: 2*Explosive Attack 1d10 (forward, rear, 1/round limit 10), infrared vision; Agility 10-12; *Description*: A large hard-shelled six-legged insect 5½ to 6 FT long and 4½ FT high; typically colored a pale orange and sometimes has purple or violet bands on its legs and head; Beetles typically have long antennae and a pronounced double jaw/pincer arrangement; *Other*: good digger; Number 2d12 nest, 1d6 outdoors.

Beetle (Crab); HD4-5; AC30-40; *Attacks* Bite 1d4 2*Pincers 1d8; Agility 10-12 land 12-15 swimming; *Description*: A large hard-shelled six-legged insect between 3½ and 4 FT long and 3 FT high; two independent front pincers about 5 FT in length, typically grey in color with black feet and black patches on their heads, have long antennae and a pronounced double jaw/pincer arrangement; *Other*: good swimmers and divers, stay underwater 1d12+20 rounds; Number 1d8.

Beetle (Death, Furry), 1d3 appearing; HD4-6, hp 60; fly 50 FT [limited to 500 FT], swim 15 FT; AC 39; *Attacks*: Bite 1d12; *Special Attacks*: *death bite* (extraordinary fatal poison, acts in 1d8 rounds, save 1d20 GTET [38-Stamina]); *Special Qualities*: detects living creatures (200 FT), immune to death magic, immune to ordinary and enchanted cold, low light vision, suffers double damage from air magic; AL None; *Attributes*: Agil 18, Int 5, Stam 25, Str 18, Will 15; *Description*: A hard-shelled six-legged insect 4-5 FT long, 3½ FT high, covered by a thick glossy black fur marked on the flanks with a white patch resembling a skull and bones, with several slender long black antennae tipped in white, 4 white horns on the front, and double pincers surrounding the mouth. Its venom is valued at 50 GP/ounce.



Beetle (Diving Predator); HD4-5; AC45-55; *Attacks* Bite 1d8 Claw 1d10 (swimming) Ram 1d12; *Special Abilities*: echo location, low-light vision; Agility 10-12 land 14-18 swimming; *Description*: A large hard-shelled six-legged insect 3½ to 4½ FT long and 3 FT high; have a smooth and streamlined body colored a dark blue on their backs and a lighter blue on their undersides, with long antennae and a pronounced double jaw/pincer arrangement; their feet are somewhat wider than normal and are webbed; *Other*: 25% chance/spell to resist water magic (no effect), excellent swimmer/diver, stays underwater 2d100 rounds; Number 1d8.

Beetle (Fungus); HD3-4; AC25-35; *Attacks* Bite hp2 Stinger 1d3; *Special Abilities*: Paralysis (fungal nerve agent, save 1d20 GTET [33-Stamina]); Agility 9-12; *Description*: A large hard-shelled six-legged insect 3½ to 4 FT long and 2½ FT high; typically a pale grey in color with black mottles on their back however they always have a fine, thin, coating of a white or off-white fungus growing on their backs and covering their pincers (symbiotic poison fungus); typically have long antennae and a pronounced double jaw/pincer arrangement; *Other*: fungus rots the body at hp1/round after paralysis, alcohol kills the fungus; Number 1d3.

BESTIARY: BEETLES

Beetle (Giant Carrion); HD2-4; AC30-40; *Attacks* Bite 1d6; *Special Abilities:* bite transmits fatal disease (save 1d20 GTET [32-Stamina]), infrared vision; Agility 10-13; *Description:* A large hard-shelled six-legged insect 4½ to 5 FT long and 3 FT high; light red shell marked in a pattern of darker red chevrons; Beetles typically have long antennae and a pronounced double jaw/pincer arrangement; *Other:* rarely aggressive; Number 1d6.

Beetle, Giant Scavenger, 1d8 appearing; HD4; hp 1d10+7; fly 15 FT; AC 28; *Attacks:* Bite 1d8, Claws 1d4 (x2), Trample 2d6; *Special Qualities:* *infrared vision* (50 FT), *see invisible* (30 FT); AL None; *Attributes:* Agil 12, Int 7, Str 18, Stam 15, Will 13; *Description:* A hard-shelled, six-legged, giant insect 4½-5 FT long, 4 FT high, colored a dull green or green with red and black irregular mottles or splotches, with long antennae and a prominent front double jaw/pincer arrangement, and wings folded over its back exoskeleton. The Giant Scavenger Beetle retreats from combat whenever possible.

Beetle (Golden or Tormel's), 1d4 appearing; HD1d3+9; hp 90; fly 100 FT, swim 15 FT; AC 39; *Attacks:* Bite 1d12+2, Fore Claws 1d6 (x2), Stinger 1d12 (6 FT range, front, once/10 rounds); *Special Attacks:* *paralyzing stinger* (paralysis after 1d4, persisting 3d10 hours, save 1d20 GTET [32-Stamina], fatal in 2d20 rounds if have a venom allergy – save 1d20 GTET [35-Stamina]), *hypnotic fungus* (symbiotic fungus forms airborne cloud range 15 FT causing exposed persons to become lethargic, confused, dazed, and mesmerized after 1d4 rounds allowing the beetle to grapple without an effective response; save 1d20 GTET [34-Will]); *Special Qualities:* capable of walking on vertical surfaces (45 rounds), echo location (500 FT), immune to air magic, *infrared vision* (100 FT), low-light vision, resists Prayers (1d20 GTET 18), resists Spells (1d20 GTET 14), *see invisible* (30 FT); *Spell-Like Abilities:* 5/day — *major illusion* (disbelieve 1d20 GTET [33-Will]), 3/day — *create fog*, *summon swarm* (vermin beetles), 1/day — *poisonous fumes*; AL None; *Attributes:* Agil 18, Int 5, Stam 30, Str 26, Will 15; *Description:* A hard-shelled six-legged beetle (1d8/2)+9 FT long by 4½ FT high at the shoulder by 2½ FT wide, with two large gold compound eyes flecked with red, a large red mandible and pincer, and a 3 inch diameter stinger tube centered in its chest region. The beetle is a glowing gold on its head, back, and flanks, a pale yellow under the shell and on its underside, with dark brown legs and circular gold feet, 6 feathery gold antennae, and a dark brown stinger. Females have a 25% chance of having an enlarged egg sac on the underside of the abdomen. Each carcass produces 5d100 ounces of paralyzing venom (25 GP/ounce) and 2d100 ounces of symbiotic fungus (250 GP/ounce).

Beetle (Lizard); HD2-4; AC20-30; *Attacks* Bite 1d6 Tail 1d8; *Special Abilities:* low-light vision; Agility 8-12 land 11-13 swimming; *Description:* A large six-legged insect 5½ to 6 FT long and 3½ FT high; its back is covered by a thick hide in shades between dark green and light brown; typically have long rope-like antennae, a pronounced green snout with reptilian jaws, and webbed feet; Lizard Beetles have a long whip tail (5 FT); *Other:* frequent marsh dwellers, good swimmers; Number 1d20 nest 1d3 outdoors.

Beetle (Metallic); HD7; AC75-90; *Attacks* Bite 1d4 Ram 2d12; *Special Abilities:* low-light vision; Agility 8-12; *Description:* A large hard-shelled six-legged insect 7-9 FT long and 6 FT high; covered by overlapping grey or dull green metal plates, typically have long antennae and a pronounced double jaw/pincer arrangement; *Other:* prefers arid environments, rarely aggressive, weighs 4000 pounds, 2d20 plates/carcass at 1d8 GP/plate; Number 1d3.

Beetle (Rhino); HD8-10; AC60-70; *Attacks* Bite 1d12 Trample 3d10; *Special Abilities:* low-light vision; Agility 10-15; *Description:* A large hard-shelled six-legged insect 8-10 FT long and 6 FT high; typically has a grey back (sometimes with dark brown splotches on the rear) and a darker grey underside; the Rhino Beetle has 1-3 large shell horns up to 24 inches long, long antennae and a pronounced double jaw/pincer arrangement; *Other:* easily spooked/provoked; horns are worth 1d4 SP/inch length; Number 1d3.

Beetle (Rifle), 1d4 appearing; HD4-6; hp 1d6+25; swim 10 FT; AC 32; *Attacks:* Bite 1d6, Trample 1d12+4; *Special Attacks:* *rifle shot* (50 FT, 1d12 [x2/round], 3d6 ammunition/rifle, 1d12 hours to restore ammunition); *Special Qualities:* immune to earth magic, *infrared vision* (50 FT), low-light vision, unaffected by ordinary cold; AL None; *Attributes:* Agil 18, Int 7, Stam 26, Str 26, Will 11; *Description:* A hard-shelled six-legged insect 5½-7 FT long, 6 FT high, 3 FT wide, with a glossy yellow or yellow-and-green shell covering vestigial wings, long antennae and a prominent double jaw/pincer arrangement. Rifle Beetles have two green colored bulges on their shoulder (one on either side of the head) each with a horn cylinder 6 inches long by about 1 inch diameter (from which natural projectiles are gas-fired).

Beetle (Rot), 1d3 appearing outdoors or 1d12 in an underground nest; HD2; hp 1d4+14; fly 40 FT [500 FT limit]; AC 29; *Attacks:* Bite 1d6; *Special Attacks:* *rotting touch* (green rot infection, save 1d20 GTET [34-Stamina] checked per touch – rot does hp1 first round, hp2 on second, hp3 on third, etc., requires *Cure Serious Wounds* prayer or greater to counteract); *Special Qualities:* immune to acid or chemical attack, low light vision; AL None; *Attributes:* Agil 18, Int 6, Str 19, Stam 21, Will 11; *Description:* A hard-shelled six-legged insect 3½-4 FT long, standing 3 FT high, typically colored a putrid purple color with black stripes or a black strip around the bottom of the shell; its underside is colored dark green. Rot Beetles typically have long feathery green antennae, large reflective green compound eyes, and two pincers around the mouth.

BESTIARY: BEETLE TO BENG

Beetle (Sand), 1d6 appearing; HD5; hp 1d10+16; fly 20 FT; AC42; *Attacks*: Bite 1d12, Claws 1d4 (x2, airborne), Trample 1d8; *Special Qualities*: excellent digger and at tunneling, low-light vision, sensitive to vibrations in earth and stone; AL None; *Attributes*: Agil 15, Int 7, Stam 15, Str 15, Will 10; *Spells/Possessions*: None; *Description*: A hard-shelled six-legged insect 4½-5 FT long and 3 FT high, typically light tan colored, a dull brown, or tan with irregular brown splotches, with long antennae and a prominent double jaw/pincer arrangement. Sand Beetle are moderately aggressive and often hide covered in earth or sand waiting for prey.

Beetle, Scarab, 1d4 appearing; HD7; hp 1d10+20; fly 25 FT; AC 50; *Attacks*: Bite 1d8, Claws 1d6 (x2, foreleg); *Special Attacks*: *hot water spray* (1/day, 15 FT, 1d12), *ink spray* (5/day, causes thick black fog, 25 FT by 25 FT by 10 FT high); *Special Qualities*: low-light vision; AL None; *Attributes*: Agil 18, Int 7, Stam 20, Str 22, Will 12; *Possessions*: None; *Description*: A hard-shelled, six-legged insect, 7½-8 FT long, 5 FT high, having claw-like hooks on its foreleg, typically brown colored with a distinctive white “wing” pattern on their back, with long antennae and a prominent double jaw/pincer arrangement.

Beetle (Soldier); HD3-5; AC40-50; *Attacks* Bite 1d12 Kick 1d6 front 1d4 rear Ram 1d10; *Special Abilities*: 10% have poison bite (paralysis, save 1d20 GTET [30-Stamina]), infrared vision; Agility 13-16; *Description*: A large hard-shelled six-legged insect 7½ to 8 FT long and 6 FT; typically black colored with white flecks or dots around the head, with long antennae and a pronounced double jaw/pincer arrangement; both the front forelegs and the rear legs are barbed and can be used to kick; *Other*: can be trained, some [small] underground humanoids ride these into combat; Number 4d12 nest 1d6 outdoors.

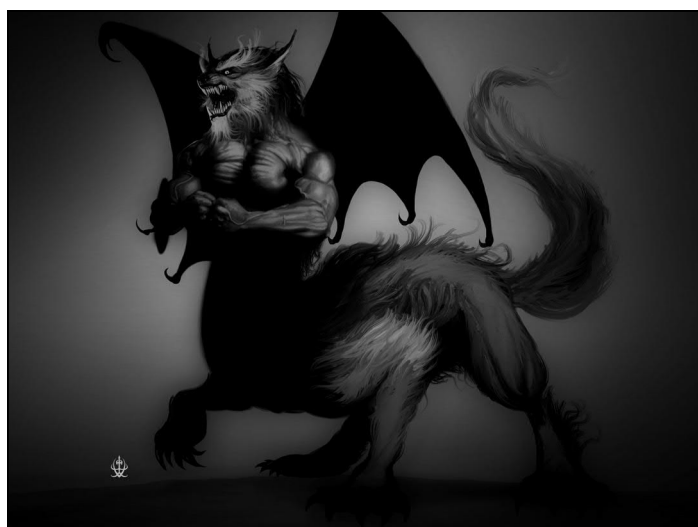
Beetle (Spider); HD3-5; AC25-40; *Attacks* Bite 1d6; *Special Abilities*: low-light vision, web ability; Agility 12-14 ground, 8-10 climbing; *Description*: A large hard-shelled six-legged insect 3½ to 4 FT long and 3 FT high; typically colored pale yellow with dull brown hair or fuzz with long antennae and a pronounced double jaw/pincer arrangement; they have two dark brown sacs on their backside which produce a coarse web to 1 inch in diameter with a range of 75 FT; *Other*: excellent jumpers, climbs vertical surfaces;; Number 1d3.

Beetle (Stag); HD2-4; AC25-35; *Attacks* Bite 1d6 Antlers 1d12+3 Trample 1d10; *Special Abilities*: low-light vision; Agility 10-14; *Description*: A large hard-shelled six-legged insect 6½ to 7 FT long and 5 FT high; typically colored a bright reddish-brown with light white or tan spots on their undersides and a white patch on their backside; Stag Beetles have a large (white) antler-like horn arrangement on their head with long feathery antennae and a pronounced double jaw/pincer arrangement; *Other*: not very aggressive, antlers weigh 1d10+25 pounds at 1d6 GP/pound; Number 1d20 nest, 1 outdoors.

Beetle (Tiger); HD4-6; AC30-40; *Attacks* Bite 1d12; *Special Abilities*: infrared vision; Agility 12-16; *Description*: A large hard-shelled six-legged insect 4½ to 5 FT long and 4 FT high; typically colored black or brown with irregular horizontal orange stripes, with long orange antennae and an unusual jaw arrangement with beetle-like pincers and feline-like teeth and incisors (fangs); Tiger Beetles typically have long black hair-like growths or whispers on their faces; *Other*: moves silently, excellent jumper, fast sprinter but tires quickly; Number 1d4.

Beetle (Water); HD2-4; AC20-30; *Attacks*: Bite 1d6; *Special Abilities*: walk on water, low-light vision; Agility 8-11 land 12-15 swimming; *Description*: A large hard-shelled six-legged insect 3½ to 4 FT long and 2 FT high; typically colored dark grey or green with irregular pale blue stripes, with long green antennae and an unusual jaw and pincer arrangement; *Other*: 25% chance to resist water magic (no effect), good swimmer, poor diver; Number 1d6.

Beng (Sergeants of Gaap, wolf-centaur devils), 1d4 appearing; HD14; hp 1d12+70; fly 80 FT, AC 37; *Attacks*: Fore-Claw 1d8+1 (x2), Charging Str+1d6 (trample); *Weapon*: silver barbed *Spear* +2, *Long Sword* +3 (unholy, wounds bleed 1d6 rounds), *Darts* +2 (cold, x5); *Special Attacks*: *wolf howl* (confusion and panic, 50 FT, save 1d20 GTET [36-Will]); *Special Qualities*: Standard Sergeant Abilities, charm animals (10 dogs or 6 wolves, 50 FT), comprehend languages (canines), create food and water, immune to insect venoms, jumps 8 vertical FT and 20 horizontal FT, knows true compass directions, travels through mountainous terrain without leaving tracks, 3/day — hero's feast; AL Evil; *Attributes*: Agil17+1d8, Int 19+1d12, Stam 22+1d12, Str 18+1d8, Will 1d6+18; *Possessions*: silver horn (heard 3 miles), *jump potion*, *Shield AC+14* (unholy), *cure moderate wounds potion* (x3), *protection from arrows potion*, *Pipes of Rat Summoning*, *Rope of Entanglement*, scroll (area of darkness x3); *Description*: A large composite creature with similarities to both centaurs and wolves. Beng are four-legged with



BESTIARY: BENG TO BEAR

Beng, continued...the bodies and tails of wolves, the torso, arms and neck of a humanoid, and a wolf-like face, standing 6 FT to 6 FT 8 inches tall, with wide heads, tall pointed ears, thick grey brows over high rounded eye sockets and glowing red eyes, wide jowls, a short snout ending in a black nose, a wide curved mouth with many sharp teeth and four front fangs, a small chin, thick grey fur on the skull and neck, and four small vertical horns growing from their foreheads. Beng have very well developed chest and shoulder muscles and their torso is covered by a thick leathery skin; they have large grey leather bat wings, each 7 FT across. Beng have muscular legs end in oversize paws with five large finger claws. They typically wear a pale blue tunic with one dark blue stripe on each sleeve over the torso, with a pale blue cap, and carry a medium shield with blue leather cover. Found leading a troop of 8 Pruddin foot soldiers.



Bereginy, 1d12 appearing; HD1d3+5; hp 1d6+44; swim 50 FT; AC 32 [underwater] 27 [land]; *Attacks*: Punch 1d4+1 (x2), Strangle 1d12; *Weapons*: *Cutlass* +2 (defense +3), *Staff* +2, Short Bow with 20 hunting arrows and 12 war arrows; *Special Attacks*: *charming touch* (touch, charm person, [1d100*20]+400 rounds, save 1d20 GTET [36-Will] males [28-Will] females), *hard water* (8 inch ball of water, 60 FT, 1d6 plus stun 1d12 rounds, save 1d20 GTET [29-Will], underwater only), *poisoned arrows* (hallucinogenic, affects in 1d8 rounds, 1d100*15 rounds, save 1d20 GTET [31-Stamina]), *poisoned arrows* (amnesiac, affects in 1d10 rounds, forgets previous 2d20*1200 rounds, save 1d20 GTET [34-Will]); *Special Qualities*: dives to 500 FT, hides near rivers/lakes (1d12 GTET 7), hides underwater (1d12 GTET 4), immune to water magic, immune to the venoms of aquatic animals, *infrared vision* (50 FT), low-light vision, resists Prayers (1d12 GTET 9), suffers 1.5 times rolled damage for electricity-based attacks, unaffected by cold water, *water breathing*, +4 save versus plant-based poisons; AL Neutral; *Attributes*: Agil 22, Int 22, Stam 20, Str 16; *Spells*: 12/

day Wizard L10; *Possessions*: *cure moderate wounds potion* (x2), *cure critical wounds potion*, *water breathing potion*, scroll (*panic*, *charm person*, *lightning bolt* x3). *Description*: Buxom women standing 5 FT 8 inches to 6 FT 2 inches tall, with small circular faces, small pert noses, wide pointed ears, light yellow or green eyes, long red or brown hair (worn to their waist) tied in green or blue ribbons, having slender frames, long shapely legs, light blue fingernails and lips, with webbed toes. They wear blue tunics or robes with a silver metal belt and silver sandals. Bereginy live in air-filled houses underwater, each holding 1d6 persons; they are very partial to handsome elvish and human men and are neutral towards women. Bereginy are always found near fresh water; they are never true evils.

Bison; HD2-5; AC18-30; *Attacks*: Bite hp1 Horns 2d6 Kick 1d6 front/1d10 rear Trample 3d12, Stampede 8d12; Agility 12-16; *Description*: heavy large four-footed bovine mammal with a shaggy mane about the head and a hump over the shoulders; they typically have two smooth horns which face forward; they are a dark grey to dark brown in color (lighter in calves and young adults); their manes may be black; their eyes are dark blue; *Other*: poor eyesight, Bulls can be very aggressive, pelts worth 2d6 GP, horns worth 3d12 SP each, 1000 pounds meat/carcass; Number 1 (lone bull), 3d12 herds.

Giant Bison: HD4-7, AC24-38, Bite hp2, Horns 3d6+4, Kick 1d6 front/1d12 rear, Trample 4d12, Stampede 10d12, Agility 14-18.

Red Bison: HD 5-8, AC28-44, Bite hp3, Horns 3d8+4, Kick 1d8 front/1d12 rear, Trample 5d12, Stampede 12d12, red pelts worth 5d8 GP, produces 3200 pounds meat, somewhat rare.

White Bison: HD6-10, AC36-50, Bite 1d6, Horns 4d12, Kick 1d10 front/1d12 rear, Trample 6d12, white pelts worth 6d12+30 GP, produces 4000 pounds meat, has high value and religious significance to plains cultures, very rare.

Black Bear (Trained), 4 appearing, HD1d3+6; hp 1d8+48; swim 40 FT; AC 40; *Attacks*: Bite 1d6+2 OR Claw 1d10+2 (x2), Horns 1d8 (gore), Knee Spikes 1d6 (x2), Overrun 2d8 +4 (charging); *Special Attacks*: *maul* (3d10, once/8 rounds, rearing position, both front claws); AL Neutral; *Attributes*: Agil 20, Int 11, Stam 19, Str 24, Will 13; *Description*: Very large black bears standing and walking on their hind legs at 7 FT 9 inches, appearing as ordinary bears except for two curved black horns on the sides of their skull. The bears are fitted with breastplates (*resists Spells 1d12 GTET 7*) and backplates (AC+26, deflects all ordinary weapons), studded leather protectors on their lower arms and legs, and an open helm (*protection from sound attacks*) on their heads. Their claws are fitted with leather gloves and four-inch metal blades, and they wear spiked knee-pads.

BESTIARY: Black to Buffalo

Black Lemur; HD1-3; AC3-12; *Attacks*: Bite 1d4 2*Claw 1d2 Strangle 1d8 Weapon (stick, rock); *Special Abilities*: infrared vision; Agility 13-16 ground 17-22 in trees; *Description*: A four-legged furry primate 3½ FT when standing, having a small head with long pointed ears, a small broad snout, large flat teeth, very large lidded eyes, wide cheeks and a small chin; it has large powerful hind legs (often upright), smaller forelegs with five-fingered hand, and prehensile tails to 5 FT (grasps objects); their fur is black/dark brown/dark grey with white/light tan/light brown faces/hands/feet; *Other*: Intelligence 1d6+4, exceptional climbers, outstanding jumpers (20 FT horizontal 13 FT vertical), very social, rarely aggressive, can swim, active around dawn and morning; Number 3d20+10 troop, 1d12 male group.

Ring-Tailed Lemur: stand to 5 FT, 7 FT tails, six-ten white bands on tail, HD 3-5, AC15-25, Bite 1d6, Throwing +1 TH/+1 damage, nomadic but territorial.

Boa; HD3-4; AC20-26; *Attacks*: Bite 1d3 (avoid wrapping 1d20 GTET [30-Agility]) Crush 1d10 (break free 1d20 GTET [32-Strength]); Agility 11-14; *Description*: A long, copper-bodied snake with black and red speckled markings; adult Boa are about 18 inches in diameter and have typical lengths between 18 and 25 FT; *Other*: generally in tropical environments, frequently found in trees (surprise attack from above), often hunts at night; Number 1.

Giant Boa: HD5-6, AC30-40, Bite 1d4, Crush 1d12+1d6, avoid wrap GTET [33-Agility], break free GTET [35-Strength], Agility 13-16.

Bogeyman; HD1-3; AC10-14; *Attacks*: Bite 1d2 2*Talon 1d3 Punch 1d2 Strangle 2d6 Weapon (2+ knives, short sword, rapier); *Special Abilities*: Chameleon (95% blend any environment, find 1d20 GTET [36-Intelligence]), *Walk through Solid* (4/day, limit 1 FT), Scare (1/day, range 20 FT, save 1d20 GTET [32-Will], half affected paralyzed/half retreat highest speed, 3d20 rounds); Agility 11-14; *Description*: A scruffy foul-smelling light blue skin (bright purple face/hand warts) humanoid 1d8+60 inches tall, having a wide skull, large head, large vertical forehead, large glowing blue eyes far apart, thick white eyebrows, no nose, sunken cheeks, wide mouth with thin lips, four large upper jaw fangs, pointed chin, thick white hair stands out from its head (afro-style); they have long thin necks, wide shoulders, long arms/legs, skinny torso, a five-fingered-hand with long skeletal fingers (each curved 4-inch talon); wear loose-fitting black shirts, white/red pants, multi-color vests, gold belts (two sheaths); *Other*: TH+2 from ambush with damage+4, jump 8 FT vertical, always evil, excelling climber, reputation for child-stealing/eating, often cowardly; Number: 1.

Bone Zombie; HD2-4 [hp1d10+30]; AC35-40 plus armor; *Attacks*: Kick 1d4 Punch 1d4 Strangle 2d8 Weapon (bone club, mace, dirk, cutlass); *Special Abilities*: Weakness (touch, save 1d20 GTET [28-Stamina], reduces Strength 1d3 for 2d100 days, death at zero), Infrared vision; Agility 10-13; *Description*: A 1d10+80 inches tall humanoid with a gaunt flesh torso/upper arm/upper arm, and skeletal bone lower arm/hands/lower leg/feet; they have bald heads, small rounded ears, flat faces without nose, sunken cheeks, small beady silver eyes close together, slight chins, short vertebrae necks, oversized shoulders, narrow hips, and short legs; their skin is medium-brown, their bones are tan with streaks of orange; Stamina 1d8+10, Strength 1d12+10; wears dark-colored leggings/shoes; *Other*: bodies of persons killed become Bone Zombies in 1d20 days; Number: 1d3.

Uber Bone Zombie: 8-10 FT, red-brown skin, white spots, yellow eyes, six-finger hand, HD4-8, hp1d10+70, AC40-50 plus armor, Kick 1d4, Punch 1d6, Strangle 2d10, Weakness (touch, save 1d20 GTET [30-Stamina], reduces Strength 1d4 for 2d100+2d20+50 days, death at zero), Infrared vision.

Boobrie Bird, Appears alone; HD9-10, hp 90; fly 85 FT, swim 45 FT; AC 30 [land] 42 [water/airborne]; *Attacks*: Beak 3d8, Talons 1d10 (when airborne), Kick 1d10; *Special Attacks*: *raucous shriek* (1/300 rounds, 80 FT, causes blind panic 3d20+20 rounds, save 1d20 GTET [37-Will]); *Special Qualities*: birds will not attack the Boobrie, *detect evil* (200 FT), immune to all poison, only attacks persons of good or neutral alignment, 10/day — *breathes water* (three-quarters hour), 3/day — *control water, haste*; AL Neutral; *Attributes*: Agil 14 (land) 20 (water/airborne), Int 14, Stam 26, Str 22, Will 14; *Description*: A brown-colored water bird 8-10 FT tall by 6-8 FT wide, weighing 1500 to 1900 pounds. The Boobrie has a distinctive rotten fish odor, a cream-colored curved beak, purple eyes, webbed feet with a curved bone hook on each foot. It is known for its loud raucous shriek that is often heard at dawn and dusk, and is very fond of bovine flesh. It is highly aggressive and easily provoked to attack.

Buffalo; HD1-3; AC14-20; *Attacks*: Bite hp1, Horns 2d8, Kick 1d3 front/1d8 rear Trample 2d12; Agility 10-13; *Description*: A bovine standing 5½ FT at the shoulder with a reddish-brown skin with white streaks or horizontal stripes on the flanks with two large horns which reach 2 to 3 FT horizontally from the head then curve outward and slightly upward; their hide has a very short thick mat of hair, their eyes are blue or light brown; the hooves and short tail are light brown in color; *Other*: not very aggressive, can be trained, pelt 1d6 GP, 1200 pounds meat/carcass; Number 1d12 Bull Group, 3d12 Herd.

Swamp Buffalo: HD2-4, AC18-22, Horns 2d8+1d6, Kick 1d4 front/1d10 rear, Trample 3d10, Agility 12-14, movement rate not reduced by mud, good swimmer.

BESTIARY: BUG TO BURNING

Bug (Ambush); HD3-4; AC16-22; *Attacks:* Pincer 1d4 2*Appendage (blade) 2d6; *Special Abilities:* blends into wooded environment (limited invisibility); Agility 14-18 ground 11-13 climbing; *Description:* A six-legged insect 4 to 5 FT long and 3 FT; is naturally a light green color with small brown spots on the abdomen and dark brown feet; it has a set of beetle-like jaw and pincers and two 4 FT multi-jointed appendages attached behind its head - each appendage is tipped with a barbed blade-like hook; *Other:* climbs vertical walls, attack from ambush at +3TH; Number 1d20 nest, 1 outdoors.

Bug (Assassin), 1d6 appearing; HD5; hp 1d6+34; fly 40 FT (maximum 10 rounds), swim 10 FT (maximum 5 rounds); AC 32; *Attacks:* Bite/Mandible 1d6, Slash 1d12; *Special Attacks:* *paralyzing tail* (1d8, paralyzes 6d12*10 rounds, save 1d20 GTET [33-Stamina]), *poisoned bite* (12/day, poison fatal in 1d12+3 rounds, save 1d20 GTET [28-Stamina]); *Special Qualities:* detects warm-blooded creatures (500 FT), its blood is poisonous to elves, low light vision (100 FT), walks on vertical surfaces, 3/day — *cause disease* (100 FT, save 1d20 GTET [31-Stamina]), *create fear* (50 FT, save 1d20 GTET [33-Will], persists 1d12-15 minutes), 1/day — *slay living* (after 1d6 rounds, 40 FT, save 1d20 GTET [25-Stamina]); AL None; *Attributes:* Agil 22, Int 9, Stam 20, Str 20, Will 14; *Description:* A six-legged insect 1d3+5 FT long by 2½ FT high by 2 FT wide, with a conical head with a wide mouth and double-mandibles, feathery antennae, two pale pink compound eyes, a multi-jointed 6 FT appendage mounted behind its head ending in a sharp bone knife blade, and a lizard-like tail 6 FT long tipped with bone barbs and hooks coated with a secreted contact poison. It is colored a dusty brown on its back and flanks with a tan underside, red bands on the legs, a red diagonal stripes on its flanks, and a red skull marking on its back end. Known for its chittering cry which sounds like the word “slay.” A carcass yields 1d20*one-tenth pound of paralyzing poison valued at 3d12 GP/ounce.

Bug (Lightning), 1d4 appearing or nests of 3d20; HD3-6; hp 1d4+26; fly 60 FT; AC 33 (airborne) 20 (land); *Attacks:* Bite 1d6, Pincer 1d8 (x2), Trample 1d4, Claws 1d4 (x3, airborne); *Special Attacks:* *lightning arc* (6 FT, 1d10, on even-numbered combat rounds); *Special Qualities:* , immune to ordinary electrical attacks and electrical/lightning spells, infrared vision (50 FT), low-light vision; AL None; *Attributes:* Agil 15, Int 7, Stam 14, Str 11, Will 10; *Description:* A cylindrical six-legged insect with a prominent front mandible and jaw arrangement, two forward-facing pincers on short flexible stalks, 3 FT long by 2 FT tall, its shell is glossy yellow with a grey underside and irregular blue markings about the head. On the underside of the Lightning Bug’s abdomen is a bright yellow organ (about the size and shape of a large stuffed sock) that pulses with bright yellow light and generates electricity. The Lightning Bug’s shell is jointed and normally covers a pair of thin yellow membranous wings each spanning 5½ FT. The Lightning Bug is not normally aggressive but reacts badly to captivity.

Bug (Shielded); HD0-1; AC50-60; *Attacks:* Pincer 1d6; Agility 9-12; *Description:* A six-legged insect 4½ FT long by 2½ FT tall with a thick bony crest curved around and over the head and a typical insect jaw and pincer; it has a shell made up of thick overlapping cartilage plates, 2 FT in diameter (equivalent of small metal shield); typically colored light green with irregular patches of red and yellow on its back; *Other:* 3d8+10 plates/carcass at 2d8 SP each, retreats whenever possible; Number 1d6.

Bug (Spitting); HD2-4; AC20-30; *Attacks:* Pincer 1d4; *Special Abilities:* Spitting Attack 1d8 (acid, 30 FT, effective L5 missile attack); Agility 11-13; *Description:* An ugly six-legged insect 4 FT long by 2-2½ FT tall, with a rough and bumpy shell which is typically colored light blue; its head and legs are typically colored black; in addition to its insect jaw and pincer the Spitting Bug has a flexible short appendage on its face which resembles a dark blue partial elephant’s trunk (used to spit); *Other:* generally aggressive; Number 1d6.

Bug (Water); HD0-2; AC15-20; *Attacks:* Pincer 1d6; *Special Abilities:* walks on water; Agility 10-12 land 12-14 water; *Description:* An ugly six-legged insect 3 FT long by 2 FT high with a ridge of prominent knobby bumps along the center of its shell; typically colored a dark blue-green with a lighter blue underside; its legs are tipped with wide cup-like feet; the Water Bug has a typical insect jaw and pincer; *Other:* some swimming ability, poor diver; Number 1d10.

Buggane; HD 4 (75%) 5 (25%); AC 20 plus armor; *Attacks:* Bite hp1 Claw 1d4 Weapons – dirk, blowgun, bolo; *Special Abilities:* Shape Changer (3/day, limit 2 hours), water breathing; Agility 12-14; *Description:* Appears as an ugly male humanoid, 4-4½ FT tall with long coarse black hair and yellow teeth/nails and red or yellow eyes; typical statistics: Agility 8 + 1d8, Intelligence 9 + 1d12, Stamina 10 + 1d8, Strength 8 + 1d10, Will 10 + 1d10; *Other:* 50% chance to resist water magic (no effect), typically found living under or near waterfalls, partial toward beautiful females, often helpful to Elves and Half-Elves, friendly with Sprites and Nymphs, extraordinary trackers; Number 1d4.

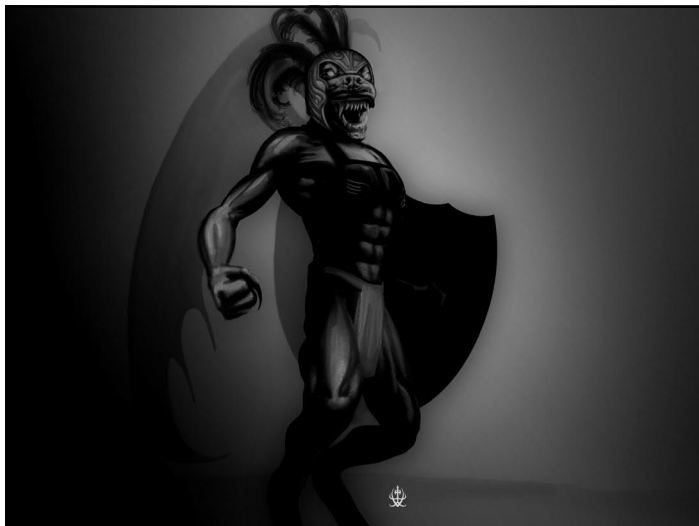
Burning Bush; HD not applicable [hp 1d10+4]; AC20-30; *Special Abilities:* Flame Spray Attack 1d8 (20 FT radius, triggered by warm-blooded creature; chemicals on the leaves ignite/spray, 2/day, burns 3d20 rounds); Agility 9-11; *Description:* A 3 FT high bush with a very rough and heavy dark brown bark and a compound leaf made up of five-pointed segments; the leafy part of the bush is 3 FT in diameter; Burning Bush leaves are a very dark reddish-green color; the bush has an oily odor or smell associated with it (similar to tar or creosote); *Other:* prefers arid environments, bush yields 1d6+2 pounds leaves at 3d6 SP/pound; Number 1d6.

BESTIARY: BURNING TO CACTUS

Burning Cactus; HD not applicable [hp1d10+5]; AC20-30; *Special Abilities*: Needles 1d6 (contact), Fire Jet 1d12 (from tips of 1d6 arms, range 30 FT, recharge 1d3 rounds/arm); Agility 10-12; *Description*: A multi-armed needle-barbed cactus between 6 and 9 FT in height; the central trunk is 2½ FT in diameter and is colored a very dark green; the arms are 18 inches in diameter and are often a light green color with parallel stripes of red; each needle is 4 inches long and colored tan or light brown; when the cactus blooms it produces 2d12 dark red flowers; *Other*: prefers desert environments; Number 1d10.

Burrowing Mayfly; HD0-1; AC4-8; *Attacks*: Bite 1/round (swarm, TH roll not needed) Stinger 1d3 (TH roll needed); *Special Abilities*: infrared vision; Agility 9-11 ground, 15-20 airborne; *Description*: A large forked-tail insect, 6-9 inch bodies and two 5-inch tails (both stingers), having six legs, hard claws on front/middle legs, grasping hooks on rear legs; they have small heads with mandibles, glowing yellow eyes, two feathery blue antennae pairs; their bodies are dark pink with brown legs and brown tails; *Other*: active at night, live in underground nests beneath large earth mounds, generally aggressive in large numbers; Number 6d20 swarm.

Cayyas (Foot Soldiers of Asmodai, brown dog-headed devils), 1d8 appearing; HD10; hp 1d12+50; fly 100 FT; AC 35; *Attacks*: Bite 1d6 (contracts disease rabies unless save 1d20 GTET [26-Stamina]), Fore Claws 1d4 (x2); *Weapons*: silver Trident (*paralyzing poison*, persists 3d12 minutes, save 1d20 GTET [28-Stamina]), gold-bladed *Daggers +1* (speedy - 4/round, unholy, set of 2), Grenade (1d12 damage, 10 FT radius, x4); *Special Attacks*: *impart deafness* (touch, 3/day, 2d20/4 hours, save 1d20 GTET [27-Stamina]); *Special Qualities*: Standard Foot Soldier Abilities, comprehends languages (canines), resists cold magic (1d12 GTET 7), *scared cat* (100 FT, affects any feline animal), 5/day — *freezing touch* (1d8 cold damage), 1/day — *cold blast* (35 FT, 3d6+3); AL Evil; *Attributes* Agil17+1d6, Int 8+1d4, Stam 19+1d8, Str 21+1d8, Will 1d4+14; *Possessions*: *cure light wounds potions* (x3), *cure moderate wounds potion* (x2), *cure critical wounds potion*, *camouflage potion*, scroll (*lightning bolt* x2), 3 smoke grenades; *Description*: Appears as a dog-headed humanoid standing 6 FT 6 inches tall, with light tan skin, dark brown fur on its back and head, long droopy ears, a long snout ending in a red nose, and swirling angry red eyes. Cayyas have four fingers on each hand, a short wiry tail, and their feet are dog-like. They have vestigial round wings on their shoulders covered in soft fur, and a tan spike on the top of their head. Cayyas usually wear red-colored metal breastplates, red-bronze open-face helms with red plumes, carrying black tower shields (arrow catching). They are found in troops of 1d8 led by a Freppi.



Caiman; HD1-2; AC15-20; *Attacks*: Bite 1d8 Claw 1d4 Tail 1d4 (whip); Agility 11-14; *Description*: A four-footed reptile with a 4 to 5 FT body and a whip-like tail to an additional 3-4 FT, the Caiman has an elongated square head and jaw which resembles that of a crocodile with prominent incisor teeth along the outside of the jaw; the Caiman's skin is smooth and colored tan with green stripes which run the length of its body; the tail is mostly colored a dark green with a tan or brown tip; *Other*: hids 2d12 SP, teeth are valuable to Lizard Men and tropical Barbarians, meat is greasy and tough; Number 3d6 nest 1d6 outdoors.

Giant Caiman: HD3-4, AC 30-36, Bite 1d12, Claw 1d6, Tail 1d8, Agility 15-19, total length 10-14 FT.

Cactus, Burning, 1d20 appearing (in an area 300 FT across); HD8, hp 1d8+42; Move: Not Applicable; AC 26; *Attacks*: Arm Smash 1d10 (7 FT), Body Contact 1d6; *Special Attacks*: *shooting flames* (from the ends of 1d6 arms, 30 FT, 1d12, half damage if 1d20 GTET [26-Agility]), *methane ball* (30 FT, unconsciousness 1d100 rounds [lack of oxygen], save 1d20 GTET [29-Stamina], 3/day); *Special Qualities*: immune to ordinary fire and fire magic, *summon monster* (1d20 Hell Rats, 1/day), *teleportation* (4d100 FT, 1/day); AL None; *Attributes*: Agil 13, Int 4, Str 18, Stam 21, Will 9; *Description*: A multi-armed needle-barbed cactus 9-14 FT tall, the dark green central trunk 1d20+32 inches in diameter, the light green arms are 20 inches in diameter with parallel stripes of red, each tan or light brown needle 4 inches long. When the cactus blooms it produces 2d12 dark red flowers which produce small flames while they are open. The odor of sulphur can be detected near the cactus (1d20 GTET [28-Intelligence], 50 FT). The cactus produces 1d4 pounds of sharp needles at 4d12 SP/pound.

Cactus, Spiny, 1d20 appearing (in an area 300 FT across); HD6, hp 1d6+45; Move: Not Applicable; AC 25; *Attacks*: Arm Club 1d8 (6 FT), Body Contact 1d4; *Special Attacks*: *needle spray* (1d12 needles/round, 25 FT, hp 1/hit), *narcotic bloom* (when flowers are present, hallucinogenic perfume, 30 FT, affects after 1d4 rounds, 2d100 rounds, save 1d20 GtET [32-Will]); *Special Qualities*: resists ordinary fire, *teleportation* (2d100 FT, 1/day); AL None; *Attributes*: Agil 11, Int 3, Stam 18, Str 16, Will 5; *Description*: A multi-armed cactus 8-12 FT tall, the central trunk 1d12+35 inches in diameter, colored light green with bright yellow vertical stripes; the 1d8 arms are each 20 inches in diameter, colored pale yellow and covered in black needles 2-3 inches long. When the cactus blooms it

BESTIARY: CACTUS TO CENTAUR

Spiny Cactus, continued...produces 3d12 dark brown flowers with spotted petals. Each cactus produces 1d6 pounds of sharp needles (surgical tip, 1d12 GP/pound).

Calygreyhound, 1 appearing or 1d6 in a shallow underground burrow; HD1d3+7; hp 1d10+40; swim 25 FT; AC 29; *Attacks*: Bite 1d4, Antlers 1d10+3 (+1d12 if charging), Claws 1d10 (x2, raking), Front Kick 1d6, Rear Kick 3d6+2; *Special Qualities*: *infrared vision* (50 FT), low-light vision; AL Neutral; *Attributes*: Agil 19, Int 10, Stam 17, Str 19, Will 8; *Description*: A composite creature 5+1d4 FT long standing 5 FT tall at the shoulders, the Calygreyhound has an antelope's head, antlers, and body, eagle talons on its forelegs, and iron oxen hooves on its hind legs, with a bull's tail.

Caribou; HD1-2; AC14-20; *Attacks*: Bite hp1 Gore 1d12 Kick 1d6 fore/2d6 rear Trample 2d12 Stampede 5d12; *Special Abilities*: low-light vision; Agility 15-19; *Description*: A large deer-like four-legged hoofed bovine 6½ FT long and standing 7 FT at the shoulders; typically have light brown or tan coloration on their back and flanks and white or light grey coloration on their chest and underside along with tan hooves and tail, and dark colored eyes; males have large antler racks which are colored cream or off-white; *Other*: generally found in tundra or mountain environments, ivory is prized for carving (2d10 GP/rack), meat 2d20 SP/pound, 900 pounds meat/carcass, hide 3d12 SP, some swimming ability; Number Lead Buck plus 3d12.

Catoblepas, 1d3 appearing; HD1d4+5; hp 1d10+38; swim 35 FT; AC 38; *Attacks*: Bite 1d3, Head Butt 1d10 (+1d12 at full run), Fore Leg Kick 1d4 (x2), Rear Leg Kick 1d12, Tail 1d4; *Special Attacks*: *stunning gaze* (25 FT, stunned 3d12 rounds, save 1d20 GTET [34-Will]), *venomous breath* (15 FT cone, once/six rounds, fatal after 1d6 rounds, save 1d20 GTET [28-Stamina] checked per breath, 1d20 rds unconsciousness after third save), *water spit* (cone 15 FT, knocks opponents off their feet 1d4 rounds, avoid 1d20 GTET [28-Agility]); *Special Qualities*: poor peripheral vision due its head position, remains underwater 50+1d12 rounds, +6 save versus poisons, +8 detection bonus for scents (1200 FT), +10 bonus to hide in swamp or marsh terrain, apply -4 damage from blunt weapons, 5/day — *camouflage*; AL None; *Attributes*: Agil 18, Int 7, Stam 26, Str 20, Will 15; *Description*: A four-legged bovine creature 7 FT long by 5 FT at the shoulder, with a 30 inch neck, wide head with short snout, small beady dark eyes set apart, thick (metallic) horns aimed diagonally from the skull, a curly tuft on its head, and a thick mane running down its neck and back. The Catoblepas has heavy bony plates on its flanks and back with a copper color, the plates incorporate copper and iron as do the horns (each 2d100+30 GP). The Catoblepas has a weak neck and heavy head, requiring a successful 1d20 roll GTET 17 to raise its head for one round. Often near dusk a Catoblepas makes a series of long low mournful mating calls that carry 3000 FT across the swamp. A Catoblepas carcass produces 3d8 metallic plates (each 3d12 GP) plus 3d100 pounds of good quality meat (4d6 SP/pound).

Carrion Flower; HD not applicable [hp1d8+2]; AC6-10; *Special Abilities*: Blowgun Attack (1d4, range 30 FT, 50% chance/blossom of firing/round, hit implants seed, hit infects with disease – cumulative loss 1 point Strength with death at zero (save 1d20 GTET [28-Stamina] checked per day, Dwarf -2 save rolls); Agility 8-12; *Description*: A large stalk-like plant growing out of a carrion or garbage or refuse; the stalk is a dark green (almost black) color, 2-3 FT high supporting 1d10 blossoms; each blossom is dark blue in color and shaped like an inverted tube; Number 1d10.

Cecrops (Beast Man); HD1-6; AC8 plus armor; *Attacks*: Bite 1d3 Claw 1d3 Punch 1d2 Strangle 1d10 Weapon – hand&half sword, bastard sword, spear, long bow; *Special Abilities*: speak with snakes; Agility 1d10+6; *Description*: Appears as a bronze-skinned humanoid standing 6 FT tall at the shoulders with a dragon's head; dragon heads are colored red, green, black, blue, silver, copper, brass, and golden; Cecrops' body hair is usually a dark brown; finger and toenails are generally the same color as the head; typical statistics are: Intelligence 13+1d10, Stamina 10+1d10, Strength 12+1d10, Will 8+1d8; *Other*: completely carnivorous, very competitive, owe absolute allegiance to nobles who owe unquestioning allegiance to the Cecrops King (Garscennay); social advancement is by duels - lower level positions by physical contests while higher level positions by mental contests, contests for royalty are both; red/silver/gold/black Cecrops are socially favored; Wizards specialize in the primeval element Air; are; may keep slaves; employed as minions or intermediaries by true dragons; do not like humans; red/black Cecrops tend toward evil, silver/gold Cecrops tend toward good, remaining Cecrops tend toward neutrality, will not be attacked by dragon of same color; Number 1d12.

Centaur, River, 1d20 appearing; HD1d4+7; hp 1d10+44; AC 30; *Attacks*: Punch 1d4, Strangle 2d6, Kick 1d8 (x2), Trample 4d6; *Weapon*: Short Sword, Hooked Bill, *Cavalry Bow* +3 with 35 war arrows, 1d6; *Special Qualities*: walks or runs across the surface of the River of Blood as if it were solid; AL Neutral or Evil; *Attributes*: Agil 9+1d10, Int 14+1d12, Stam 15+1d10, Str 8+1d12, Will 1d8+15; *Possessions*: *cure light wounds potion* (x3), *cure moderate wounds potion*, *unholy water* (x2), explosive grenades (x3, 1d8, 6 FT diameter); *Description*: A composite creature with a horse's body and human torso, head and arms, standing between 7 FT 4 inches and 8 FT tall, the horse's body 9 FT long by 4½ FT at the rump, colored in shades of reddish-brown, light brown, tan, white, and grey (irregular patches of different colors), with a long brown tail. The human body is typically a lighter color such as tan or very light brown (rare black specimens). Male Centaurs wear very long hair tied in a ponytail and have dark beards. Female Centaurs have slender torsos, large busts, and long braided hair. Centaurs of both genders are partial to elaborate tattoos and gold jewelry, and generally wear loose tunics over their human portions. Troopers wear bronze breastplates (AC+12) and backplates, open bronze helmets

BESTIARY: CENTAUR TO COBRA

River Centaur, continued...(*see invisible*), and carry a small round bronze shield (*missile reflecting*). All Centaurs hate Harpies and fire upon any caught outside the forest. Found along the River of Blood.

Cercopes, 1d20 appearing; HD1d10; hp 16+1d8; swim 20 FT; AC 28; *Attacks*: Bite 1d2, Punch 1d4, Strangle 1d10; *Weapons*: +2 bonus with Short Swords, +1 bonus with Dirks or Long Knives, +2 bonus with Blowguns; *Special Attacks*: *poisoned dart* (blowgun dart tipped with myjekucca mushroom serum, paralysis after 1d6 rounds, 5d100*4 rounds, save 1d20 GTET [34-Stamina], allergy on natural save rolls LTET 3 – fatal 1d20 rounds, save 1d20 GTET [38-Stamina]); *Special Qualities*: detect ores and gems (50 FT), know direction (underground), immune to plant-mushroom based poisons, immune to underground animal venoms, *infrared vision* (250 FT), low-light vision (150 FT), 3/day — *detect secret doors* (25 FT), *ghost sounds*, *message*, *sparkling touch* (1d8 electrical), *ventriloquism*; AL Any; *Attributes*: Agil 1d12+8, Int 1d10+6, Str 1d8+8, Stam 1d10+9, Will 1d6+14; *Spells*: 1 in 20 are Wizards L1d8+2, 1 in 100 are Shamans (Priest) L1d12+2. *Possessions*: Variable; *Description*: Three FT tall humanoids having thick leathery dark brown skin with a curved back (giving them a stooped over appearance). Cercopes have yellow eyes, light brown lips, dark glossy black hair worn short, very long supple fingers and toes and tan-colored nails. Cercopes wear long leather garments resembling a many-pocketed dress held together by a gold cord belt, brightly colored hosiery, often wearing a leather skull cap (even indoors). Cercopes are a deep-underground race very rarely seen on the surface, friendly with Gnomes and Goblins, neutral toward Dwarves, and generally distrustful of all surface races. Cercopes speak their own language and speak with burrowing mammals (10 rounds/animal); they speak/read the following languages on 1d10 rolls GTET 8: Goblin, Gnome, Dwarvish, Common.

Cetas; HD1-3; AC15-25; *Attacks*: Bite 1d10 Tail 1d8 Ramming 1d10; Agility 15-19; *Description*: A composite creature with the head of a greyhound dog with large fangs, the body and fins of a dolphin, and a long forked tail; the Cetas' body is about 10 FT long; *Other*: can be trained then highly loyal; Number 1d3.

Chimpanzee; HD1-4; AC6-12; *Attacks*: Bite hp2 Punch 1d4 Strangle 1d12 Weapon club or bludgeon (stick); *Special Abilities*: Crush 1d10 (two-armed); Agility 10-13 ground 12-16 trees; *Description*: A stocky primate standing about 5 feet tall, with long hairy arms; Chimp fur has a dark brown coloration with light brown or tan palms and faces; Chimps have flat faces, dark colored eyes and black noses; statistics: Intelligence 3 + 1d6, Stamina 10+1d12, Strength 14 + 1d12, Will 5 + 1d8; *Other*: excellent climber, limited swimming ability, often very curious, may be attracted to color yellow; Number 1d12.

Chrysador; HD5-8; AC30-40; *Attacks*: Bite 1d6 Kick 1d104 fore/1d12+1d6 rear Trample 2d8 Stampede 5d10; *Special Abilities*: Stoning (requires natural attack roll of 20, save 1d20 GTET [36-Stamina]); Agility 18-22; *Description*: A huge dark grey horse with 14 FT body length, 6 FT at the shoulder; it has white eyes and a long white mane, black scales along spine, black patches around the hooves and a long black tail; *Other*: immune to paralysis/hold/stoning magic, Intelligence 12-15, good sprinter, good running endurance, good hearing, immune to snake venoms, friendly with Medusa and Sirens, hates Canines, rumored to be created using Medusa blood; Number 1 (20% mated pair).

Clam, Giant, 1d20 appearing; HD4, hp 1d12+22; swim 20 FT [water jet propulsion, 1d12 rounds, 3/day]; AC 45; *Attacks*: Shell Closure 1d6; *Special Attacks*: *shell trap* (characters with a trapped limb drown after Stamina number of rounds, escape 1d20 GTET [34-Strength]); *Special Qualities*: unaffected by cold/hot water, resists Spells 1d20 GTET 13, when closed requires total Strength GTET 33 to open; AL None; *Attributes*: Agil 18, Int 3, Stam 22, Str 25, Will 9; *Description*: A large somewhat triangular-shaped bi-shelled (upper and lower) creature 5-6 FT across by 2 FT thick, the thick shell is dark grey to black with white stripes or irregular patches, the inside is pink to red; the Giant Clam can open and close very quickly. Giant Clams contain a 250 GP Pearl (20%), 500 GP Pearl (10%), 1000 GP Pearl (5%), 2500 GP Pearl (1%), 5000 GP Pearl (1%); Giant Clam shells are worth 4d12 GP; Giant Clams produce 5d12 pounds of fine meat worth 1d10 GP/pound.

Coblynau; Warriors L2-5/Priests L2-8/Wizards L3-10 [hp1d10+6]; AC4 plus armor; *Attacks*: Punch 1d3 Strangle 1d12 Weapons – Dirk, Battle Axe, War Hammer, Pick, Short Sword; *Special Abilities*: low-light vision (10% infrared vision); Agility 1d10+13; *Description*: 3 FT tall humanoids with red skins; Coblynau have long coarse black hair, brown or yellow eyes and yellow fingernails and toenails; they have very long fingers and toes and about half have 6 or 7 fingers; males wear dark colored pants and blouses and multi-vested pockets/female wear dark colored dresses with many pockets; statistics: Intelligence 11+1d12, Stamina 6+1d6, Strength 6+1d8, Will 8+2d6; *Other*: good swimmers (ignore cold water), friendly with Gnomes and Elves, past wars with Dwarfs over mines, excellent makers of jewelry, tribes rules by matriarchs, tend to neutrality; Number 3d6.

Cobra, Giant Spitting, 1d6 appearing; HD5; hp 1d6+14; AC 27; *Attacks*: Bite 1d6; *Special Attacks*: *venom spitting* (1d8, hits eyes on natural 20 {blindness 2d20*5 minutes, save 1d20 GTET [30-Stamina], blindness permanent on roll of 1}, skin absorption hp1d6/round for 1d10 rounds, save 1d20 GTET [27-Stamina], dwarves suffer double damage); *Special Qualities*: *infrared vision*; AL None; *Attributes*: Agil 16, Int 7, Stam 13, Str 14, Will 12; *Description*: A long fanged snake 10+1d12 FT long and 6 to 8 inches thick with black beady eyes and a distinctive flared “hood” around its head. The Spitting Cobra is colored in a speckled diamond pattern in

BESTIARY: COBRA TO CONSTRICTING

Giant Spitting Cobra, continued....brown and yellow and gold with a tan underside, with 3 large red spots on the back of its head and 1 red spot on each side of the interior of its hood. Cobras have one of the most potent venoms in the world, a Cobra carcass has (½ * 1d6) ounces of venom worth 4d12 GP/ounce; a Cobra skin in good condition is worth 1d10 CP.

Common Seal; HD1-3; AC10-20; *Attacks:* Bite 1d4 2*Flipper 1d4 Ram 1d12+3 (swimming); Agility 10-12 land 16-20 swimming; *Description:* A moderate streamlined four-legged (flippers) animal 6-8 FT long, with a tapered head, no neck, torpedo-shaped body and a flexible tail; head has small ear flaps, yellow eyes, a tapered snout with small black nose, and a small mouth filled with small but sharp teeth; longer front legs and smaller hind legs; hide is glossy reddish-brown over fat/blubber, darker red flippers; *Other:* submerge 30 minutes, often aggressive, pups can be domesticated, carcass 1d100+80 pounds good quality meat at 1d4 SP/pound, 2d100+2d20+100 pounds blubber, hide 1d3 GP+1d20 SP; Number: 2d100 mating season, 1d12 bull party.



Arctic Seal: 7-9 FT long, hide light brown with black flippers, white hair, HD2-4, AC30-40, Agility 18-22 swimming, Bite 1d6, 2*Flipper 1d4, Ram 1d12+1d8 (swimming), quarter damage cold magic, 80% blend arctic environment (limited invisibility), hide 1d8 GP+1d20 SP.

Elephant Seal: to 15 FT long, grey hide with tan stripes, 4 FT trunk on head, HD2-6, AC40-50, Agility 13-15 swimming, Bite 1d8, 2*Flipper 1d6, Ram 3d8 (swimming), hide 1d12 GP+1d20 SP.

Leopard Seal: to 12 FT long, feline head with fangs, pale orange fur with dark brown spots, HD3-6, AC25-35, Agility 13-15 land 18-22 swimming, Bite 1d10, 2*Flippers 1d6, Ram 2d8 (swimming), hide 1d20 GP.

Rogue Seal: to 14 FT long, dark brown hide with white patches, grey flippers, HD4-8, AC25-35, Agility 12-14 land 16-20 swimming, Bite 1d12, 2*Flippers 1d8, Ram 3d10, half damage Water magic.

Common Shark; Type: Aquatic; HD1-3; AC20-30; *Attacks:* Bite 1d4+1 Horns 1d3 Tail 1d4 Ram 3d6; Agility 13-16; *Description:* A moderate streamlined fish to 6 FT, having a bovine head, spaced large brown eyes, cylindrical snout, two small curved bull's horns, and a large wide mouth filled with 3 rows very sharp teeth; body has two large front fins, a distinctive large thin crooked triangular dorsal fin, and vertical two-lobe tail; it's hide is light brown with a deep red-brown tail, wide tan underside stripe, skin is thick, hard, bumpy, abrasive; *Other:* detects blood at quarter-mile, not aggressive, active in daylight, carcass 2d100+200 pounds medium quality meat at 1 CP/pound, 2d100 teeth at 1d3 CP/each, hide 1d12 SP; Number: 1d6.

Blue Shark: to 7-8 FT, light blue back/flanks, dark blue head/tail/flippers, grey undersides, HD2-5, AC20-30 Agility 14-18, Bite 1d6 Tail 1d4 Ram 2d8+1d6, detect blood 600 yards, generally aggressive.

Freshwater Shark: to 5 FT, tapered conical head, light grey body, black spots head and tail, HD2-4, AC25-35, Bite 1d3, Tail 1d3, Ram 1d10 (retreat), detect blood third-mile.

Great White Shark: to 20 FT by 5 FT across, wide head, grey back/flank/fins, white head/tail/underside, HD5-10, AC40-50, Agility 18-22, Bite 1d12, Tail 1d8, Ram 2d12 (retreat), 50% blend into ocean bottom (limited invisibility), 25% resist Water magic, poor quality meat, hide 1d20+1d12 SP.

Hammerhead Shark: to 10 FT, distinctive T-shaped head with eyes at ends, pale orange/red on back/flanks, light grey underside, black on tips of head/flippers/tips of tail, HD3-6, AC40-50, Bite 1d8, Tail 1d6, Ram 2d10, detect blood half-mile, hide 2d8+4 SP.

Killer Shark: to 18 FT, royal blue back/flanks, light blue head/fins/tail, white jaw/underside, HD7-12, AC50-60, Agility 20-25, Bite 1d10, Tail 1d10, Ram 3d10, 35% resist Water magic, detect blood 1 mile, extremely aggressive.

Saw Shark: to 14 FT, tapered head with 3-5 FT bony serrated horn (saw), bronze/copper back/flanks, tan head/underside, HD3-5, AC20-30, Bite 1d6, Saw Cut 1d8, Tail 1d6, Ram 3d6 (retreat), horn 3d12 SP.

Tiger Shark: to 15 FT, tan/light brown back/flanks/tail with diagonally orange stripes, white/cream head/underside, HD4-7, AC45-55, Agility 17-22, Bite 1d8, Tail 1d6, Ram 1d20 (retreat), detect blood three-quarter mile, 50% blend into reef environment (limited invisibility), Infrared vision, usually aggressive, hide 1d4 GP.

Whale Shark: to 30 FT, dark grey/glossy black back/flanks, yellow head/underside stripe, HD3-6, AC50-60, Bite 1d12, Tail 1d8, Ram 4d10, detect blood half-mile, hide 2d20+1d12+10 SP, not aggressive.

Constricting Vine; HD2-3; AC15-20; *Special Abilities:* Ambush (drop from above and wrap victim {no damage}, avoid 1d20 GTET [26-Agility] {TH roll of 1 wrapped around neck}, constrict subsequent rounds at 1d3, break free 1d20 GTET [24-Strength], lifts off ground {1d8 falling damage}, engage versus four victims), Strangle (if neck wrapped, 1d10/round); Agility 10-13; *Description:* A supple dark green-brown cable 3-6 inches diameter, to 350 FT long; purple-green leaf clumps are spaced every 10-20 inches (leaf is to

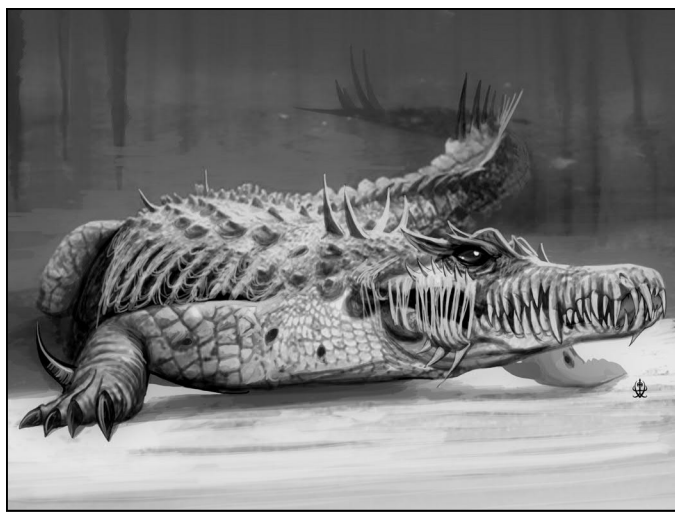
BESTIARY: CONSTRICTING TO CROCODILE

Constricting Vine, continued...22 inches long by 8-10 inches wide, elongated oval with chevrons and sharp tapered tip) fastened by 8-12 inch stalks; 10-14 inch purple nodule grow every 30-40 inches along length; hang tree/tree across lower branches (6-10 FT off ground); *Other*: resists ordinary fire; Number: 1d10 in area 100 FT across.

Copper Wyvern; HD4-8 [hp1d12+45]; AC65-75; *Attacks*: Beak 2d6 2*Talon 1d6 (ground) Talon Raking 2d8 (airborne) Tail 1d8; *Special Abilities*: Poison Tail Stinger (65% inject, save 1d20 GTET [28-Stamina]/sting, hp1 damage/hour for 1d12 hours, reduce Stamina/Strength 2 points 2d10 hours, abdominal cramps/fever, save versus death at 12-24-36 hours 1d20 GTET [22-Stamina] then recover), Infrared vision; Agility 13-15 ground 19-24 airborne; *Description*: A four-legged winged reptile with a thick snake-like body to 28 FT long, 8 FT across, bat's wings 14 FT, having a large head, prominent extended snout, protruding upper/lower fangs, large glowing light brown/gold eyes in large thick bony eye sockets, spiked crest around the head, leathery brown mane down the neck/upper back; it has three-toed 5-inch claws, a thin tapered arrowhead tail with a leathery crest; it has glossy and shiny copper-metal back/breast/flank scales with a tough light brown hide on underside, three bright yellow rings on the neck and five rings on the tail; statistics: Intelligence 2d8+8, Stamina 2d10+12, Strength 2d8+17, Will 1d10+11; *Other*: 20% resist Fire/cold magic, 25% resist Earth magic, outstanding sight, good hearing, good scent ability, 35% detect invisible 100 FT, not swimmer, dig soil 6 inches/round, immune reptile venoms, 50% blend in sand/desert environment (limited invisibility), always evil, active in daylight 2d100+250 pounds average meat at 1d3 CP/pound, 3d10 ivory teeth at 1d6 SP each, 1d10 ivory fangs at 1d20+8 SP, hide 3d10+25 GP, 2d12 ounces black venom at 1d6 GP/ounce; Number: 1 (25% mated pair).

Corpse Fly; HD1-2 [hp1d4]; AC4-10; *Attacks*: Bite hp1; *Special Abilities*: Diseased Bite (sleeping sickness, save 1d20 GTET [26-Stamina], effect in 3d20 hours lasting 1d100 days, starvation at 2*Stamina days, magic/prayers ineffective to wake); Agility 10-12 ground 14-17 airborne; *Description*: A six-legged insect to 8 inches long, with a cylindrical black body, small head, bright green compound eyes, three pair feathery antennae, two pointed tube stingers on body front, and a wiry 4-inch whip tail, two rounded pairs silver wings; *Other*: double damage Fire magic, active in daylight, lays eggs in corpse; Number: 3d8 swarm.

Crab, Scorpion, 1d12 appearing; HD1d3+3, hp 1d6+25; swim 55 FT; AC 33 [underwater] AC 26 [land]; *Attacks*: Bite 1d3, Pincer 1d10 (x2), Tail Stinger 1d6; *Special Attacks*: *stinger venom* (paralyze after 1d6 rounds lasting 3d100 minutes, save 1d20 GTET [28-Stamina], on natural roll 1 venom allergy fatal in 2d12 rounds, save 1d20 GTET [34-Stamina]); *Special Qualities*: +3 save versus ordinary/enchanted cold, +5 save versus water magic, apply a +1 bonus to attacks using blunt weapons, creates a cloud of dark ink when scared (radius 15 FT, 3d20*3 minutes, reduce visibility to 2 FT, apply -6 melee penalty, 6/day), dives 600 FT, infrared vision (200 FT), low-light vision, suffers double damage from fire magic, reduce missile damage by hp2, reduce damage from edged weapons by hp3; AL None; *Attributes*: Agil 20 [underwater] 15 [land], Int 6, Stam 17, Str 15, Will 8; *Description*: A six-legged armored crustacean 4½ FT long by 2½ FT wide by 18 inches thick with an oval shell, two large front pincers, two eye stalks each 20 inches, and a flexible 40 inch shelled-tail which ends in a sharp stinger. The Scorpion Crab is dark blood-red with a brown underside and a black pattern like an hourglass on its back. Scorpion Crabs can be out of salt water for up to 4000 rounds. Each Scorpion Crab shell produces 2d20 pounds of excellent meat (3d12+5 GP/pound).



Crocodile, Cold, 1d8 appearing or 2d8 in a shallow den; HD1d3+4; hp 1d12+40; swim 60 FT; AC 43 (water) 30 (land); *Attacks*: Bite 1d12, Tail 1d6 (land), Claws 1d4 (1/round on land, x2 water), Trample 1d10; *Special Attacks*: *drag and drown* (on natural rolls GTET 15 jaws clamp down on opponent's body, 1d4 damage/round from teeth and pressure [continues for 1d20 rounds even if animal is killed], drags opponent into water to drown, requires Str GTET 19 to push jaws open, escape on 1d20 GTET [28-Strength]); *Special Qualities*: -4 modifier to detect when floating in the water, *infrared vision* (50 FT), low-light vision, remains underwater without breathing 1 hour, unaffected by ordinary cold to -80 degrees; AL Neutral; *Attributes*: Agil 17, Int 10, Stam 25, Str 22, Will 15; *Description*: A four-legged crocodilian with a thick bumpy and irregular hide and an elongated snout up to 35 inches long with large protruding upper and lower (fangs) teeth, 13+1d8 FT by 2½ FT across by 2½ FT tall at the shoulder. The Cold Crocodile typically has two parallel ridges (made up of a series of large bumps) down its back and is colored light tan, white, or grey, its flanks and underside have a covering of wool-like light brown hair, when open the inside of it's mouth is white.

Cold Crocodile hide in good condition is worth 4d12 GP, a Cold Crocodile carcass produces 1d10*20 ounces of blood which contains potent anti-cold chemicals worth 3 GP/ounce to an Alchemist, its teeth are worth 1-2 SP/each, the tail meat can be roasted and while a bit tough is edible with a sweet flavor. Cold Crocodile eggs are each worth 3d12 GP

BESTIARY: CROCODILE TO DEEP SEA

Crocodile, Giant Mummified, 1d4 appearing; HD1d3+9, hp 1d20+55; swim 70 FT; AC 32 [swimming] 29 [land]; *Attacks*: Bite 1d10+1 (Crit +1, cleaves on Crit), Claw 1d4+1 (x2), Tail 1d6; *Special Attacks*: *leprosy infection* (bite, save 1d20 GTET [28-Stamina], checked per bite); *Special Qualities*: +3 bonus versus water magic, attracted to Wizards (100 FT), dives 120 FT, *detect magic* (100 FT), requires Strength GTET 23 to open jaws, remains underwater 15 minutes, resists ordinary fire, suffers double damage from cold spells (cold weakness), +10 bonus to remain undetected while in/under water, reduce Priests rolls to turn by 3, 3/day — *create fog*, 1/day — *invisibility*, *protection from normal arrows*; AL Evil; *Attributes*: Agil 26 (swim) 20 (land), Int 7, Stam 24, Str 24, Will 15; *Description*: A four-legged reptile 1d10+14 ft, 30 inches across by 3 FT off the ground, with an elongated snout filled with sharp upper and lower teeth, two thick eye sockets above the snout, and four talons on each foot. The skin is leathery and thick. The mummified crocodile is wrapped from snout to tail in heavy linen wraps. The Giant Mummified Crocodile is highly aggressive and fearless.

Curse Root; HD not applicable [hp1d8]; AC3-10; *Special Abilities*: trip (range 50 FT, avoid 1d20 GTET [32-Agility]), skin contact causes loss 2 points Intelligence and Will for 1d10 days (save 1d20 GTET [32-Will]), Wizard/Priest loses 3 points Magic Power Modifier for 1d10 days (range 25 FT, save 1d20 GTET [34-Will]), persons exposed to smoke from burned root permanently lose 1 point from all statistics (save 1d20 GTET [32-Will]) and Wizard/Priest also permanently loses 1 point from Magic Power Modifier (save 1d20 GTET [34-Will]), a person carrying Curse Root suffers a 1 point (5%) penalty to any luck-based roll [apply ± as appropriate to the roll]; Agility 3-6; *Description*: A long thick dried up and wizened stick, brown or black in color with purple dots/splotches, coming out of the ground, often attached to a diseased and very unhealthy tree; a Curse Root may be 7 to 8 inches thick and up to 80 FT long, making loops and arches; *Other*: pungent sour aroma (nausea, save 1d20 GTET [30-Stamina]), ingesting results in permanent loss of 2 points from all statistics (save 1d20 GTET [38-Stamina]), special handling (cut with a bronze blade and handled/stored wrapped in spider silk); Number 1d12.

Daityas (Officers of Ziminar), gigantic four-armed four-wing brown-fur devils), 1d4 Appearing; HD1d4+20; hp 1d20+130; fly 120 FT; AC 28; *Attacks*: Claws 1d6 (x4); Weapons: silver Long Swords +4 (unholy, wounds bleed 1d6 rounds, swords both held in the left arms), Stiletto +2 (poisoned, 1d6 rounds, save 1d20 GTET [29-Stamina]), Darts +2 (x5, cold blade); *Special Attacks*: *paralyze* (touch, 1d20*20 minutes, save 1d20 GTET [32-Stamina]); *Special Qualities*: Apply any attack bonus against giants against Daityas, Standard Officer abilities, deflect arrow (any missile LTET +3, 1d12 GTET 8), immune to blinding and deafening; AL Evil; *Attributes*: Agil 11+1d8, Int 16+1d10, Stam 20+1d12, Str 29+1d12, Will 1d6+24; *Spells*: Wizard L11; *Possessions*: *Bracers of Blades* OR *Bracers of Webcasting*, *Amulet of Luck* +3, golden horn (8 miles), *cure light wounds* potion, *cure moderate wounds* potion (x2), *cure critical wounds* potion (x2), *health potion*, *protection from arrows* potion, *Ring of Displacement*, *Rod of Command*, scroll (*fireball* (x2)/*fire attack/shapechange* - elderly goat), scroll (*wall of fire/poisonous fumes/lightning bolt/reduce intelligence*), *Pipes of Pain*; *Description*: A very tall, winged, four armed, humanoid, standing 10 FT to 11 FT 6 inches tall. They are well proportioned in their bodies with muscular chests and arms, dense brown fur over most of their bodies except around the head, lower arms, and lower legs, with rectangular heads, short-cut thick brown hair, small ears, straight dark brown brows over small glowing pink eyes, an extraordinarily-large sized nose (compared to their face; usually a gold nose ring is worn), large purple lips, and a square jaw with a rough brown beard. Daityas have two pairs of white feathery wings with the upper pair somewhat larger than the lower pair (each with span of 8 FT). Typically wears purple pantaloons, purple shirt with two gold sleeve stripes and carries a long purple shield (*absorbing*). Daityas command 10 diabolic squads (80 Romatyas & 10 Iblis).



Deep Sea Star; HD0-1; AC30-40; *Attacks*: 1d4*Arms 1d3/each (body contact); Agility 9-11; *Description*: A flat multi-armed creature with 5-8 appendages arranged around center in radial pattern; the central core 10-15 inches diameter, 22-30 inch arms each with numerous small bony hooks/spikes and a longer spike each tip; has thick copper-brown bony skin with two ridges along arm centerlines of each arm; some have white/tan center; underside suckers hold to solid material; *Other*: body used to extract medicines; Number: 3d20 in area 100 FT across.

BESTIARY: DEEP SEA STAR TO

Poison Star: core to 30 inches, arms to 36 inches, dark grey skin, orange lines on arms, black spikes, HD1-3, AC45-55, Agility 11-13, 1d4*Arms 1d4/each, Poison Inject (each arm save 1d20 GTET [26-Stamina], affected area swells, fever, temporary reduce Stamina 1d3 points for 1d6 days; allergic persons (additional 1d8 days effect, gangrene develops, save 1d20 GTET [30-Stamina], heart failure save 1d20 GTET [24-Stamina] checked each day of effect), body extrudes poison – value 1d12 GP.

Desert Shrew; HD1-2; AC8-12; *Attacks:* Bite hp1; *Special Abilities:* Swarm Attack (GTET 20, 1d10/round), Infrared vision; Agility 16-20; *Description:* A four-legged rodent to 44 inches long with a long narrow face, small snout, oversized front teeth, long whiskers, and a long mouse-like tail; it's hide is tan/pale brown with darker brown on face/feet; *Other:* 60% blend into desert environment (limited invisibility), digger, good luck by desert tribes; Number: 1d20+6 den 1d6 outdoors.

Demon I, Minor Ice (grey-haired albino demon), 1 appearing; HD1d4+12; hp 1d12+70; fly 85 FT, swim 40 FT; AC 28; *Attacks:* Bite 1d8, Punch 1d12 (x2), Strangle 2d8; *Weapons:* Broad Sword (unholy, ice blade), Long Spear (unholy, good slayer – save 1d20 GTET [34-Will]); *Special Attacks:* *blood to ice* (4d8 damage, save 1d29 GTET [37-Stamina], incapacitates 5d20+10 rounds, 25 FT, 3/day), *cold zone* (-10°F 40 FT radius, exposed and unprotected persons suffer 1d6 damage/round), *freezing touch* (touch, 1d12+2 damage, save 1d20 GTET [28-Stamina], 5/day); *Special Qualities:* *detect good* (150 FT), detect phased creatures (120 FT), freeze liquids (25 FT), *grease* (slippery ice, 50 FT), *infrared vision* (250 FT), immune to cold magic, *levitate*, low-light vision, melds into ice (requires 2 rounds in/out), requires enchanted weapon GTET +2 to injure, *see invisible* (130 FT), suffers 1.5 times rolled damage from fire magic, ultra-violet vision, +12 to hide in snow/ice terrain, 10/day — *disperse magic, fly*, 5/day — *blizzard, create fog, protection against good, double vision*, 3/day — *cold blast, summon monster* (1d10 **Ice Bats** or **Ice Lizards**), *wall of ice*, 1/day — *stasis* (one creature, 25 FT, 24 hours, save 1d20 GTET 35-Will); AL Evil; *Attributes:* Agil 22, Int 18, Stam 28, Str 27, Will 23; *Spells:* L7 Wizard; *Possessions:* *Damage Channelling Cloak, Amulet of Armorskin* +15, *Horn of Fog OR Pipes of Sounds, cure serious wounds potion* (x2), *cure critical wounds potion* (x2), *displacement potion, unholy water* (x6), scroll (*zone of darkness, major illusion, lightning bolt, thorn spray*); *Description:* A humanoid figure standing 8 FT to 8 FT 6 inches tall, with a long rectangular head having three pale blue eyes, two noses, a wide thin mouth with six lower jaw fangs, grey mossy hair, a thick neck and a slender frame. The Minor Ice Demon I has pale white skin with pink mottles, blue palms and feet, and dark blue nails. It has four oblong white leather wings attached in two pairs at the shoulder, each spanning 4 FT The Minor Ice Demon wears a dark grey knee-length wool tunic with white metal belt and black sandals, and carries a small white metal circular shield.

Devils (All), *Special Qualities:* *chill touch, clairaudience/ clairvoyance* (100 mile radius), *comprehend languages, create fog*, does not require air, infrared vision, *protection from good, silence, zone of darkness*; *Description:* All devils have true forms that are generally humanoid with horns on the head, functional wings, and tails. Devils see themselves as vastly superior to mortals, and do not deign to lie. Their position within the hierarchy is very important to them. They are very strongly oriented towards doing their duty and following orders.

Devil, Common (brown Cyclops demon), 1d12 appearing; HD1d3+4; hp 1d12+30; fly 75 FT; AC 32; *Attacks:* Punch 1d4; *Weapons:* Staff topped by knobbed mace, Throwing Stars, x8); *Special Attacks:* paralysis (touch, 1d20*5 minutes, save 1d20 GTET 26-Stamina] 3/day); *Special Qualities:* Generic Devil abilities, call flames (50 FT), regenerate (hp2/round), 3/day — *magic arrow volley* (4 missile, 1d10 damage each, 40 FT), 1/day — *fuzzy location* (20 rounds, opponents hit at -5); AL Evil; *Attributes* Agil 15+1d8, Int 15+1d8, Stam 19+1d6, Str 16+1d6, Will 1d6+20; *Possessions:* *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *invisibility potion, misdirection potion, Missile Targeting Gloves OR Seven League Boots*, scroll (*fireball* x4); *Description:* Appears as thin brown-skinned, one-eyed, winged humanoid standing 7 FT 2 inches. It has a thin oval face with a high rounded eye socket, a single large light blue eye centered in its head, thin short and oily black hair, two small curved horns each 3 inches long, no ears, a sunken cavity where the nose should be, high cheeks, a thin slit mouth with several visible upper fangs, and a tapered chin covered with scales. It has a narrow long neck, thin shoulders, wide hips with a large gut, thin, stick-like legs and small feet. It has two small feathery wings on its shoulders which each span about 3 FT when unfolded. Its skin is dark brown on the head and shoulders and gradually becomes lighter in shade until it is tan on the feet; the skin is dry and appears to be flaking off. It is usually dressed in a light-colored short-sleeve shirt with darker thigh-length shorts.



BESTIARY: DEVILS

Devil Princes and Their Diabolic Minions (Inner Circles)

Malebodge Circle(s)	Name of Devil Prince			
	Samael (King)	Asmodia	Zimidar	Amayon
	All	9	8 (10 Sub circles)	7 & 6
Dukes	Shuquoz Amminat Iobonnus	Azazel Sitri	Adramelech Focalor	Merihen (7) Quandisa (7) Barbatos (7) Abaddon (6) Bifrons (6) Ippos (6)
Generals	Zepar Morchosias Haagent Fundinrant Elbrinelsomar	Ninurta Orias Barbas	Furfarello (1) Cagnuzzo (2) Hiisu (3) Jutas (4) Barbariccia (5) Eligoss (6) Agares (7) Baulam (8) Alichino (9) Caleabrina (10)	Guzalu Furfir Asagg Osse
Officers	Keres	Myduforyas	Daityas	Hulden
Sergeants	Quivaras	Freppi	Iblis	Odoru
Foot Soldiers	Jinguma	Cayyas	Romatyas	Ladatajas
Blazon	Black Field with impaled head on an upright white spear	Red Field with crossed gold tridents	Purple Field with 8 gold coins arranged in a semicircle over a chalice	Yellow Field with 3 red tongues of flame over a black tree

Diabolic Foot Soldiers (Standard Abilities), Special Qualities: *cause fear* (save 1d20 GTET [28-Will]), detects incorporeal creatures (range 30 FT), extraordinary hearing (75 FT), immune to poison, *infrared vision* (30 FT), *produce flame*, resists cold (1d20 GTET 16), resists heat and fire (1d20 roll GTET 9), requires enchanted or blessed weapon to damage on Prime Material Plane, *telekinesis* (25 FT range, 15 pounds); 1/day—*magic arrow volley* (20 FT, 3 arrows); *Description:* Each Devil Prince has a race of Diabolic Foot Soldiers unique to them, each having fanatical loyalty to the Prince. A squad of 10 Foot Soldiers (Troopers) is commanded by a Diabolic Sergeant.

Diabolic Sergeants (Standard Abilities), Special Qualities: *cause fear* (20 FT, save 1d20 GTET [34-Will]), *comprehend languages*, *detect good* (50 FT range), detects incorporeal creatures (range 40 FT), extraordinary hearing, *infrared vision* (60 FT), *produce flame*, *protection from spells* (1d12 GTET 10), requires enchanted or blessed weapon to damage, resists cold (1d20 GTET 7), resists heat and fire (1d20 GTET 4), *telekinesis* (60 FT, 25 pounds); 5/day – *control temperature* (55 FT), *identify lies*; 3/day – *curses*, *magic arrow volley* (35 FT, 5 arrows), *major illusion* (50 FT range, disbelieve 1d20 GTET [32-Will]); *Description:* Commands 8 Diabolic Troopers (Foot Soldiers) and is commanded by a Diabolic Officer. Each Devil Prince has a race of Diabolic Sergeants unique to them, each having fanatical loyalty to the Prince. All spells are cast as an L8 Wizard.

BESTIARY: DEVILS

Diabolic Officers (Standard Abilities), *Special Qualities:* *detect good* (100 FT), detects incorporeal (50 FT), extraordinary hearing, *identify lies*, *infrared vision* (60 FT), know languages, *produce flame*, *sees invisible* (50 FT), *sees phased or displaced creatures* (40 FT), requires GTET +2 enchanted weapon to damage (+3 on Prime Material Plane), resists cold and freezing (1d20 GTET 6), resists heat and fire (1d20 GTET 2), *telekinesis* (150 FT, 33 pounds), telepathic communication to Duke or Earl (10 miles); 5/day – *control temperature* (50 FT), *fireball*, *protection from spells* (1d20 GTET 6); 3/day – *aura of fear* (30 FT, save 1d20 GTET [36-Will]), cold attack (20 FT, 2d8+2, save 1d20 GTET [32-Stamina]); *Description:* Commands 4 Diabolic Sergeants and their associated Foot Soldiers, and is commanded by a Diabolic General. Each Devil Prince has a race of unique Diabolic Officers, who are fanatically loyal to the Prince. Spells are cast as an L12 Wizard.

Devil Princes and their Diabolic Minions (Outer Circles)

Malebodge Circle(s)	Name of Devil Prince			
	Paimon	Gaap	Shaitan	Pithius
	5 (Regions A & B)	4 & 3 & 2	1 & Zero	Outer Gehenna
Earls	Astaroth (A) Ahriman (A) Bebal (A) Belphegor (B) Mephistoles (B) Abalam (B) Batinin (B)	Berith (4) Dagon (4) Procell (4) Verrim (3) Abrizxus (3) Sidragasum (3) Sommilon (2) Vaggago (2) Lerajae (2) Minos (2)	Gresil (1) Caym (1) Lemegatton (1) Culs (1) Charon (1) Aikos (0) Corsor (0) Dantalion (0)	Baraquel Moray Naberius Udu Zagan Lempo Vual
Generals	Kamdro Irricia Lalullum Dobriham Xuwia Quah Vodar	Ophshot Morfessus Tilchattio Pavius Izophum Toorca	Callahorius Eagabat Gamphar Ixmu Kelazzu Moristrat Ordnoreus	Dyveres Fidgharrio Hellesfant Jeerzawl Lyvicki Nusoru Phuhorsis
Officers	Nimidoryas	Gaityas	Vackli	Tablasyin
Sergeants	Assura	Beng	Sessin	Yiblim
Foot Soldiers	Etvaras	Pruddin	Ulutu	Werdu
Blazon	Grey Field with a red castle	Pale Blue Field with a black dragon in profile	Dark Green Field with 2 white shields	Brown Field with a tan mountain over a horizontal

Devil Fish, 1d12 appearing; HD1d3+4; hp 1d8+35; swim 80 FT; AC 27; *Attacks:* Bite 1d4+1, Horn 1d4 (1d12 when charging), Tail 1d6; *Special Attacks:* Unarmored opponent suffers 1d3+2 from skin contact (scraping); *Special Qualities:* detects warm-blooded creatures (1000 FT), *displacement* (8 FT), *infrared vision* (50 FT), low-light vision, regenerates hp2/round, resists Spells (1d20 GTET 18), resists water magic (1d20 GTET 9), enchanted or blessed weapons are required to injure; AL Neutral; *Attributes:* Agil 16, Int 12, Stam 19, Str 18, Will 10; *Description:* A black-and-blue scaled fish with a hideous face, 6-7 FT long, 4 FT tall, and very thin (about 14 inches), with a three-lobed vertical tail. It has a long narrow oval face with a high wrinkled forehead, two glowing pink eyes set close together under an arch of bone, a rounded pug nose, and a thin but wide mouth with thick “lips” and both upper and lower fangs. Two thick horns are attached behind its head and curve forward about 10 inches [like horns on a bull]. Its scales are pentagonal in shape with a bone hook or barb. Found in the River Archeron.

BESTIARY: ORDINARY DEVIL TO DEVIL TYPE 1A

Devil, Ordinary (orange bald-headed bat devil), 1d6 appearing; HD1d3+3; hp 1d12+26; fly 50 FT; AC 30; *Attacks*: Bite 1d3, Punch 1d4, Claws 1d4+1 (hand, x2) OR 1d6 (foot, x2); *Weapons*: spiked Club, Throwing Star x4; *Special Qualities*: *call flames* (25 FT), immune to mental attack (control, fear, sleep), regenerates HP2/round, 5/day — *magic arrow volley* (3, each 1d8 damage); AL EVIL; *Attributes*: Agil 17, Int 14, Str 18, Stam 19, Will 24; *Possessions*: cure *light wounds* potion, cure *moderate wounds* potion, *invisibility* potion, oil flask (x3), flint and steel; *Description*: A short horned and winged humanoid with red-orange skin, standing 4 FT 4 inches, with a large rectangular shiny bald head, three bright red horns on the forehead each 6 inches long, a thick round eye socket with grey flecked eyes, flat pug nose, fleshy jowls, and a wide mouth with upper and lower fangs. It has a short but wide neck, wide shoulders with thick upper chest and arm muscles, four bat-like wings each spanning 4 FT, a narrow waist with short muscular legs ending in a triangular webbed five-toed foot, and short arms ending in an oversized hand. Its skin is covered with small bumps and warts and it is typically dressed in a dark-colored kilt and leather belt with a small belt-pouch. Its preferred attack is to hover using its wings and use its foot claws to disembowel an opponent.



Devil, Pitch (hump-backed black dog-eared devil), 1d6 appearing; HD1d4+4; hp 1d12+80; swim 40 FT; AC 32 [land] 38 [airborne]; *Attacks*: Punch 1d6, Strangle 2d6; *Weapons*: long Hooked Knife (1d8, unholy), black metal Shepherd's Crook (curved barbed hooks every 6 inches 1d12+3, unholy, wounds bleed 1d4); *Special Attacks*: *pitch balls* (1d4 appear, 40 FT, 1d4 damage/ball, natural 20 roll knocks opponents weapon from hand [save 1d20 GTET [32-Agility]]); *Special Qualities*: Standard Diabolic Sergeant abilities, immune to attack by edged weapons, immune to ordinary fire, resists fire magic (1d20 GTET 4); 3/day — *fireball* (as Wizard L10, 50 FT), 1/day — *wall of fire*; AL EVIL; *Attributes*: Agil 14 (land) 19 (airborne), Int 13, Stam 22, Str 20, Will 20; *Possessions*: cure *moderate wounds* potion (x2), cure *critical wounds* potion, unholy water (x3); *Description*: Four armed, winged, black humanoids standing 4 FT 9 inches tall, with ugly oval faces with long drooping dog-like ears, two curved grey spiral horns on their forehead, a thick brooding eye ridge over glowing pink round eyes, a squat bulbous

nose, thick sneering lips with six upper fangs, a thin pointed chin with a long forked tongue. They have no necks, wide and broad shoulders with a humped back, four black leather bat's wings attached at the shoulders and hips each spanning 3 FT, a thick waist, short muscular thighs and legs ending in large five-toed feet with curved talons. Their arms are massively muscled ending in wide four-fingered hands each finger with a pointed white claw. Their skin is pocked, pitted, and covered with round button warts, and secretes a moist black liquid which is very sticky and drips off their body like black sweat. Pitch Devils are immune to both the heat and the stench of the Fifth Pit. The chief Pitch Devil is Malacoda.

Devil Ray, 1d appearing; HD1d3+2, hp 1d10+38; swim 65 FT; AC 26; *Attacks*: Bite 4 damage, Front Horns 1d4 (x2 when charging), Upper Horns (1d10+2 only when charging), Tentacles 1 damage plus 1d6 electric shock (x2); *Special Attacks*: tail stinger (1d6, paralyzing nerve agent, effect 1d8 rounds, persists 3d100 rounds, save 1d20 GTET [28-Stamina]); *Special Qualities*: infrared vision (50 FT), low-light vision; AL Neutral; *Attributes*: Agil 21, Int 17, Stam 19, Str 14, Will 9; *Description*: A thin triangular creature, wide in the front and tapered toward the rear into a long thin whip-like tail ending in a barbed stinger, with a pair of narrow blue eyes centered along the long front edge just over a slit mouth with several upper fangs, protected by two forward-curving bone horns (each horn branches into two sharp tips). Two straight spiral horns are attached to the upper surface behind the eyes. Its upper surface is a mottled brown-and-tan pattern with a tan underside. Two tentacle appendages, each 30 inches long by a half-inch wide, are kept tucked into a body cavity while it swims. It moves by undulating the long part of its body like wings.

Devil, Type 1A (albino dwarf devils), 1d12 appearing; HD1d3+4; hp 1d12+35; fly 75 FT; AC 28; *Attacks*: Bite HP2, Claw 1d3 (x2), Punch 1d3; *Weapons*: *Bullwhip* +1, bolt-thrower (fires 3 shots/round, 40 shots ammo, each bolt sleep-poisoned, save 1d20 GTET [26-Stamina], 1d100*10 rounds effect); *Special Attacks*: *blindness/deafness* (3/day, touch, save 1d20 GTET [25-Stamina], persists 1d20*500 rounds); *Special Qualities*: retreats from flares-fireballs-lightning-daylight spells (extreme light sensitivity), 3/day — *confusion* (50 FT), *invisibility* (150 rounds), *magic arrow volley* (1d4 arrows, 50 FT, each 1d3), *summon monster* (1d8, toothy worm); AL EVIL; *Attributes*: Agil 16, Int 17, Stam 17, Str 18,



BESTIARY: Devils Type 1A to Type 1C

Type 1A Devil, continued... Will 20; *Possessions*: cure light wound potion, cure moderate wounds potion, oil flask (x2);

Description: A winged albino humanoid, standing 4 FT 8 inches tall. Type 1A devils have a small round pale face with short white hair, very long pointed ears, a small forehead with a single 10-inch straight black horn, thick bushy white eyebrows, oversized elongated (cat-like) colorless eyes, a small round nose, and thin mouths with black lips and many small but sharp teeth. They have no neck, thin shoulders and a stocky body, wide hips, short legs ending in small three-toed feet, and arms out of proportion to their body (too long). Their wings are pale white hide, each spanning 3 FT. They have a three-fingered hand with 2 curved claws at the end of each finger. They are usually dressed in a knee-length garment resembling a black toga.

Devil, Type 1B (human-headed bat devil), 1d10 appearing; HD1d3+6; hp 1d12+35; fly 60 FT; AC 26; *Attacks*: Punch 1d3; *Weapons*: black Long Sword in black sheath on back (unholy), exploding grenades (x8, blast 8 FT, 1d12, usually dropped from airborne); *Special Attacks*: *Vampire's Bite* (1d3, disease vampiricism, save 1d20 GTET [26-Stamina]), *High Frequency Scream* (4/day, 35 FT, disrupts balance, reduces Agility 1d6 points 1d100*3 minutes, disorientation and falls unless save 1d20 GTET [29-Will]); *Special Qualities*: Standard Foot Soldier abilities, immune to spells of blindness, low-light vision, infrared vision (50 FT), *zone of darkness* (30 FT, 100 rounds, extinguishes light sources); 3/day — *cause fear* (35 FT, save 1d20 GTET [26-Will], surrenders on roll 1 on 1d20); AL EVIL; *Attributes*: Agil 23, Int 14, Stam 18, Str 16, Will 21; *Possessions*: cure light wounds potion (x2), cure moderate wounds potion, haste potion; *Description*: A composite winged creature with a mostly bat-like body, 7 FT 1 inch tall, with a human chest, arms, head, and feet. The Type 1B has very long and thin bat ears, long narrow face, no eyes, a narrow slit nose, a broad mouth with thin red lips and two small upper lip fangs, and a narrow pointed chin. It has a small slender neck, small shoulders, thick torso, long muscular arms ending in wide hands, and narrow hips, with thick brown fur on its back, buttocks and upper legs. Its two wings are a dark brown leather with tan streaks along the bone supports, each spanning 5 ft; each wing has an armor class AC 14. The Type 1B wears a short-sleeved light brown leather shirt, thick leather vest, a wide-brimmed leather hat, and a grenade bandolier (usually drops grenades from the air).



Devil, Type 1C (draconic green devil), 1d8 appearing; HD1d3+7; hp 1d10+40; fly 65 FT; AC 29; *Attacks*: Punch 1d4; *Weapon*: *Bastard Sword* +2 (unholy), javelin x3 (90 FT); *Special Qualities*: an enchanted or blessed weapon is required to injure, detects mortals by smell (50 FT), excellent ordinary vision, immune to acids and spells conjuring acids, *infrared vision* (100 FT), low-light vision, suffers 50% damage from fire/lightning/electricity spells, *sees invisible* (50 FT); AL EVIL; *Attributes*: Agil 17, Int 18, Stam 21, Str 21, Will 21; *Possessions*: cure light wounds potion (x2), cure moderate wounds potion, *Rod of Snake Summoning* (27), *Ring of Telekinesis*; *Description*: A winged humanoid with the upper body of a dragon and the legs, feet, and hands of a human, standing 6 FT 10 inches tall. The Type 1C has the torso, neck and head of a green dragon with glowing brown eyes, spiked crest and leather mane running down its neck and back, wide hips, short and thick human legs with heavily muscled thighs ending in a wide 4-toed foot. Its arms are slender and reptilian but attached to the wrist is a human five-fingered hand.

The wings each span 6 FT and resemble those of a dragon with 4 bone supports and dark green hide streaked with yellow. The Type 1C wears a long short-sleeve dark green tunic with buttons down the front with a black leather weapon belt, and carries a wood shield (bashing +2) covered in green leather.

BESTIARY: Devils Type 1D to Type 1E



Devil, Type 1D (tall two-headed bearded devil), 1d8 appearing; HD1d3+7; hp 1d10+42; fly 60 FT; AC 42; *Attacks*: Punch 1d4; *Weapons*: oversized long-handled *Mace* +3 (unholy, wounds bleed 1d4 rounds), sawtooth-bladed Dirk, smoke grenades (3d20 rounds, 12 FT radius) or exploding grenade (1d12, 6 FT radius) x3; *Special Attacks*: *death touch* (1/day, save 1d20 GTET [26-Will]), *paralyzing touch* (3/day, touch, 2d20+3 rounds, save 1d20 GTET [28-Stamina]), *poison spit* (1/day, +2 bonus, slows movement to one-quarter, 3d20+10 rounds, save 1d20 GTET [27-Stamina]); *Special Qualities*: Standard Sergeant abilities, an enchanted or blessed weapon is required to injure, evil spells are cast as caster L+1, immune to sleep-confusion-panic-mental control, *infrared vision* (50 FT), low-light vision, suffers 25% of rolled damage from fire spells, each head is disabled at hp14; 3/day — *summon monster* (1d12 **Giant Rattlesnakes**); AL EVIL; *Attributes*: Agil 16, Int 22 (left) 18 (right), Stam 20, Str 24, Will 21 (left) 25 (right); *Spells*: L8 Wizard (left) L10 Priest (right); *Possessions*: *cure moderate wounds potion* (x2), *cure serious wounds potion*, *Shield AC+14*,

Ring of Spell Storing (control person x3, magic arrow x6, spider webs, minor disintegrate, mesmerize, disperse magic x3, heat armor), *Wand* (hold person, x20); *Description*: A two-headed winged humanoid 7 FT 4 inches tall, the left head has short black hair, beady slate-grey eyes, a curved hooked nose, black moustache and beard, and a thin mouth with small upper fangs, the right head has short silver-grey hair, wide oval red eyes, a long narrow pointed nose, a wide mouth with many missing teeth, and a silver goatee beard. The Type 1D has broad shoulders and chest with thick muscles, a narrow waist and hips, thick upper leg muscles and a long leg ending in a rectangular 6-toed foot, and short arms which end in a stubby wrist with four 10-inch tentacles with sucker pads along them. Its wings are feathered and each span 5 FT. The Type 1D has a tanned complexion and golden-red skin, shirtless, wearing an open-face copper helm, copper arm protection, dark red trousers, red leather belt with a gold skull buckle, and large black leather shoes.

Devil, Type 1E (shelled snake-head devil), 1d6 appearing; HD1d2+12; hp 1d12+66; Spd 40 FT, swim 35 FT; AC 40 (shell) 31 (appendage); *Attacks*: Slash 1d4 (x appendage), Leg Spike 1d6 (x2 if airborne); *Weapons*: silver *Short Sword* (unholy, life stealing), shield spike (1d8), Heavy Mace, Long Bow with 30 war arrows; *Special Attacks*: *Devil's Bite* (1d6, injects poison on 1d12 GTET 5, save 1d20 GTET [25-Stamina], slows 12 rounds then confusion 36 rounds then paralyzes 1d12*75 minutes), *phobic touch* (3/day, touch – save 1d20 GTET [32-Will], induces permanent strong phobia/fear of snakes requiring save 1d20 GTET [28-Will] at every snake encounter); *Special Qualities*: Standard Officer abilities, *charm animals* (snakes, 100 FT), immune to cold magic, *infrared vision* (300 FT), low-light vision, poison immunity, sees invisible (75 FT), requires weapon enchanted GTET +2 to injure, 5/day — *slow person* (save 1d20 GTET [25-Will], 100 FT, 75 minutes), *summon monster* (1d6 **Pit Vipers**, 20 minutes), 3/day — *cold blast* (30 FT, 2d12+3), *meteor swarm* (zone 25 FT across, range 50 FT, 4d12), 1/day — *shapechange* (giant snake, 50 minutes); AL EVIL; *Attributes*:



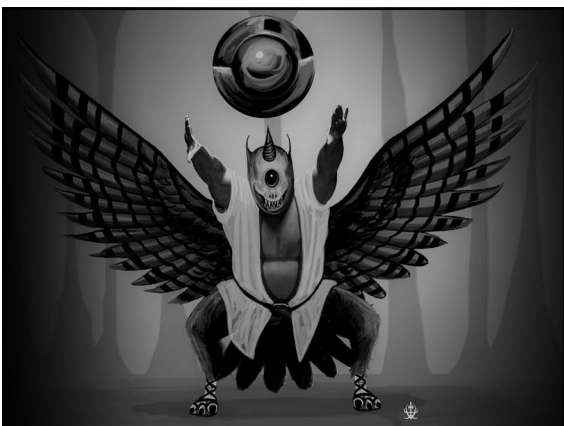
Agil 18 (land) 22 (swimming), Int 16, Stam 20, Str 18, Will 20; *Possessions*: *cure moderate wounds potion* (x2), *cure serious wounds potion*, *haste potion*, *Ring of Invisibility*, *Rod of Limb Withering*, scroll (*disperse magic* x2/*inflict moderate wounds/unholy sword/call lightning*), *Ghoul Touch Wand*; *Description*: A bipedal winged creature with a rounded circular shell, four long flexible tentacle appendages, and a snake-like horned head, standing 5 FT 10 inches. The Type 1E has a dark brown-green tapered triangular head and neck with small overlapping reptilian scales and two large curved black horns on the sides, wide circular glowing green eyes set close together in bony sockets, two slit nostrils, a wide mouth with pink teeth and two long inward-curved upper fangs. Each of its four tentacles (two each body side) are 4 FT long by 4 inches thick, covered in small dark green scales, end in three small digits, and have six red sucker pads along the underside just below the digits. Their shells are oval shaped, curved outward both to the front and back, is a glossy brown marked with bright yellow pentagonal regions. Its legs are short and stocky and end in a wide triangular webbed foot with two short white bone spikes on the upper foot. It has bat-like wings of a dull brown color with streaks of green, each spanning 3½ FT. If necessary its head and appendages can be withdrawn into its shell. It wears a wide brown leather belt around its shell with three leather pouches, and carries two round metal shields equipped with large central spikes.

BESTIARY: Devils Type 2A to Type 2C

Devil, Type 2A (bird-legged owl-faced devil), 1d10 appearing; HD1d3+5; hp 1d12+36; fly 70 FT, swim 12 FT; AC 26; *Attacks*: Bite 1d3, Talons 1d3 (x2 if airborne), Horn 1d4 (gore); *Weapons*: Heavy Spiked Mace, curved Dirks x3; *Special Attacks*: *tar baby* (3/day, 50 FT, save 1d20 GTET [26-Agility] and GTET [29-Strength]/both required, immobilized/stuck for 40-Strength rounds); *Special Qualities*: Standard Foot Soldier abilities, *charm animals* (birds, 250 FT), *control winds* (100 FT), *infrared vision* (50 FT), low-light vision, 5/day — *spider webs* (50 FT), 3/day — *summon monster* (1d12, **Armorpeckers**), 1/day — *shapechange* (750 rounds, any bird form); AL EVIL; *Attributes*: Agil 21, Int 12, Stam 18, Str 16, Will 17; *Possessions*: *cure moderate wounds potion* (x2), *cure serious wounds potion* (x3), viAL *Evilthe Water*, *Dwarven Death Powder* (25%), garrotte, rope (30 FT), mirror, oil flask (x4), hooded lantern, smoke grenade (x2); *Description*: A composite winged creature with a male humanoid upper body and feathered bird-like lower body, 5 FT 8 inches tall, with a long thin face, bald head with three large curved ivory horns, tall owl-like pointed ears, two rounded eye sockets with brown feathery brows, a thin pointed nose, and a semi-beak with a protruding mouth. Its chest is thin and sallow, the arms are short and underdeveloped, and it has light brown skin. Two brown-and-white feathery wings attach to the upper back, each spanning 5 FT. The lower body has a wide waist with thick dark brown feathers, a truncated fan-tail (somewhat like that of a male peacock), and short legs ending in a light-yellow 4-toed foot. It wears a copper open-face helm and carries a round copper shield.



Devil, Type 2B (blue-crowned bird-legged devil), 1d10 appearing; HD1d3+7; hp 1d12+42; fly 80 FT; AC 35; *Attacks*: Punch 1d4; *Weapon*: Cutlass +2 (unholy, wounds bleed 1d4 rounds), Heavy Staff (12 FT); *Special Qualities*: Standard Foot Soldier abilities, *infrared vision* (50 FT), low-light vision, requires an enchanted or blessed weapon to injure, resists Spells (1d12 GTET 8), 5/day — *summon monster* (1d20, **Giant Wasps**), 3/day — *invisibility* (300 rounds, *wall of ice*; AL EVIL; *Attributes*: Agil 19, Int 14, Str 17, Stam 19, Will 15; *Possessions*: *cure light wounds potion* (x3), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *unholy water* (x4), *human death flower* (x3, save 1d20 GTET [36-Will]), Ring of Regeneration hp1/round, *Forever Flask of Cloudkill*; *Description*: A composite winged creature with a male humanoid upper body and feathered bird-like lower body, 6 FT 8 inches tall, with an egg-shaped head with wide and flat fan-shaped ears and four short straight silver horns along the top of the head, a layer of short blue feathers on the crown of the head and on the neck, a high forehead, a small horizontal bony ridge over the eyes, two small beady light blue eyes, a stick-like pointed nose, a small round mouth and a wide and flat chin. Its upper chest is muscular with long strong arms ending in a six-fingered hand with light blue feathers on the backside, with light aqua-colored skin. Its two gull-like white wings are attached to the upper back, each spanning 7 FT. The waist and legs are slender with blue feathers on the front and white feathers on the back, ending in a white 5-toed foot. It wears long-sleeved dark blue tunics (AC+16), wide black leather belts, and a wide-brimmed blue hat.



Devil, Type 2C (bubbled-head black-eared devil), 1d6 Appearing; HD1d3+9; hp 1d12+46; fly 50 FT, swim 15 FT; AC 38; *Attacks*: Claw 1d3 (x2 if airborne), Bite 1d6, Horn 1d6 (gore); *Weapons*: *Bullwhip* +1 (bird slayer, flaming), Throwing Club x4; *Special Attacks*: *lightning* (3/day, breathe weapon, 25 FT, 2d8); *Special Qualities*: Standard Sergeant abilities, an enchanted or blessed weapon is required to injure, *infrared vision* (50 FT), low-light vision, resists Prayers (1d12 GTET 7), resists Spells (1d12 GTET 10), *sees invisible* (50 FT), 3/day — *summon monster* (1d8, **Giant Vultures**); AL EVIL; *Attributes*: Agil 16, Int 15, Stam 25, Str 32, Will 18; *Spells*: L14 Wizard; *Possessions*: *cure light wounds potion* (x3), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *haste potion* (x2), *vampiricism potion*, silver mirror, silver unholy symbol of Lucifer, *Pipes of Cancer*, seven packages pipe weed; *Description*: A composite winged creature with a humanoid upper body and feathered bird-like

BESTIARY: Devils Type 2C to Type 2E

Type 2C Devil, continued...lower body, 6 FT 3 inches tall, with a globe-like head with tall and pointed vertical black-feathered ears and a straight black horn made up of narrowing concentric rings, thin black hair, a single large oval blue eye (without eyelid), flat and wide nose with 3 nostrils, and a slit-like mouth filled with razor-sharp teeth. Its shoulders are very wide, as are its waist, with huge chest muscles (like a Sumo wrestler), and thick muscular arms ending in a large beefy hand. Two hawk-like black-feathered wings are attached to its shoulders, each of which has a span of 6 FT. It's upper skin is a jaundiced yellow color with folds of flesh on its chest and torso. It's lower body has thick fleshy thighs covered in rough and greasy black feathers with legs that end in a black 3-toed foot, with a rudimentary tail supporting five to eight long black tail feathers. It wears an open-faced steel helm, loose-fitting knee-length yellow robe with half-sleeves, a wide brown leather belt, and brown sandals, and carries an adamantine shield (reflects spells on 1d12 GTET 7).



Devil, Type 2D (hawk-headed purple beak devil), 1d6 appearing; HD1d3+8; hp 1d10+52; fly 70 FT, swim 20 FT; AC 38; *Attacks*: Punch 1d4 Beak 1d6; *Weapon*: silver tipped *Spear* +3 (unholy, cleaving – avoid 1d20 GTET [32-Agility]), *Heavy Mace* +2 (unholy, limb crushing – avoid 1d20 GTET [30-Agility]), hooked silver Dirks x4, *Short Bow* +1, 30 *Arrows of Slaying* [10 human, 10 elf, 5 dwarf, 3 Gnome, 2 all-slayer, save 1d20 GTET [34-Will]]; *Special Attacks*: *fire breath* (3/day, breath weapon, 25 FT, 2d10); *Special Qualities*: Standard Officer abilities, enchanted weapons GTET +2 are required to injure, *infrared vision* (50 FT), low-light vision, resists Prayers (1d12 GTET 7), resists Spells (1d12 GTET 10), *sees invisible* (75 FT), 5/day — *summon monster* (1d8, **Harpies of Hell**), 1/day — *mass slow* (25 FT, 2d20+8 rounds, save 1d20 GTET [33-Stamina]); AL EVIL; *Attributes*: Agil 19, Int 15, Stam 18, Str 17, Will 22; *Spells*: L15 Wizard; *Possessions*: *cure moderate wounds potion* (x2), *cure serious wounds potion* (x2), *cure serious wounds potion*, *haste potoin*, *stone to flesh balm*, Rod of Lightning (40 FT, 3d12+2, 29 charges), *Ring of Armorskin* (AC+15, +3 all saves), *farseeing*

potion, *elven death dust*, scroll (*unholy word/inflct serious wounds/mass inflct moderate wounds*), scroll (*chain lightning/flesh to stone/stop heart*); *Description*: A composite winged creature with a bird's head, humanoid upper body and feathered bird-like lower body, 7 FT 2 inches tall, with a raptor's (hawk) head covered in deepening shades of red feathers, two purple bone horns each branching into three sharp tips, pale purple eyes, and a pale purple hooked beak. It's shoulders and waist are slender, with long muscular arms ending in a four-fingered hand. Two owls' wings are attached to the shoulders, covered in dark red feathers which gradually lighten to white along the lower edge, each wing spanning 6½ FT. It has light tan-colored skin, slender thighs with red feathers and a five-toed pink foot. They are usually dressed in a dark leather vest (*blending*, disbelieve 1d20 GTET [35-Will]) with two connecting gold chains and a dark red leather kilt.

Devil, Type 2E (donkey-eared vulture devil), 1d4 appearing; HD1d3+10; hp 1d12+56; fly 65 FT, swim 20 FT; AC 37; *Attacks*: Bite 1d4, Punch 1d6, Horn 1d6 (gore); *Weapons*: bladed metal *Staff* +3 (unholy, undead disruption), *Short Sword* +2 (armor ripper, hand cleaver – avoid 1d20 GTET [28-Agility]); *Special Qualities*: Standard Officer abilities, enchanted weapon GTET +3 is required to injure, *infrared vision* (50 FT), low-light vision, resists Prayers (1d12 GTET 8), resists Spells (1d12 GTET 11), *sees displaced/phased creatures* (25 FT), *sees invisible* (75 FT), 5/day — *cone blast* (40 FT, 2d12), *summon monster* (1d4, **Wyvern**), 3/day — *mass confusion* (30 FT, 3d20+10 rounds, save 1d20 GTET [34-Will]), 1/day — *mass paralysis* (15 FT, 3d20+10 rounds, save 1d20 GTET [29-Stamina]), 1/week — *summon monster* (1d3, **Manticore**); AL EVIL; *Attributes*: Agil 19, Int 16, Stam 20, Str 18, Will 22; *Spells*: L4 Evil Priest; *Possessions*: *cure moderate wounds potion* (x2), *cure serious wounds potion* (x2), *cure critical wounds potion* (x2), *invisibility potion*, *unholy water* (x3), Ring of Regeneration hp4/round, scroll (*fireball/hold person/confusion*), scroll (*major illusion/deafen/wall of fire*), *Horn of Stunning*, *Gnome Death potion*, *life restoring balm*, *dominate person draught*, *stoning draught*; *Description*: A composite winged creature with a humanoid upper body and feathered bird-like lower body, 7 FT 5 inches tall, having a rectangular face with a high wrinkled forehead, long thin donkey-ears covered with fine dark green feathers, an eight-inch spiral-shaped pointed horn on top of the head, pale green eyes sunken into its cheeks, a nose shaped like a pyramid, and an oval mouth filled with sharp teeth and two upper fangs. It has wide shoulders with a slender waist. Two greasy dark green vulture wings are mixed with a lighter blue



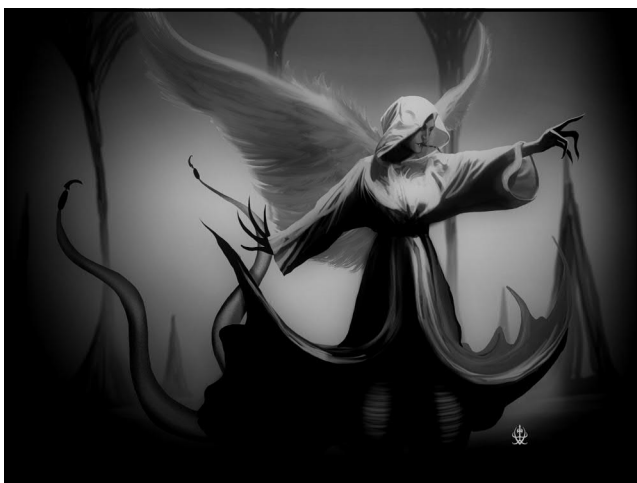
BESTIARY: Devils Type 2E to Type 3B

Type 2E Devil, continued...pattern on the underside, each wing spanning 7 FT It has a rounded tail which extends behind the body with a thick tuft of short blue-green tail feathers, long legs with muscular thighs covered with pine-green feathers, and a blue-green five-toed foot. Found wearing a light blue knee-length woolen tunic (protection +2) with a darker blue leather belt and leather purse, and a dark blue cape, carrying a blue metal Shield (*AC+20, arrow reflecting*).



Devil, Type 3A (hare-legged devil), 1d12 appearing; HD1d3+7; hp 1d10+40; fly 50 FT, swim 20 FT; AC 32; *Attacks*: Punch 1d4, Horns 1d6+2 (+1d6 when charging); *Weapons*: Scimitar [x2, two hand use], curved Dirk (fatal poison, 1d10, save 1d20 GTET [24-Stamina]), exploding grenade (x6, range 50 FT, explode 8 FT, 1d12); *Special Qualities*: Standard Foot Soldier abilities, extraordinary hearing (200 FT), *infrared vision* (50 FT), low-light vision, sees invisible (25 FT), resists Prayers (1d12 GTET 5, resists Spells (1d12 GTET 7), 5/day — *haste* (triple time, 1d20+8 rounds), *invisibility* (1d12+6 rounds), 3/day — *cause fear* (50 FT, 5d20 rounds, save 1d20 GTET [32-Will]), *magic arrow volley* (300 FT, 3d6); AL EVIL; *Attributes*: Agil 19, Int 17, Stam 17, Str 18, Will 22; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *invisibility potion*, rope (20 FT), spikes x6, mallet, luck amulet (non-functional), wood unholy symbol; *Description*: A winged bipedal composite creature with a male humanoid head and torso and the lower body of a large hare, 5 FT 5 inches tall, having a small square face with a slight forehead, long drooping hare-like ears, two

small straight pointed brown ivory horns on the top of the head, thin brown eyebrows over dark green glowing eyes, a small round pointed nose, and a wide mouth with four prominent upper fangs. It has a small neck, slender shoulders and hips, and long thin arms ending in a small palm with six very long thin fingers each with a curved claw tip. Four small brown leathery (functional) wings are attached to the shoulders in pairs, each spanning 2½ FT. Their upper legs are very wide and muscular with small lower legs and a long thin rabbit's foot. The Type 3A has thick light brown fur on its legs with white fur feet, light brown skin, and short white fur on the top of its head. It wears a brown tunic, dark brown cape (*chameleon, protection AC+8*), and leather sandals. It is a vegetarian.



Devil, Type 3B (female snake-legged devil), 1d10 appearing; HD1d3+9; hp 1d12+50; fly 60 FT, swim 25 FT; AC 36; *Attacks*: Punch 1d3, Strangle 1d8; *Weapons*: Halberd (12 FT, unholy, Wizard bane — save 1d20 GTET [30-Will]), Long Knife, *Short Bow +1* (*deep slumber arrows* x30— save 1d20 GTET [32-Stamina], 2d100 minutes); *Special Attacks*: *Bite* 1d3 (poison, paralyzing in 1d8 rounds, 4d12+10 minutes, save 1d20 GTET [33-Stamina]), *Stinger* (1d6, poisoned, lethal in 2d100 rounds, save 1d20 GTET [30-Stamina]), *paralysis* (3/day, touch, 3d20 rounds, save 1d20 GTET [32-Stamina]); *Special Qualities*: Standard Foot Soldier abilities, *charm animals* (100 FT, snakes and reptiles), extraordinary hearing (250 FT), immune to all poisons, *infrared vision* (50 FT), low-light vision, resists Prayers (1d12 GTET 7), *speak with animals* (snakes), silver/adamantium weapons are required to injure, 5/day — *summon monster* (**giant cobra**), 1/day — *shapechange* (any snake species, 750 rounds); AL EVIL; *Attributes*: Agil 16, Int 17, Stam 21, Str 20, Will 18; *Possessions*: *cure light wounds potion*, *cure moderate wounds potion* (x2), *cure serious wounds potion*, *Ring of Regeneration* hp1/round, *Rod*

of Magic Arrows (volley 2d6/round, each 1d3, 40 FT), scroll (*lightning bolt* x3/bar good), scroll (*inflict critical wounds* x3/capture the soul); *Description*: A winged composite creature with the head and torso of a female humanoid and a lower body split into two snake-like segments, 7 FT to 7 FT 6 inches tall. The Type 3B has an oval face with high forehead, long brunette hair, two spiral horns which curve forward, two small pointed ears, a long thin pointed nose, and a thin slit mouth with forked tongue and two curved fangs. It has a long thin neck, wide shoulders, large bust, slender hips, and long thin arms ending in a hand of four 12-inch tentacle fingers. It has two curved leathery orange-brown wings attached at the shoulders. The lower body is made up of two individual snakes fused together 20 inches below the waist. Each body is made up of dark blue scales with even orange bands, ending in a hooked bone stinger. It has dark blue skin with scales on its upper back and on its hands, and wears a long-sleeved light blue tunic over chain mail.

BESTIARY: DEVILS TYPE 3C TO TYPE 3E



Devil, Type 3C (male frog-devil), 1d8 appearing; HD1d3+9; hp 1d10+56; swim 70 FT; AC 36; *Attacks*: Punch 1d6; *Weapons*: *Short Sword* +3 (unholy, plate mail ripper), *Heavy Spiked Mace* +1 (stunning 3d20 rounds – save 1d20 GTET [32-Will], +2 damage), *Short Bow* with 25 war arrows; *Special Attacks*: *slow down* (4/day, touch, reduces movement by 50% persisting 45 minutes, save 1d20 GTET [33-Will], effects are cumulative); *Special Qualities*: Standard Sergeant abilities, becomes *invisible* in water, *create fog* (120 FT), enchanted/blessed weapon is required to injure, extraordinary hearing (150 FT), *infrared vision* (50 FT), low-light vision, resists Spells (1d12 GTET 9), their skin and meat is fatally poisonous to dwarves (1d100 minutes, save 1d20 GTET [39-Stamina]), *sees invisible* (25 FT), 3/day — *summon monster* (1d20 **giant dragonflies** OR 1d12 *giant scorpion flies*), *blizzard* (30 FT, 4d10, half damage on 1d20 GTET [28-Agility]); AL EVIL; *Attributes*: Agil 16, Int 19, Stam 23, Str 20, Will 25; *Spells*: L10 Wizard;

Possessions: *cure moderate wounds potion* (x2), *cure serious wounds potion* (x2), *smoke grenade* x3 (20 FT), *Stone of Poison Negation*, *Wall of Water Rod*; *Description*: A winged bipedal composite creature with the head and torso of a male humanoid and a frog-like lower body, standing 4 FT 9 inches tall, having a wide and short face with black mohawk-style hair, no ears, six large round bumps on the forehead, thin arched eyebrows over oval brown eyes, wide triangular nose, and a wide toothless mouth. It has a thick and short neck, wide shoulders with a thick barrel chest, wide waist, and short thick arms with pudgy fingers, and two skin-covered black wings attached to the shoulders each spanning 3 FT. It has long oversized muscular upper legs (like those of frogs) ending in a triangular webbed foot. It wears a steel cap (AC+7), long-sleeved yellow shirt, and a bronze breastplate (AC+15).

Devil, Type 3D (female white fox devil), 1d6 appearing; HD1d3+7; hp 1d12+42; fly 65 FT, swim 30 FT; AC 37; *Attacks*: Bite 1d3, Punch 1d6, Strangle 1d8; *Weapons*: silver-bladed *Spear* +3 (unholy, returning), *Dart of Hornets* x4 (1d8 **giant hornets**), *Cutlass* +1; *Special Attacks*: *despair and surrender* (30 FT, save 1d20 GTET [33-Will], affected persons throw down all weapons and surrender themselves, 2d100+100 rounds); *Special Qualities*: Standard Officer abilities, *charm animals* (100 FT, canines), *detects enemies* (200 FT), *infrared vision* (50 FT), extraordinary hearing (250 FT), low-light vision, *natural languages* (canines), resists Prayers (1d12 GTET 5), resists Spells (1d12 GTET 9), weapon enchanted GTET +2 is required to injure, 5/day — *hold person* (save 1d20 GTET [28-Will]), 3/day — *summon monster* (1d8 **Rabid Dogs**), *hurricane blast*, 1/day — *shapechange* (800 rounds, any canine species); AL EVIL; *Attributes*: Agil 24, Int 25, Stam 19, Str 19, Will 25; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion*, *potion of greater giant strength* (Str+10, 5d20+10 rounds), *unholy water* (x4), *neutralize poison potion*, *Ring of Levitation*, *Ring of Regeneration* (hp2/round), *Deep Slumber Wand* (40 FT, 2d100 minutes, save 1d20 GTET [34-Will]), *rope* (30 FT), *oil flask* (x3), *flint and steel*, *silver mirror*, *silver unholy symbol*, *adamantine spikes* (x6), *bird whistle*; *Description*: A composite winged biped with a female human head, the body and tail of a white fox, and human arms, 5 FT 8 inches tall, having a thin rectangular face with a small forehead, four small straight red horns, small furred fox-like ears, long braided red hair, thick eyebrows over small circular light blue eyes, a long and thin upturned nose, high cheeks, small mouth with large canine teeth, and a small pointed chin. It has a narrow slender neck, thin shoulders and hips, muscular but small legs ending in narrow paws, and long thin arms ending in slender 6-fingered hands. The Type 3D has small bird-like wings attached to the shoulder with vertical strips of white and red fur, each spanning 3 FT. It has a long bushy tail which ends in a shaped point, and thick, soft, white fur on its whole body. It wears a white woolen cloak (AC+12).



Devil, Type 3E (male polar bear devil), 1d4 appearing; HD1d3+14; hp 1d1+75; fly 45 FT, swim 25 FT; AC 35; *Attacks*: Bite 1d6+2, *Claws* 1d8 (x2), *Claws* 1d4 (feet, x2, when airborne); *Weapons*: *Mace of Entropy* +4, *bladed Gauntlet* +1 (1d6, wounds cause tetanus [save 1d20 GTET [27-Stamina] checked per wound]), *Javelins of Lightning* x2 (100 FT); *Special Attacks*: *ursine roar* (3/day, sound attack, 600 FT, damage = 600/distance, stuns 3d100 rounds [save 1d20 GTET [29-Will], deafen 6d10*3 minutes); *Special Qualities*: Standard Officer abilities, extraordinary hearing (300 FT), *infrared vision* (50 FT), low-light vision, *natural languages* (ursine [bear-like]), requires a weapon enchanted GTET +3 to injure, resists Prayers (1d12 GTET 6), resists Spells (1d12 GTET 4),

BESTIARY: Devils Type 3E TO Type 4B

Type 3E Devil, continued...senses enemies (200 FT), 5/day — *hold person* (save 1d20 GTET [33-Will], 3d10 minutes), natural attack boost (2d20 rounds, +3 damage), *wall of force*, 3/day — *move earth* (pit, 8 FT across by 10 FT deep), *shapechange* (any ursine species, 750 rounds), *summon monster* (1d12, **grizzly bear**); AL EVIL; *Attributes*: Agil 19, Int 23, Stam 27, Str 28, Will 28; *Spells*: L10 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x3), *Splinter Staff*, *Dimension Trap Ring* (the wearer is immediately transported into a 1000 cu.FT dimensional prison), scroll (*fireball/disperse magic/dancing swords*), scroll (*poisonous fumes/reduce intelligence/song of discord*), *Pipes of Pain*; *Description*: A composite winged humanoid with the head and torso of a muscular human male with the lower body of a white bear, 7 FT 2 inches tall, having an oval face with high forehead, thick long white hair, two white ivory horns which curve back over the head, small rounded bear-like ears, oval white eyes, a small pug nose, and a wide toothy mouth. Its neck is thick and short with wide shoulders and hips, and very muscular arms ending in large hands, its lower parts are thick and muscular and covered in a thick white fur ending in a wide rounded pad of foot with four clawed toes. It has bat-like white-furred wings attached to the shoulders, each spanning 6 FT. It wears a leather armor shirt, steel gauntlets with spikes on the back, and carries a large rectangular bronze Shield (*AC+10, arrow reflecting, blinding*).



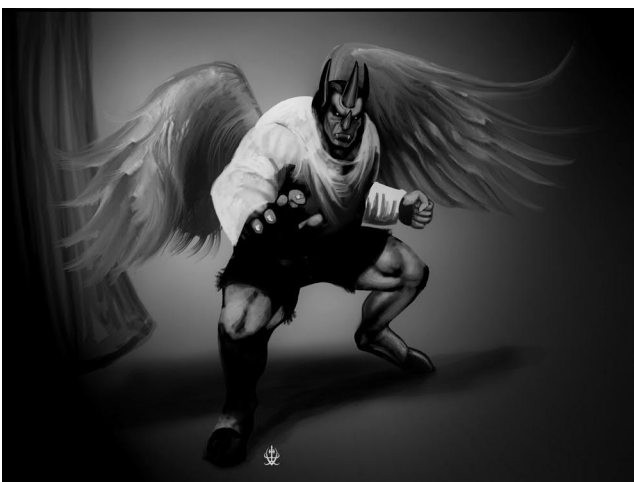
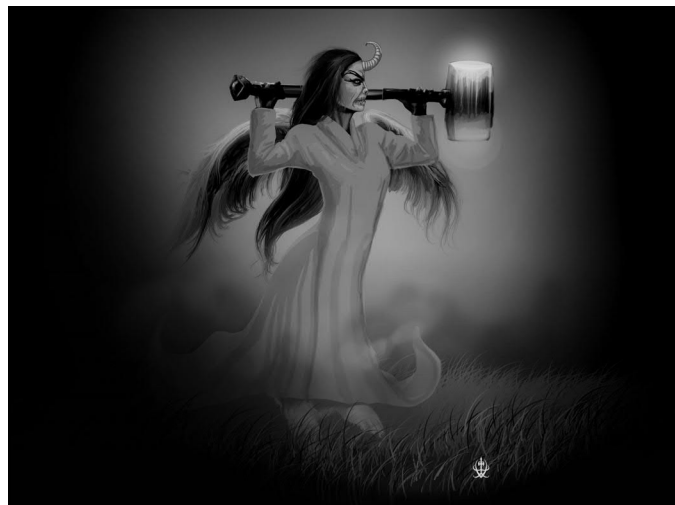
Devil, Type 4A (orange black-horned dwarf devil), 1d12 appearing; HD1d3+9; hp 1d12+50; fly 70 FT, swim 25 FT; AC 22; *Attacks*: Bite 1d4, Punch 1d6, Claws 1d6 (x2); *Weapons*: *Scimitar* (unholy, cleaving, AC+10, good slayer — save 1d20 GTET [25-Will]), four-tine red metal *Pitchfork* +2 (unholy, flaming), *Throwing Star* +1 (x4, poisoned [paralysis after 1d12 rounds persists 2d20*3 minutes, save 1d20 GTET [28-Stamina]]); *Special Qualities*: Standard Foot Soldier abilities, *detects alignment* (50 FT), immune to earth magic, *infrared vision* (50 FT), low-light vision, suffers double damage from air magic, uses echo-location (200 FT), 3/day — strength burst (50 rounds, Strength+6), *stone to quicksand* (100 square FT, 10 FT deep, transformation required 3 rounds, effect 2d100+20 rounds), 1/day — *sandstorm*, *wall of stone*; AL EVIL; *Attributes*: Agil 17, Int 19, Str 29, Stam 25, Will 22; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *haste potion*, *Ring Reflecting Spells* (1d12 GTET 9), *Python Rod*; *Description*: An orange-skinned winged and horned male humanoid standing 4 FT 4

inches tall, having a narrow rectangular face with a bald head, three small black spiked horns on the forehead, small pointed ears, thick bony eye ridge with no hair, glowing orange eyes, a long thin hooked nose, narrow mouth with four upper fangs, and a pointed chin. Its neck is short and thick, with very wide thick shoulders and massive hump on the back, small chest and narrow hips, short legs ending in a foot with five toes and three curved talons, and short but heavily muscled arms. Two small red-feathered wings attach to the shoulders above the hump, each spanning 2 FT. The Type 4A wears an open-face copper helm (*iron will, sees invisible*), copper-colored short-sleeved knee-length tunic (*AC+10*), and a wide black leather belt.

Devil, Type 4B (female green long-hair devil), 1d10 appearing; HD1d3+8; hp 1d10+42; fly 75 FT, swim 20 FT; AC 34; *Attacks*: Bite 1d6, Punch 1d4, Strangle 1d8; *Weapons*: two-headed *War Hammer* +1 (one head icing, one head flaming, unholy, damage +3), *Scimitar* +1 (unholy, wounds bleed 1d4 rounds), Blowgun with 12 sleeping darts (effect 1d10 rounds persist 2d100 minutes, save 1d20 GTET 25-Will); *Special Qualities*: Standard Foot Soldier abilities, enchanted/blessed weapon is required to injure, evil spells cast as level+1, immune to earth magic, *infrared vision* (50 FT), *know alignment* (50 FT), low-light vision, suffers double damage from air magic, uses echo-location (200 FT), 5/day — *create fog* (150 rounds, 75 FT by 100 FT by 25 FT high), *shapechange* (800 rounds, any burrowing animal form), *summon monster* (1d10 **giant snakes**, 150 rounds), 3/day — command earth creatures (50 FT, save 1d20 GTET [33-Will]), *conjure gemstones* (1d4 gemstones value 1d100*1d100 GP, disappear in 4d100+50 hours), *move earth*

BESTIARY: Devils Type 4B to Type 4D

Type 4B Devil, continued...(pit, 6 FT across by 8 FT deep), repel flying creatures, 1/day — *animate mud golem* (3 rounds to create, persists 100 rounds, **golem** is L6, base AC 35, hp30, Punch 1d10); AL EVIL; *Attributes*: Agil 19, Int 17, Stam 21, Str 20, Will 23; *Spells*: L8 Evil Priest; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *Ring of Mind Shielding*, *Torc of Transport*, *Spectacles of Medusae* (1d6 : 4-6); *Description*: A green-skinned winged and horned female humanoid 4 FT 2 inches tall, having a narrow rectangular face with long thick (waist-length) hair, no ears, a single aqua-colored spiral horn on its forehead, a thin body ridge over glowing pale green eyes, a small round pug nose, wide mouth with dark red lips and two lower fangs, and a square chin. It has a short and thick neck, wide shoulders with two moderate shoulder humps, small bust, narrow waist, short legs ending in a long thin rabbit-like foot, and short but powerful arms. It has two red-and-white feathered bird-like wings on the shoulder humps, each spanning 3 FT. The Type 4B wears a long-sleeved, ankle-length brown smock worn with a multi-pocketed leather vest.



Devil, Type 4C (male rhino-faced devil), 1d8 appearing; HD1d4+10; hp 2d8+58; fly 65 FT, swim 15 FT; AC 37; *Attacks*: Bite 1d4, Punch 1d8; *Weapons*: golden *Flail* +3 (damage +2, 1d12 rounds pain [save 1d20 GTET [28-Will], affected have -2 to hit, cumulative effect]); metal *Staff* +1 (unholy); *Special Qualities*: Standard Sergeant abilities, immune to earth magic, *infrared vision* (50 FT), *knows alignment*, low-light vision, requires weapon enchanted GTET +3 to injure, suffers triple damage from air magic, 10/day — *shapechange* (500 rounds, any earth burrowing creature), 5/day — *summon monster* (1d8 **giant spitting cobra**, 200 rounds), 3/day — *blindness* (30 FT, 3d12 hours, save 1d20 GTET [32-Stamina]), *earthquake*, 1/day — *move through stone* (15 FT), *transmutation* (100 pounds earth to iron), *summon monster* (1 **earth elemental**, 150 rounds); AL EVIL; *Attributes*: Agil 19, Int 14, Stam 23, Str 28, Will 26; *Spells*: L10 Wizard; *Possessions*: *cure moderate wounds potion* (x4), *cure serious wounds potion*, *displacement potion*, *Ring of Regeneration* (hp2/round), *Ring of Protection from Electricity*, *Web Rod*,

scroll (*confusion/fear/ice storm*), scroll (*disperse magic/deeper slumber/inFLICT critical wounds, horn of evil*); *Description*: A white skinned, winged, and horned male humanoid 6 FT 2 inches tall, having a rounded face, short pale blue hair, long donkey-like ears, one large black rhino-like horn on its forehead with a small curved black horn beneath it (in place of a nose), a thick eye ridge over glowing pale blue oval eyes, a wide toothy mouth with upper fangs, and an oversized-square jaw. It has a short and very thick neck, wide shoulders with a fleshy hump in the center of its back, wide waist, long muscular legs ending in wide hooves, and long muscular arms ending in hands with very wide palms. Two brown-feathered hawk wings attach to the shoulders, each spanning 4 FT. The Type 4C wears a long-sleeved white woolen shirt, knee-length black pants with a wide black belt, metal bracers (AC+9) and black leather gloves (*greater damage*, AC+8).

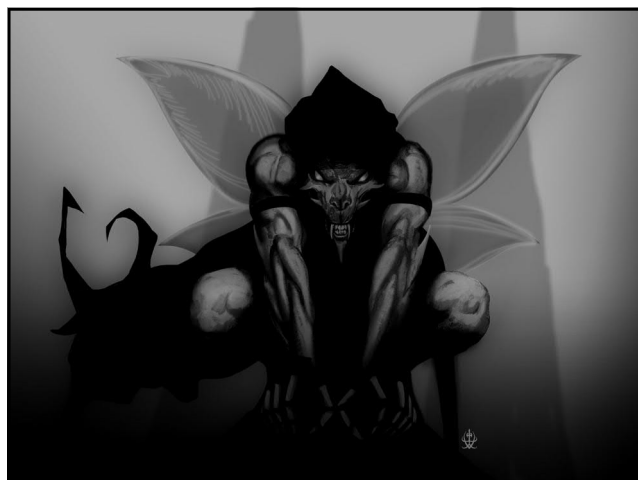
Devil, Type 4D (female busty camel-faced devil), 1d8 appearing; HD1d3+15; hp 1d12+70; fly 50 FT, swim 30 FT; AC 35; *Attacks*: Bite 1d6, Punch 1d8, Strangle 1d12, Hoof Spike 1d8 (x2, kicking); *Weapons*: double-bladed silver *War Axe* +3 (+6 versus humans, +4 damage versus humans, unholy, paralyzing 1d12 rounds – save 1d20 GTET [25-Stamina]), *Glaive* +2 (unholy, cleaving), Sling +1 (iron shot x16, 1d8, 50 FT); *Special Attacks*: *ghouldom* (3/day, touch, save 1d20 GTET [26-Stamina] AND 1d20 GTET [28-Will], both required, transforms into a mindless **ghoul**, 4d12*10 minutes); *Special Qualities*: Standard Officer Abilities, casts evil spells as level+1, *detects good* (50 FT), *detects phased creatures* (20 FT), echo-location ability (120 FT), enchanted weapon GTET +3 is required to injure, extraordinary scent ability (150 FT), immune to earth magic, *infrared vision* (50 FT), low-light vision,



BESTIARY: Devils Type 4D to Type 5A

Type 4D Devil, continued...resists Prayers (1d12 GTET 5), resists Spells (1d12 GTET 6), *see invisible* (30 FT), sensitive to vibrations (50 FT), suffers triple damage from air magic, 10/day — *animate rope*, *earthquake*, 5/day — *blindness*, *confusion*, *entangle* (vines from dirt/stone), *hold person* (touch, 20 rounds, save 1d20 GTET [33-Will]), *shapechange* (750 rounds, any burrowing animal), *summon monster* (1d6, **giant badger** or **wolverine**, 100 rounds), *zone of darkness*, 3 day — smite (+4 melee bonus, +15 damage), *monster* (1d2 **earth elemental**, 150 rounds), 1/day — *transmutation* (250 pounds of dirt to iron or copper); AL EVIL; *Attributes*: Agil 21, Int 18, Stam 22, Str 24, Will 27; *Spells*: L14 Evil Priest; *Possessions*: *cure moderate wounds potion* (x4), *cure serious wounds potion* (x2), *cure critical wounds potion* (x2), *displacement potion*, *Ring of Spell Storing* (5 spells), *Ring of Regeneration* (hp3/round), *Rod of Human Command*, scroll (*wall of stone/fire attack/wall of fire*), scroll (*cone blast/dominate person/mesmerize*), *Wand of Fireballs* (20), gold unholy symbol, rope (30 FT), oil flask (x4), silver mirror, flint and steel, adamantine spikes x10; *Description*: A pale tan winged, female humanoid standing 10 FT to 11 FT 3 inches, having a camel's face with long snout, glowing orange eyes, two prominent black ivory upper fangs, long drooping ears, two short spiral horns on the back of the skull, and long dark brown hair. It has a female body with large bust, well developed shoulder muscles, slender waist with long leg ending in wide black ivory hooves, and long muscular arms ending in a six-fingered hand. On its back are two thick rounded dromedary humps, attached to each hump is a pair of dark brown vulture wings with red tips, each spanning 4 FT. The Type 4D wears a long-sleeved red blouse with a brown leather vest, a knee-length red-and-blue kilt, a dark red leather belt, adamantine bracers (AC+13), spikes on each hoof, and a steel cap with a wide leather brim.

Devil, Type 4E (male cloven-foot antler devil), 1d4 appearing; HD1d4+15; hp 2d8+90; fly 110 FT; AC 39; *Attacks*: Bite 1d6, Punch 1d8+1, Strangle 1d10; *Weapons*: *Cutlass* +4 (unholy, dancing, elf slayer — save 1d20 GTET [35-Will]), *heavy Mace* +2 (unholy, limb crushing), *Bill hook* (12 FT, 2d6+2), *Short Bow* and *Quiver of Endless Arrows*; *Special Attacks*: *crushing blow* (1/day, punch, -3 penalty to hit, 6d12 crushing damage), *pillar of salt* (1/day, touch, save 1d20 GTET [28-Stamina], transforms into solid salt pillar for 1d20*25 days), *hideous mushroom* (1/day, touch, save 1d20 GTET [25-Stamina], transforms to large toadstool for 400 rounds — gives off spores [50 FT, sleep effect, 200 rounds, save 1d20 GTET [33-Will]]); *Special Qualities*: Standard Officer Abilities, *detect good* (250 FT), *detect phased creatures* (120 FT), echo-location ability (125 FT), extraordinary hearing (100 FT), extraordinary scent (200 FT), immune to earth magic, *infrared vision* (50 FT), low-light vision, requires weapon enchanted GTET +4 to injure, resists Prayers (1d20 GTET 7), resists Spells (1d12 GTET 5), *see invisible* (300 FT), suffers triple damage from air magic, 10/day — *earthquake*, 5/day — *blindness*, *confusion*, *darkness*, *entangle* (grow vines, 200 rounds), *hold person* (40 rounds, touch, save 1d20 GTET [26-Will]), *move earth* (pit 8 FT across by 14 FT deep), *shapechange* (700 rounds, any burrowing animal), *summon monster* (1d4 **earth elementals**, 150 rounds), 3/day — *alter self* (250 rounds, stalactite or stalagmite), *bar living* (save 1d20 GTET [48-Exp Level-Stamina], instant quicksand (area 15 sq. FT by 2 FT thick, once stuck requires Str GTET 20 to move), *summon monster* (1d3 **basilisks**, 250 rounds), 1/day — *poisonous fumes*, *transmutation* (350 pounds dirt to iron/ copper/silver); AL EVIL; *Attributes*: Agil 21, Int 22, Stam 20, Str 23, Will 28; *Spells*: L14 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x3), *cure critical wounds potion* (x2), *haste potion*, *Ring of Regeneration* (hp4/round), *Ring of Djinn Calling*, *Magnificent Ruler's Rod*, scroll (*lesser geas/ice storm/zone of silence*), scroll (*inflict serious wounds/dispersel magic/poison*), *Wand of Unholy Blight*; *Description*: A dark green winged male humanoid standing 6 FT 8 inches to 7 FT 4 inches, having a diamond-shaped head with pale green glowing eyes, two short branching antlers, a thick nose, large circular ears, a small slit mouth with two pairs of upper fangs, and a thin jutting chin. It has a short and thick neck, broad shoulders, muscular arms ending in a wide seven-finger hand with two thumbs, a wide waist with pot-belly, and long legs ending in cloven hooves. It has pale green almost translucent gossamer insect wings (which are fully functional) attached at its shoulders, each spanning 4½ FT. Along the back of its head, along the neck, and across its entire back, haunches and legs are numerous sharp quills all dark green in color with white tips. The Type 4E wears an open face adamantine helm with black feather plume, an adamantine breastplate over a long-sleeved black shirt, leather and bladed steel gauntlets, hooded black cloak (*chameleon*, *invisibility*) and carries a circular adamantine shield (AC+12, *gaze reflecting*, *spell turning* [1d12 GTET 8]).



Devil, Type 5A (human-headed heron devil), 1d10 appearing; HD1d3+6; hp 1d10+32; fly 80 FT, swim 30 FT; AC 42; *Attacks*: Bite 1d3, *Kick* 1d4 (x2), *Horns* 1d4; *Weapons*: *Cutlass* +2 (*lightning blade*), *Black Dragon's Claw*, *Trident* (fish command, +2 damage, +5 damage versus Tritons); *Special Attacks*: *Spikes* (1d6, transmit diphtheria, whooping cough, swamp fever, tetanus, rheumatic fever, or tuberculosis, save 1d20 GTET [28-Stamina]), *blood-curdling scream* (5/day, sound attack, 75 FT, paralyzes 1d100+20 rounds, save 1d20 GTET [26-Will]); *Special Qualities*: Standard Foot Soldier Abilities, *create fog*, *detect good* (150 FT), *detect*

BESTIARY: Devils Type 5A to Type 5C



Type 5A Devil, continued...phased creatures (120 FT), extraordinary scent (150 FT), *illusory body* (illusion of any ordinary water fowl, disbelieve 1d20 GTET [29-Will]), immune to water magic, *infrared vision* (50 FT), low-light vision, reduce blunt weapon damage by 2, *see invisible* (30 FT), 3/day — *cold blast* (40 FT), *shapechange* (600 rounds, any stork, crane, or heron), *summon monster* (1d6, **giant crocodile**, 150 rounds), *wall of water*, 1/day — freeze water (50 FT by 6 inches, 3d100+100 rounds), *summon monster* (100 rounds, **undine**); AL EVIL; *Attributes*: Agil 22 (water) 25 (airborne) 16 (land), Int 15, Stam 18, Str 20, Will 20; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *displacement potion*, *Ring of Water Breathing*, *Swarming Insects Staff*, *Pipes of the Sewers*; *Description*: A bird-like horned bipedal creature standing 7 FT 1 inch tall (resembles an infernal crane or heron), having a small round human head with pink feather strands instead of hair, small rounded ears, low forehead with two curved ivory horns mounted on the sides of the head and oriented forward,

rounded eye sockets with small beady black eyes, and a triangular horn beak 10 inches long with a pointed tip. Three white ivory spikes each 6 inches long are attached to the underside of the chin. Its head is mounted on a flexible neck about 60 inches long and 6 inches thick, the neck is attached to a cigar-shaped body 4 FT long by 2 FT across, with wide red-feathered wings, each spanning 5½ FT. Attached to the underside of the body are two dark red stick legs ending in a four-toed foot (each toe has a curved talon at its end). The neck and body are covered in a thick coat of short pink feathers. Type 5A devils wear a gold medallion around their neck embossed with the image of Prince Paimon. They are found almost exclusively wading in the Styx Marsh.

Devil, Type 5B (human-headed owl-stork devil), 1d10 appearing; HD1d4+6; hp 1d12+40; fly 80 FT, swim 15 FT; AC 44; *Attacks*: Bite: 1d3, Horns 1d4, Kick 1d6 (1/round), Strangle 1d8, Stinger; *Weapons*: heavy *Flail* +1 (unholy, dwarf slayer – save 1d20 GTET [33-Will]), silver *Long Knife* (paralyzing poison in 1d8 rounds persisting 3d100 minutes, save 1d20 GTET [25-Stamina]), *Halberd* +2 (13 FT, unholy, cold blade), Long Bow with 30 *War Arrows* +1; *Special Attacks*: *stunning hoot* (5/day, sound attack, 75 FT, stuns for 200-(3*Stamina) rounds, save 1d20 GTET [25-Stamina]); *Special Qualities*: Standard Foot Soldier Abilities, detects good (350 FT), detects phased creatures (120 FT), enchanted/blessed weapon is required to injure, flies silently, immune to water magic, *infrared vision* (250 FT), low-light vision, resists air magic (1d12 GTET 7), sees invisible (130 FT), suffers triple damage from fire magic, telekinesis (100 FT, 25 pounds), 3/day — disperse magic (25 FT radius), *shapechange* (600 rounds, any species owl, stork, crane, or heron), *summon monster* (1d6 **giant crocodile**, 150 rounds), *summon monster* (1d10 *giant fish*, 100 rounds), 1/day — magic arrow volley (4 arrows, 40 FT, independent targeting), *wall of water*, *zone of silence* (50 FT diameter, 200 rounds); AL EVIL; *Attributes*: Agil 20 (water) 26 (airborne) 16 (land), Int 22, Stam 20, Str 18, Will 26; *Spells*: L11 Wizard; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *cure critical wounds potion*, *Ring of Mind Shielding*, scroll (*create fog/mesmerize/fireball*); *Description*: A bipedal, winged, and horned composite creature with the general body shape of an owl, human face, and the legs of a stork, 9 FT 5 inches tall. The Type 5B has an elongated and rounded head with upright pointed ears and 2 curved brown horns set on the rear of the skull and curving forward over the top of the head, a small forehead, thick arched eye sockets with thick brown hair, a thin upturned nose, and a thin mouth with two upper fangs, and the top and back of its head are covered with short dark brown feathers. It has no neck, stocky cylindrical body covered in long dark brown feathers, and wide feathered wings, each with a mottled brown-and-white pattern, each spanning 6 FT. Attached to the underside of the body are two long stick-like legs with a spherical knee, ending in a wide webbed foot with five toes (three toes with forward-facing spikes). The body is 4 FT long and the legs are 5 FT. Found wearing adamantine chainmail, a tri-corned peaked leather hat (visualization), a dark brown hooded cloak (*chameleon*, AC+10). Type 5B devils are found almost exclusively in the Styx Marsh, and prefer to operate in darkness.



Devil, Type 5C (two-headed skeleton devil), 1d8 appearing; HD1d3+10; hp 1d12+48; fly 75 FT, swim 35 FT; AC 40; *Attacks*: Bite 1d3, Horns 1d4, Claws 1d6 (x2), Punch 1d4, Strangle 1d6; *Weapons*: *Bone Blade* +3, silver *Dirk* +1 (unholy), *Long Bow* +1 (10 *Arrows of Human Slaying*, 20 *Arrows of Sleep*, 300 FT); *Special Attacks*: *whistling duet* (5/day, sound attack, 50 FT, causes weakness [reduce Str 6 points], 2d20 minutes, save 1d20 GTET [24-Will]), *experience reduction* (touch, removes 250 XP),

BESTIARY: Devil Type 5C TO Type 5D



Type 5C Devil, continued...*self immolation* (explosion, 4d10+10 damage, 15 FT radius, 3d6+2 damage to 30 FT, must have GTET HP10 remaining); *Special Qualities*: Standard Sergeant Abilities, *detect good* (350 FT), *detect phased* creatures (200 FT), each head is disabled after hp12 damage, extraordinary hearing (150 FT), *infrared vision* (50 FT), low-light vision, non-ferrous weapon is required to injure, *produce flame*, reacts to Priests as does a Vampire, regenerates hp1/round, *see invisible* (30 FT), suffers triple damage from Holy Water, susceptible to panic and fear (save -6), unaffected by ordinary fire, 5/day — *fireball* (40 FT, 3d8), *summon monster* (1d4 **vampires**, 200 rounds), 3/day — *shapechange* (450 rounds, skeleton, vampire or goat forms), *wall of fire*, *zone of darkness*; AL EVIL; *Attributes*: Agil 20, Int 22 (right) 12 (left), Stam 18, Str 18, Will 16 (right) 27 (left); *Spells*: L14 Wizard (right head), L12 Evil Priest (left head); *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x2), *cure critical wounds potion*, Ram Ring, Viper Rod, scroll (*lightning bolt* x2/*meteor swarm*), scroll (*inflict serious*

wounds x5), *Pipes of Haunting*, *Eyes of Charming*; *Description*: A horned, winged, two-headed skeletal creature with long thin legs, standing 7 FT 3 inches, having 2 bird skulls, each with a long curved white beak, glowing purple eyes, a single straight ivory horn attached to the forehead, and a flexible 48 inch neck. It's skeletal body resembles a vulture with bony arms attached under the wing joint, and 4-FT legs ending in a three-toed foot with large curved talons. The two wings are skeletal with a thin white gossamer material between bone supports, each spanning 4 FT. All of its bone is a bleached pink-white color. The Type 5C wears open adamantine helms with pink feathers, silver *amulets of protection* +3, leather/scale gauntlets (*shocking touch*, 1d4), carrying rectangular bronze shields (*reflecting*, *blinding*).

Devil, Type 5D (four-armed glow-eyed skeleton devil), 1d6 appearing; HD1d4+9; hp 1d10+56; fly 70 FT, swim 40 FT; AC 46; *Attacks*: Bite 1d3, Horns 1d4, Punch 1d8, Strangle 1d10; *Weapons*: gold *Scimitar* +4 (unholy, ethereal blade), silver *Scimitar* +2 (unholy, soul drinker), bladed metal *Quarterstaff* +1 (10 FT, unholy, wounds bleed 1d4 rounds); *Special Attacks*: *Claws* 1d6 (x4, cold touch 1d6, save 1d20 GTET [25-Stamina]), *baleful stare* (5/day, gaze, 30 FT, panic, avoid gaze 1d20 GTET [26-Will], save versus gaze 1d20 GTET [30-Will], persists 1d12*50 minutes), *dexterity thief* (1/day, touch, permanently reduces Agility 1d4, save 1d20 GTET [28-Stamina], additional Agility is transferred to devil for 2 hours); *Special Qualities*: Standard Sergeant Abilities, affected by Priests as a Mummy, *detect good* (350 FT), *detect phased creatures* (200 FT), enchanted/blessed weapon is required to injure, extraordinary hearing (150 FT), *infrared vision* (50 FT), low-light vision, *produce flame* (20 FT), regenerates hp2/round, *see invisible* (50 FT), susceptible to paralysis (-5 save), suffers double damage from earth magic, unaffected by ordinary fire, 3/day — fiery hands (touch, 1d12+2 fire damage), *hold person* (30 FT, save 1d20 GTET [26-Stamina], 4d100 rounds), *shapechange* (600 rounds, skeleton, mummy, or giant crow form), *summon monster* (1d4, **mummies**, 150 rounds), walks through any enchanted wall; AL EVIL; *Attributes*: Agil 17, Int 16, Stam 18, Str 26, Will 29; *Spells*: L15 Wizard; *Possessions*: *cure moderate wounds potion* (x4), *cure serious wounds potion* (x4), *cure critical wounds potion* (x2), *Ring of Spell Turning*, *Ring of Air Elemental Command*, scroll (*cold spray* x5), scroll (*command monster/ shapechange/zone of silence*), *Staff of Swarming Insects*, *Eyes of Doom*; *Description*: A composite skeletal creature with four arms, horns, and wings, standing 8 FT 2 inches tall, having an oversized human skull with glowing orange eyes, two straight spiral horns extending from the sides of the skull above the ears, and two spiral horns extending forward from the forehead, a long neck (twice the normal human length), doubled shoulder bones supporting 4 long skeletal arms with a reach of 5 FT, wide hips, and very long leg bones ending in a triangular seven-toed foot. It's two wings consist of many bony supports which radiate from the shoulder, covered in a thin white translucent leather; all of its bone is a glossy cream color. The Type 5D wears a sleeveless knee-length brown robe (*chameleon*, *protection* +2) with leather sandals, and carries a round adamantine shield (AC+11, *breath attack reflecting*).



BESTIARY: Devils Type 5E to Type 6A



Devil, Type 5E (toucan beak four-tusk skeletal devil), 1d appearing; HD1d4+10; hp 1d20+64; fly 60 FT, swim 35 FT; AC 58; *Attacks*: Bite 1d3, Beak 1d4, Tusks 1d6 (+1d12 when charging); *Weapons*: *Claymore* +4 (unholy, spell storing [3/day —disintegrate], neck cleaving), *Short Sword* +2 (unholy, Priest slayer — save 1d20 GTET [36-Will], armor ripper), *Glaive* (human slayer, save 1d20 GTET [34-Will]), *Javelin* +1 (lightning x4); *Special Attacks*: *mournful keening* (5/day, sound attack, 75 FT, cowardice 1d100+100 rounds, save 1d20 GTET [35-Will]), *fey wail* (1/day, sound attack, 30 FT, listener immediately dies, save 1d20 GTET [28-Will]); *Special Qualities*: Standard Officer Abilities, *detects good* (450 FT), *detects phased creatures* (250 FT), extraordinary hearing (200 FT), immune to ordinary fire, *infrared vision* (50 FT), low-light vision, *produce flames* (30 FT), regenerates hp3/round, resists Spells (1d20 GTET 5), suffers double damage from earth magic, *sees invisible* (80 FT), susceptible to confusion (save -6), weapons enchanted GTET +2 is required to damage, 3/day — *confuse*, *shapechange* (800 rounds,

skeleton, minotaur, or giant bull form), *summon monster* (1d6, **giant boar**, 200 rounds), *summon monster* (1d4, **minotaur** with axes, 200 rounds), 1/day — *animate dead* (10 **skeletons** or **zombies**, 5000 rounds); AL EVIL; *Attributes*: Agil 19, Int 18, Stam 17, Str 19, Will 26; *Spells*: L15 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x3), *cure critical wounds potion* (x2), *haste potion*, *Ring of Shifting* (teleportation to 40 FT, 31 charges), *Ring of Shooting Stars*, *Staff of Fire*, *Rod of Limb Withering*, scroll (*cold blast/mind fog/song of discord*), scroll (*circle of death/chain lightning/major disintegrate*), scroll (*cure critical wounds/divine power/poison*), rope (30 FT), oil flask (x8), flint and steel, silver mirror, adamantine spikes (x10); *Description*: A winged, bipedal, skeletal creature with four thick tusks standing 6 FT 9 inches tall, having a long narrow skull with glowing pale green eyes, a long pale-orange curved beak like that of a toucan, and four short curved brown ivory tusks emerging from the base of the beak curving forward. It has a short thick neck, narrow shoulders and hips, and short legs ending in a four-toed foot with each toe ending in a curved talon. Two bleached white feathery wings attach to the shoulder bone, each spanning 3 FT, all bone is a pale blue color. Each Type 5E wears a desecrated silver chain and medallion (*protection* +1, *telepathy*) around its neck, a silver helm with visor and blue plume, a silver breastplate, and carries a round silver shield (AC+12). The Type 5D is found almost exclusively in the City of Burning Tombs.

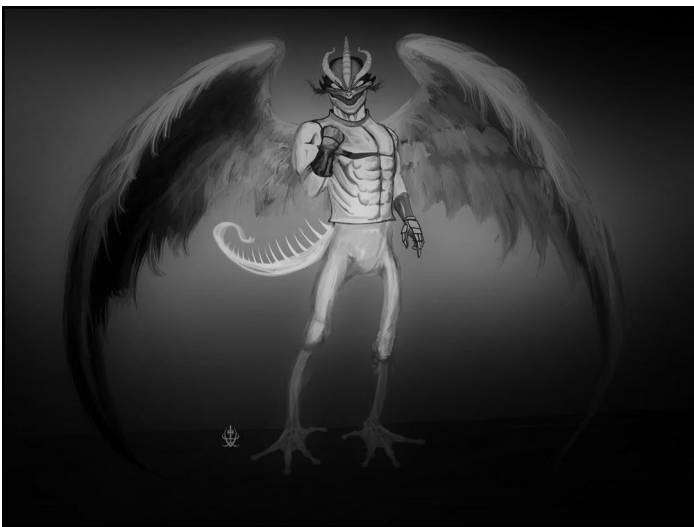
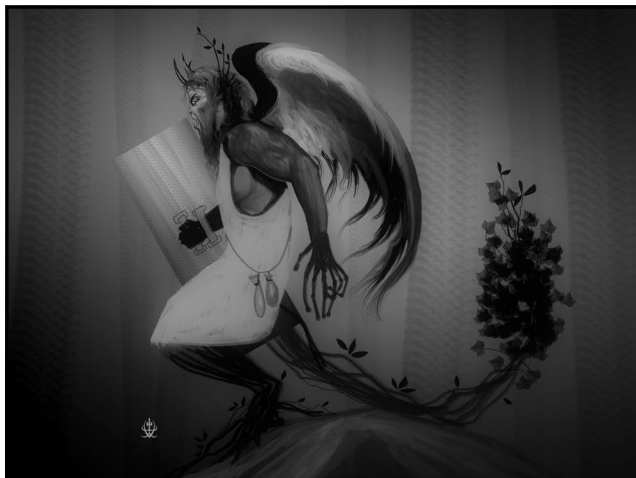
Devil, Type 6A (mule-body Centaur devil), 1d12 appearing; HD1d3+8; hp 1d12+36; fly 50 FT, swim 20 FT; AC 44; *Attacks*: Punch 1d4, Hooves 1d6 (x2, rearing), Strangle 1d6, Trample 1d10; *Weapons*: *Heavy Mace* (unholy, freezing), curved silver Dirk, *Short Lance* (1d10, unholy, magic dispersing, wounds made bleed 1d4 rounds), *Cavalry Bow* (quiver of 30 war arrows, quiver of 15 *Sleep Arrows* {save 1d20 GTET [29-Will]}, 5 Arrows of Human Slaying, 5 Arrows of Elf Slaying, 5 Arrows of Dwarf Slaying, 5 Fire Arrows); *Special Attacks*: *blood drain* (3/day, touch, immediately removes all subject's blood resulting in immediate death, save 1d20 GTET [28-Stamina]), *weakness bray* (25 FT, reduces listener's effective Str and Stam 1d4+2 points, save 1d20 GTET [30-Stamina] 1500 rounds); *Special Qualities*: Standard Foot Soldier Abilities, *detect good* (450 FT), *detect phased creatures* (200 FT), enchanted/ blessed weapon is required to injure, excellent hearing (200 FT), *infrared vision* (50 FT), low-light vision, regenerates hp1/round, runs over water, resists Spells (1d12 GTET 5, water magic GTET 9), *see invisible* (50 FT), suffers



double damage from cold magic, susceptible to Druid's Prayers (-4 save), 5/day — *fog cloud* (100 FT by 75 FT by 20 FT tall, 1d20*100+1500 rounds), 3/day — *poisonous fumes* (20 FT by 20 FT by 10 FT tall, 200 rounds), *shapechange* (600 rounds, black stallion, black centaur, or black Pegasus forms); AL EVIL; *Attributes*: Agil 18, Int 23, Stam 22, Str 18, Will 25; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *haste potion*, scroll (*deep slumber/disperse magic/hold person*), *Goblin-making Wand*; *Description*: A four-legged, winged, and horned, composite creature with the lower body of a mule and a humanoid upper body, 4 FT 10 inches long, standing 5 FT 5 inches tall, having an ugly wrinkled face, oval in shape, with four black corkscrew-shaped horns attached to the top of its head, oily black hair, glowing yellow eyes, an oozing pus-filled mass instead of a nose, and a slit mouth with four upper/two lower fangs. It's torso is a glossy black color, slender with long thin arms ending in a dainty six-fingered hand. It's lower body is thin and emaciated with a dark grey hide and stick-like legs ending in black hooves, with a long black bushy tail. Two large bat-like grey leather wings are attached along the entire torso from shoulder to waist, each spanning 8 FT. The Type 6A wears a short-sleeved black tunic (AC+8), and carries a large rump pack.

BESTIARY: Devils Type 6B TO Type 6C

Devil, Type 6B (brown spiky tree devil), 1d10 appearing; HD1d4+8; hp 1d12+44; fly 25 FT; AC 34; *Attacks*: Punch 1d6, Strangle 1d10, Horns 1d4 (+1d10 if charging), Tail 1d4 (barb); *Weapons*: *Spiked Wooden Club* (damage +3), long curved *Dirk* (unholy, paralyzing poison, effect after 1d10 rounds persisting 1d12*15 minutes, save 1d20 GTET [25-Stamina]), long Quarterstaff, 12 FT); *Special Attacks*: *weak knees* (1/day, touch, subject immediately loses all muscular control, 150 rounds, save 1d20 GTET [32-Stamina]); *Special Qualities*: Standard Sergeant Abilities, *detect good* (350 FT), *detect phased creatures* (200 FT), enchanted/blessed weapons needed to injure, *infrared vision* (150 FT), low-light vision, resists Spells (1d12 GTET 6, no resistance to fire magic and suffers double damage), resists Prayers (1d12 GTET 5), *see invisible* (130 FT), *tree shape*, 5/day — *lost*, 3/day — *transport via trees*, *summon monster* (1d10 **giant badger** OR **giant scavenger beetles**, 200 rounds), *wall of thorns*, 1/day — *shapechange* (any natural forest animal, 750 rounds); AL EVIL; *Attributes*: Agil 14, Int 19, Stam 24, Str 28, Will 22; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x3), *cure serious wounds potion* (x2), *Ring of Mind Shielding*, *Python Rod*, rope (40 FT), steel manacles, bolo (x2), scroll (*call lightning/poison/sleet storm*), scroll (*disperse magic/rusting grasp/call lightning storm*), *Pipes of Mesmerizing*; *Description*: A winged and horned humanoid with heavy dark brown bark-like skin, standing 8 FT 5 inches tall, having long thin faces with thick hair which resembles a spongy green moss, two straight brown spiky horns protruding from the forehead, large white fan-shaped growths in the place of ears, arched sockets around glowing golden-brown eyes, a long thin twisted nose, a wide toothless mouth, and a sparse moss-like beard. It has a thick torso with wide shoulders and hips, long arms ending in 7-fingered hands with extraordinarily long fingers ending in thick stubby balls, and long cylindrical legs ending in a round foot with short animated tendrils around the foot. Two green-feathered wings are attached to the shoulder each spanning 6 FT. It has a long green tail resembling a thick woody vine ending in a green tuft, and its is thick and covered by vertical lines and crevices. Type 6B devils wear sleeveless knee-length vests with many pockets, and they carry a large wood shield (*AC+10*, *acid reflecting*).

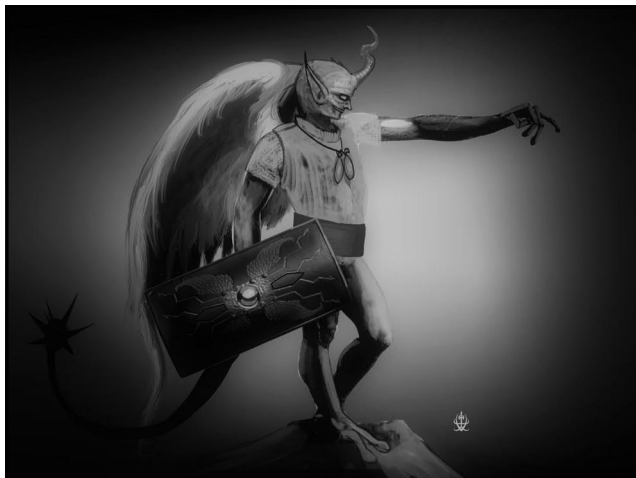


Devil, Type 6C (white tree devil), 1d8 appearing; HD1d4+9; hp 1d12+54; fly 40 FT, swim 15 FT; AC 39; *Attacks*: Punch 1d6, Kick 1d6, Strangle 1d10, Tail 1d6; *Weapons*: *Spiked Morning Star* +2 (unholy, limb crushing), Long Sword (unholy), silver *Throwing Knife* +2 (x3, unholy, flaming); *Special Attacks*: *Bite* 1d4 (disease, save 1d20 GTET [25-Stamina]), *paralyzing touch* (2/day, save 1d20 GTET [27-Stamina], 1d20*1d12 minutes); *Special Qualities*: Standard Sergeant Abilities, *detect good* (500 FT), *detect phased creatures* (250 FT), *infrared vision* (50 FT), low-light vision, weapons enchanted GTET +2 are required to injure, resists Spells (1d12 GTET 5, no resistance to fire Wizard and double damage), *see invisible* (100 FT), 5/day — *tree shape* (300 rounds), *summon monster* (1d4 **lamia** OR 1d12 **giant skunk**, 200 rounds), 3/day — *entangle* (30 FT), *ignite dry* (50 FT, mosses and tinder), *ray of weakness*, *thorn barrier*, 1/day — *zone of silence* (25 FT radius); AL EVIL; *Attributes*: Agil 15, Int 15, Stam 20, Str 23, Will 25; *Spells*: L14 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x3), *cure critical wounds potion*,

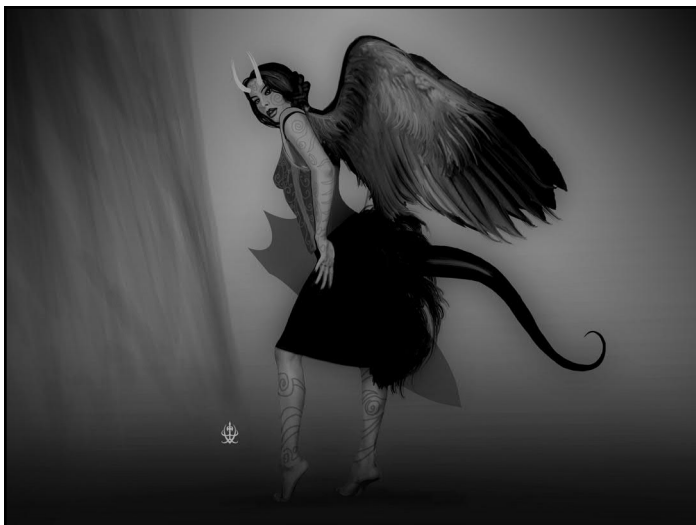
Ring of Spell Storing (*lightning bolt* x6, *wall of fire* x2), *Ring of Telekinesis*, *Torc of Spell Absorption*, scroll (*crushing despair/fire trap/ice storm*), scroll (*wall of force/wall of fog*), prayer beads, silver unholy symbol; *Description*: A winged and horned humanoid with silver-white bark-like skin, standing 7 FT 10 inches tall, having blocky rectangular faces with thick shoulder-length strands of brown or green hair (often concealing a small dart or long straight pin or small knife), three spiral horns protruding from their foreheads which grow forward then curve upward, an arched eye socket around glowing hazel eyes, a thick triangular nose with mossy moustache, thin slit-like mouth with sharp brown teeth, and a square jaw. They have a wiry and slender body with muscular shoulders, thick chest, small hips, short arms ending in a six-fingered silver hand, and long legs ending in a four-lobed cruciform foot. Two silver-feathered wings are attached to their shoulders each spanning 5 1/2 FT. It has a short raised tail made of a hard bony substance on which are fixed many silver thorns. Type 6C devils wear metal breastplates with steel gauntlets (*barriers*, *AC+12*). Type 6C devils often have an affinity for Dwarves and may temporarily keep them as pets.

BESTIARY: Devils Type 6D TO Type 6E

Devil, Type 6D (brown bald tree devil), 1d6 appearing; HD1d3+15; hp 1d20+60; fly 50 FT, swim 20 FT; AC 34; *Attacks*: Punch 1d4, Strangle 1d10, Tail 1d4; *Weapons*: Long Sword +2 (unholy, wounds bleed 1d6 rounds), Heavy Mace (unholy), silver-tipped Spear +1 (12 FT, unholy, cold blade); *Special Attacks*: Bite 1d4 (wound becomes infected in 2d100 rounds, fatal in 2d10 hours, save 1d20 GTET [34-Stamina]), *dozing touch* (3/day, touch, causes 1d12*15 minutes sleep, save 1d20 GTET [26-Will]), *take root* (2/day, touch, subject immediately shapechanges to a tree, 1d20 hours, save 1d20 GTET [32-Will]); *Special Qualities*: Standard Officer Abilities, *detect good* (350 FT), *detect phased creatures* (250 FT), *infrared vision* (50 FT), low-light vision, *putrefy food and water* (50 FT), resists Prayers (1d12 GTET 6), resists Spells (1d12 GTET 9, no resistance for fire spells and suffers double damage), *see invisible* (300 FT), weapon enchanted GTET +3 required to injure, 10/day — *aura of decay* (10 rounds), 5/day — *transport by trees, tree shape*, 3/day — *flame arrow, magic arrow volley, summon monster* (200 rounds, 1d6



Recluse Spiders or 1d6 **Spider Wasps** or 1d4 **Purple Mold**), 1/day — *remove air, wall of wood*; AL EVIL; *Attributes*: Agil 18, Beau 13, Int 17, Spd 19, Stam 20, Str 20, Will 24, Wis 15, *Spells*: L15 Wizard; *Possessions*: cure moderate wounds potion (x3), cure serious wounds potion (x2), cure critical wounds potion (x2), Ring of Energy Storing, Rod of Aging, scroll (sleet storm/fireball/slow), scroll (fear/fire attack/acid spray), Flute of Pleasure, silver unholy symbol, rope (50 FT), silver manacles, leather canteen [poisoned], adamantine spikes [x10], mallet, saw of greater cutting; *Description*: A winged and horned humanoid with thick light brown skin resembling heavy tree bark with long vertical stripes and creases, 7 FT 2 inches tall, having flat oval faces with glossy reflective bald heads, a single corkscrew style horn protruding from their forehead, long pointed ears, glowing blue eyes, a thin upturned nose, thin mouth with many small teeth like pointed rods, and a rounded chin often covered with a fine light brown fuzz. It has a narrow neck, small shoulders widening into a thick chest and hips, arms which are longer than its legs, oversized fleshy hands with 4 fingers on the left hand and six fingers on the right, and a wide triangular webbed foot. Two brown leathery wings are attached to its shoulders each spanning 5 FT. It has a 5 FT slender dark brown or black tail ending in a spiked knob. Type 6D devils wear short-sleeve brown leather shirts with wide collars worn under tan vests, and a wide brown leather belt with silver clasp shaped like a Hound (*Amulet of Guardianship*) on which are hung two leather pouches, steel-and-leather gauntlets (*barriers*, AC+12), and carry a bronze tower shield (AC+10, *blinding*).

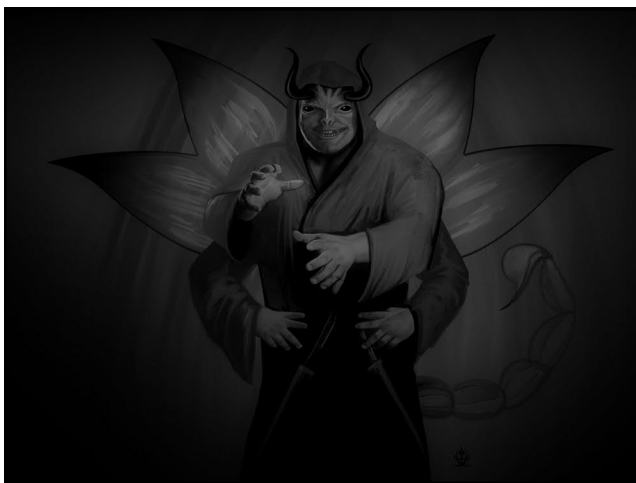


Devil, Type 6E (red female tattooed tree devil), 1d4 appearing; HD1d4+15; hp 1d12+85; Spd 75 FT, fly 35 FT, swim 25 FT; AC 55; *Attacks*: Claws 1d3 (x2), Talons 1d6 (x2, foot), Punch 1d8, Strangle 1d12, Horns 1d6 (3d6 if charging); *Weapons*: silver Long Sword +4 (unholy, 1d10 shock damage versus good/1d6 versus neutrals, Crit 17, limb cleaving), Throwing Star +3 (fatal poison in 1d10 rounds, save 1d20 GTET [28-Stamina] humans [25-Stamina] all other races); *Special Attacks*: Bite 1d4 (infected wound, fatal in 1d100/3 hours, save 1d20 GTET [28-Stamina]), *touch of confusion* (4/day, 1d12*10+100 minutes, save 1d20 GTET [28-Stamina] — dwarves are immune), *take root* (2/day, touch, shapechange to a tree, 1d100 hours, save 1d20 GTET [30-Will]); *Special Qualities*: Standard Officer Abilities, *detect good* (50 FT), *detect phased creatures* (20 FT), enchanted weapon GTET +3 required to injure, *infrared vision* (50 FT), low-light vision, *major illusion* (forest creatures), *putrefy food and drink* (50 FT), resists Prayers (1d20 GTET 5), resists Spells (1d12 GTET 3 (no resistance to fire spells and suffers double damage), *see invisible* (30 FT), *summon monster*

(**Giant Badger**, L8, hp55), teaches the skills of identifying edible and poisonous plants, 10/day — *summoned shield* (AC+20, 2d12 rounds), 5/day — *tree shape*, 3/day — *aura of decay* (15 rounds, 50 FT), *disperse magic, mass confusion, mass hold person, poison immunity* (touch, imparts immunity to plant/chemical-based poisons for 30 days), *summon monster* (200 rounds, 1d4 **Gorgons** or 1d6 **L6 Evil Priests** each with 1d6 L8 Warrior guards); AL EVIL; *Attributes*: Agil 20, Int 22, Str 20, Stam 18, Will 26; *Spells*: L12 Wizard; *Possessions*: cure moderate wounds potion (x3), cure serious wounds potion (x3), cure critical wounds potion (x2), unholy water (x3), Physic of Growth, Dragon Death Balm (Blue), Smee's Hogtie Rope, Ring of Shooting Stars, Rod of Flailing, scroll (song of discord/symbol of pain/symbol of sleep), scroll (3x poisonous fumes/chain lightning), silver long sword Scabbard (unholy, breaks any consecrated or holy weapon), gold unholy symbol; *Description*: A winged and horned female humanoid with a heavy dark red

BESTIARY: Devils Type 6E to Type 7B

Type 6E Devil, continued...skin resembling a smooth tree bark with many whirls and circular tattoos, 6 FT 7 inches tall, having a small round face with shoulder length red hair (often worn in twisted braids), two white ivory horns protruding from the forehead with each horn split into two parallel points (like a fork), thick brown eyebrows over glowing oval turquoise eyes, small pointed ears, a round button nose, and a long narrow chin. It has a long thin neck, slender shoulders, small chest and bust, narrow seductive hips, long thin legs ending in petite rectangular feet with four curved talons, and long arms ending in four-fingered hands with opposing pairs of fingers each with a short straight point on the fingernail. Black vulture's wings are attached to the shoulders each spanning 5 FT. It has a black feather tuft on its backside through which protrudes a narrow 2 FT tail. Type 6E devils dress in short-sleeve leather shirts with very low cut bodices elaborately-embroidered in green with emeralds (typical values 3d12*100 GP), green-and-black kilts, a double-wrap black leather sword belt), and they carry a diamond-shaped bronze shield (*AC+12, blinding, spell turning*). A small poisoned dagger is often concealed inside their shirt. They provide **Giant Badgers** or **Great Magpies** as familiars to mortals who swear personal allegiance to them.



Devil, Type 7A (dwarf four-armed scorpion tail devil), 1d12 appearing; HD1d4+9; hp 1d12+62; fly 70 FT; AC 44; *Attacks*: Punch 1d4, Horns 1d4 (3d4 if charging), Strangle 1d6; *Weapons*: curved *Dirks* +1 (x3, unholy), split-blade *Swords* +1 (curved forward/back, unholy, cold blade), short *Javelin* (x4, unholy, +4 against good/+5 against Priests, paralyzes 1d100+15 minutes, save 1d20 GTET [27-Will]); *Special Attacks*: *Stinger* (1d6 nerve venom, paralyzes after 1d12 rounds, persists 3d6*20 rounds, save 1d20 GTET [28-Stamina]), *wounding touch* (3/day, touch, inflict moderate wounds); *Special Qualities*: Standard Foot Solider Abilities, *detect good* (350 FT), *detect phased creatures* (220 FT), immune to ordinary fire, *infrared vision* (250 FT), low-light vision, moves silently and without a trace through deserts and sand, resists fire magic (1d12 GTET 10), resists Prayers (1d12 GTET 5), *see invisible* (300 FT), suffers triple damage from cold magic, 5/day — *summon monster* (200 rounds, 1d8 **Sand** or **Scarab Beetles**), 3/day — *fire attack, sandstorm*, 1/day — *quicksand* (10 ft across); AL EVIL; *Attributes*: Agil 20 (airborne) 16 (land), Int 14, Stam 17, Str 18, Will 20; *Possessions*:

cure light wounds potion (x2), *cure moderate wounds potion* (x2), *cure serious wounds potion* (x1), *oil of slipperiness*, *Gnome death potion*, *Lethe Water*, *potion of youth*, *unholy water* (x4), *Ring of invisibility*, *Wall of Fire Staff*, *Wand versus Demons*, *Hat of Disguise*, copper unholy symbol, rope (25 FT), iron spikes (x10), silver mirror, whetstone, leather canteen of ale; *Description*: A winged and horned four-armed humanoid with a scorpion's tail, standing 4 ft 5 inches tall, having a long oval face with no hair, a glossy finish to its head, three long feathery antennae, two curved black ivory bull's horns on the side's of its head, large ears resembling white broccoli heads, two silver compound eyes widely spaced across the head, a circular indentation where the nose should be, and a wide toothless mouth. It has a thick neck, barrel-shaped chest, wide hips, short legs ending in a circular foot, and 2 pairs of muscular arms each ending in a six-fingered hand. Four long translucent dragonfly wings are attached to it's shoulders, each 2½ FT in length. Its skin has a tan-yellow hue with darker brown on the head and hands. Type 7A devils wear sleeveless woolen tunics in tan or light brown often with irregular mottles of darker browns, a thick hooded brown cloak (*chameleon, AC+10*), a thick brown leather belt with 2 dagger scabbards, a leather bota, a belt purse, sandals, and often a wide-brimmed brown hat.

Devil, Type 7B (female scorpion-tail black-horn devil), 1d10 appearing; HD1d3+11; hp 1d20+70; fly 60 FT; AC 38; *Attacks*: Bite 1d3, Punch 1d4, Strangle 1d8; *Weapons*: gold *Dirk* +1 (unholy, wounds bleed 1d6 rounds), *Long Spear* (12 FT, unholy, glows with yellow light 25 FT good-aligned creatures, call flames {touch}); *Special Attacks*: *Stinger* (1d6, nerve venom, paralyzes in 1d6 rounds persists 1d12*25+20 minutes, save 1d20 GTET [26-Stamina]), *wounding touch* (3/day, touch, inflict moderate wounds); *Special Qualities*: Standard Sergeant Abilities, blends into desert or sand background, *detect good* (250 FT), *detect phased creatures* (320 FT), enchanted/blessed weapon is required to injure, immune to ordinary fire and fire spells, *infrared vision* (350 FT), low-light vision, moves silently and without a trace through deserts and sand, resists Prayers (1d12 GTET 6), resists Spells (1d12 GTET 7), *see invisible* (300 FT), *shapechange* (desert tortoise), suffers double damage from cold magic, 5/day — *summon monster* (200 rounds, 1d12 **Coyotes** or



BESTIARY: Devils Type 7B to Type 7D

Type 7B Devil, continued... Wild Dogs, 3/day — *disperse magic*, *quicksand* (10 FT, permanent), *sandstorm*, 1/day — *paralyzing circle* (8 FT radius, 4d12 minutes, save 1d20 GTET [33-Stamina]), *wall of earth* (1 hour); AL EVIL; *Attributes*: Agil 25 (airborne) 20 (land), Int 16, Stam 14, Str 16, Will 23; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *unholy water* (x3), napalm flask (x2, 1d12/round, burns 1d10+3 rounds), *Ring of Tirelessness*, *Ring of Regeneration* hp1/round, scroll (*fireball/confusion/bestow curse*), bronze unholy symbol, ivory beads of prayer (no magic abilities), leather canteen of wine (poisonous to *Gnomes*); *Description*: A winged and horned four-armed female humanoid with an insect's large compound eyes and a scorpion's tail, 5 ft 9 inches tall, having a wide face with thick curly black hair resembling a springy moss, two short black feather antennae, a single straight spiked horn protruding from its forehead, small pointed red ears, small beady glowing purple eyes, a small pyramid-shaped nose, wide toothless mouth and a flat chin. It has a short thin neck, small shoulders and slightly wider hips, average bust, long slender legs with enlarged knee nodes and a thin rectangular foot, three left arms and one right arm. Its left arms are small and end in a dainty hand with three curved hook-like fingers while the right arm is centered with the left and ends in a thick six-fingered hand with long fingers and long fingernails. Thin dainty red-and-yellow butterfly wings are attached to its shoulders, each spanning 4 FT. It has dark grey skin with black on the head, hands, and lower legs. The Type 7B devil wears short-sleeve white knee-length robes (AC+16) with high-cut tan shoes, and a leather cord belt with a belt purse and a scabbard for a curved dirk, and carries a small round copper shield (AC+12, *blinding*, *unholy*).

Devil, Type 7C (wasp-waist scorpion-tail insect devil), 1d8 appearing; HD 1d4+14; hp 1d20+85; fly 50 FT; AC 52; *Attacks*: Punch 1d4, Strangle 1d6, Tendril Whip 1d3 (x3); *Weapons*: *Cutlass* +3 (unholy, flaming, dancing), war *Boomerang* (x2, +4 against good-opponents, causes 1d100 rounds of unconsciousness on natural rolls of 20), Dart [bandolier of 8], explosive grenades (x6, 1d12 in 8 FT radius, produces thick smoke 1d6 rounds); *Special Attacks*: *Stinger* (1d6, nerve venom, paralyzes 1d20*15+150 rounds, save 1d20 GTET [28-Stamina]), *wounding touch* (3/day, touch, inflict serious wounds, save 1d20 GTET [32-Stamina]); *Special Qualities*: Standard Sergeant Abilities, blends into a desert or sand background, *detect good* (450 FT), *detect phased creatures* (320 FT), enchanted weapon GTET +2 required to damage, immune to ordinary fire and fire spells, *infrared vision* (500 FT), low-light vision, moves silently and without a trace through deserts and sand, *putrefy food and water* (30 FT), resists Prayers (1d12 GTET 4), resists Spells (1d12 GTET 6), *see invisible* (300 FT), suffers double damage from cold magic, 3/day — *aura of awe* (10 rounds), *disperse magic*, *quicksand* (15 FT diameter, permanent), *sandstorm*, *shapechange* (450 rounds, **chimera** or **burning cactus**), *summon monster* (100 rounds, 1d20 **giant scorpion**), 1/day — *circle of slumber* (15 FT radius, 3d100 rounds, save 1d20 GTET [30-Will]), *reduce armor* (20 FT radius, opponents AC each reduced by 1d8, 1d12*20 minutes), *summon monster* (150 rounds, **Chimera** or **Wyvern**); AL EVIL; *Attributes*: Agil 16, Int 18, Stam 19, Str 25, Will 25; *Spells*: L14 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x2), *cure critical wounds potion*, *unholy water* (x4), *Ring of Regeneration* hp2/round, *Ring of Transference*, *Staff of Stinking*, gold unholy symbol, copper rope (30 FT), leather canteen of ale (poisonous to dwarves), silver mirror, flint and steel, first-aid kit; *Description*: A winged and horned humanoid with a segmented body, an insect's compound eyes, and a scorpion's tail, 6 FT 11 inches tall, having a small triangular face with a glossy flat top, three tall silver antennae and two short feathery blue antennae, four small spiky horns on the back of the head, small blue pointed ears, recessed concave eye sockets holding beady glowing blue compound eyes, three nose slits surrounded by raised bony ridges, a thin slit mouth with teeth on the upper jaw, and a narrow tapering jaw. It has a thick flexible long neck, narrow shoulders and torso, a wasp-waist, barrel-shaped lower body segment, short legs ending in a small triangular foot, and three right arms and a left arm. The right arms are rubbery and flexible and end in three snake-like tendrils; the left arm is aligned with the top of the right arms and ends in a fleshly five-fingered hand. A pair of translucent circular wings with blue veins is attached to its shoulders, each spanning 3 FT. Its head is light blue, the upper body segment and arms are mottled brown-and-blue, and the lower body segment and legs are a glossy brown. Type 7C devils wear a scale mail shirt AC+20, black leather dart bandolier, dark leather boots, and a leather pouch.



Devil, Type 7D (female four-armed scorpion-tail insect devil), 1d appearing; HD 1d4+14; hp 2d12+90; fly 40 FT; AC 50; *Attacks*: Claws 1d6, Punch 1d3, Strangle 1d8, Horn 1d8 (gore, +1d10 if charging); *Weapons*: red blade *Scimitars* x2 (+3, unholy, flaming, permanently removes 1 Stamina on natural rolls of 20), two-tine Spear +1 (10 ft, unholy, flaming, wounds bleed 1d4 rounds), explosive grenade (x2, 8 FT diameter, 1d12 damage); *Special Attacks*: *Stinger* (nerve venom, paralyzes in 1d8 rounds persisting 3d12*20 minutes, save 1d20 GTET [29-Stamina]), *weapon shatter* (1/day, on natural rolls GTET 15); *Special Qualities*: Standard Officer Abilities, blends into a desert or sand background, *detect good* (500 FT), *detect phased creatures* (250 FT), enchanted weapon GTET +3 required to injure, immune to ordinary fire and fire magic, *infrared vision* (50 FT), low-light vision, moves

BESTIARY: Devils Type 7D TO Type 8A



Type 7D Devil, continued...through deserts and sand silently and without a trace, resists Prayers (1d12 GTET 5), resists Spells (1d12 GTET 6), *see invisible* (30 FT), suffers double damage from cold magic, 5/day — *quicksand* (20 FT, permanent), 3/day — *aura of awe* (15 FT), *decrease Strength* (15 FT radius, reduce Strength 1d6 points, 3d10*15 minutes), *disperse magic*, *putrefy food and water* (30 FT), *sandstorm* (150 FT, 200 rounds), *shapechange* (600 rounds, desert ram or sphinx), *summon monster* (150 rounds, 1d12 **Gila Monsters** or evil **Dervishes** [L12 Warriors]), *summon monster* (200 rounds, **desert worm**); AL EVIL; *Attributes*: Agil 19, Int 20, Stam 23, Str 19, Will 28; *Spells*: L16 Wizard; *Possessions*: *cure moderate wounds potion* (x4), *cure serious wounds potion* (x2), *cure critical wounds potion* (x2), *haste potion*, *displacement potion*, *unholy water* (x5), *Ring of Efreet Calling*, *Rod of Gideon*, *Ring of Regeneration* hp3/round, oil flasks (x4) scroll (*ice storm/poisonous fumes* [x3]), scroll (*symbol of pain/major disintegration* [x2]/*bar infernal creatures*), *Spectacles of Medasae*; *Description*: A horned and winged four-

armed female humanoid with a segmented body, antennae, an insect's large compound eye, a scorpion's tail, 8 FT 3 inches tall, having the face of a beautiful female elf with long honey-yellow hair, pointed ears, and small tapered chin, with three long wiry black antennae, amber-colored compound eyes and two spiral-type horns protruding from its forehead which form a S-shaped curve. Its upper body has wide shoulders, large chest and bust, glossy light yellow skin, and an extremely narrow waist. The lower body segment is long and narrow (cigar-shaped) with short legs ending in a crow's foot, with darker yellow color and irregular brown mottles on its legs. It has a pair of long delicate arms on the shoulders of the upper body segment and a thick pair of arms at the top of its lower body segment, the upper arms end in a long-fingered seven-finger hand and the lower arms end in a clawed three-fingered paw. A pair of delicate diamond-yellow wings are attached to its shoulders. Type 7D devils wear a long leather cap (AC+10), sleeveless ankle-length smock worn under a thick leather vest (AC+8) and a black leather shoe.

Devil, Type 8A (four-legged rattlesnake faced devil), 1d10 appearing; HD1d4+14; 1d12+hp 80; fly 65 FT, swim 25 FT; AC 59; *Attacks*: Claws 1d3 (x2), Punch 1d4, Strangle 1d8, Foot Barbs 1d4 (x2); *Weapons*: long-handled black *Mace* +2 (unholy, bone crushing, disintegrates plate mail on natural rolls GTET 17), *Throwing Knife* (x4, unholy, wounds bleed 1d4 rounds, returning), Blowgun, 20 blow-darts (sleeping poison, effect in 1d4 rounds persist 1d20*10 minutes, save 1d20 GTET [32-Stamina]); *Special Attacks*: *Bite* (1d4, paralyzing poison, effect 1d6 rounds persists 1d20 minutes, save 1d20 [34-Stamina]), *troll bane* (1/day, touch, turns subject to stone, permanent, save 1d20 GTET [33-Stamina]); *Special Qualities*: Standard Sergeant Abilities, *detect good* (500 FT), *detect phased creatures* (220 FT), enchanted/blessed weapon required to injure, *infrared vision* (450 FT), low-light vision, resists Prayers (1d12 GTET 5), resists Spells (1d12 GTET 7), *see invisible* (300 FT), suffers double damage from fire magic, 5/day — spits acid (12 FT cone, 35 FT, 1d12), 3/day — *charm animals* (100 rounds, 35 FT, snakes, reptiles, serpents, lizards, amphibians), *cold blast* (35



FT, 3d12), *shapechange* (300 rounds, wyvern or brown dragon form), *summon monster* (150 rounds, 1d8 **Lightning Bugs** or **Whiptail Lizards**); 2/day — *siren's song*; AL EVIL; *Attributes*: Agil 17, Int 18, Stam 18, Str 20, Will 22; *Possessions*: *cure light wounds potion* (x3), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *physic of armorskin* (AC+10), *tonic of fatigue restoration*, *liquor of heroism*, *unholy water* (x4), oil flask (x5), *Ring of Chameleon Power*, *Viper Rod*, scroll (*dispersel magic/fireball* x2/*hold person*), flint and steel, rope (25 FT), adamantine spikes (x10), copper unholy symbol, leather canteen of mead (poisonous to elves — save 1d20 GTET [34-Stamina]); *Description*: A horned and winged composite creature with four tendril legs, a snake's torso and head, and two arms, 6 FT 8 inches tall, having a rattlesnake's head with two silver horns protruding upward from the forehead which then curve forward, beady glowing pale green eyes, and two curved ivory upper fangs. It has no neck or shoulders but its torso is the continuation of a rattlesnake's body and 24 inches from its top a pair of long muscular arms are attached on either side of the body each ending in a four-fingered hand. A pair of grey leather bat's wings attach to the body below the arms,

BESTIARY: Devils Type 8A to Type 8C

Type 8A Devil, continued...each spanning 3 FT. The trunk splits at the hips would be into four appendages of equal length, two oriented forward and two oriented back, each ending in a rectangular foot with horn hooked barbs (the front feet move together then the rear feet). A 5 FT snake's tail with 10-ring yellow rattle is attached to the torso just above where the foot tentacles separate. Its back, sides, legs, and tail are covered with hard brown scales while its front is covered in many horizontal yellow plates. Type 8A devils wear an open-faced helm (*true sight*) with a wide metal brim, a leather harness on the torso for throwing knives, and leather-and-scale gloves.

Devil, Type 8B (four-legged cottonmouth devil), 1d8 appearing; HD1d4+18; hp 2d12+100; fly 40 FT, swim 35 FT; AC 56; *Attacks*: Claws 1d4 (x2), Horns 1d6 (+1d12 if charging), Foot Barbs 1d4 (x2), Punch 1d6, Strangle 1d8, Stinger 1d8; *Weapons*: bladed *Heavy Mace* +3 (unholy, ignores 20 AC points, permanently reduces armor by AC-10 on natural rolls of 19 or 20), *Heavy Flail* +1 (unholy, takes out opponent's eyes natural roll of 20, wraps opponent's neck natural roll of 19, paralyzes good opponent 3d20 rounds on rolls 16 to 18 {save 1d20 GTET [27-Stamina]}), Long Bow, quiver 30 War Arrows, quiver of 15 *Sleep Arrows*, 5 *Human Slaying Arrows*, 5 *Dwarf Slaying Arrows*; *Special Attacks*: *Bite* (1d4, nerve toxin affects breathing after 1d6 rounds, save 1d20 GTET [30-Stamina] on roll of 1 the lungs stop in 1d10 rounds [fatal], reduce Str/Stam each 1d6 for 1d20*30 minutes), *glue spit* (3/day, 15 FT, material hardens around affected character preventing movement, avoid 1d20 GTET [28-Agility], break free 1d20 GTET [27-Strength], covers eyes on natural rolls GTET 19); *Special Qualities*: Standard Sergeant Abilities, *detect good* (250 FT), *detect phased creatures* (320 FT), enchanted weapon GTET +2 required to injure, *infrared vision* (350 FT), low-light vision, resists Prayers (1d12 GTET 6), resists Spells (1d12 GTET 8, no resistance to fire magic and suffers double damage), *see invisible* (300 FT), 5/day — *greater bane* (-5 attack and save penalty, 2d20 rounds), *invisibility* (150 rounds), 3/day — *aura of awe*, *dispel magic*, *magic grenade*, *minor illusion* (100 rounds, creatures native to deserts), *shapechange* (450 rounds, **Basilisk/Brown Dragon** form [no special abilities]), *summon monster* (150 rounds, 1d10 **Whip Snakes** or **Poison Spiders**), 1/day — *summon monster* (100 rounds, **Calygreyhound**); AL EVIL; *Attributes*: Agil 19, Int 17, Stam 21, Str 19, Will 25; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x2), *cure critical wounds potion*, *physic of mind control*, *unholy water* (x5), *Ring of Storm Control*, *Ring of Frosty Breath*, *Staff of Thunderstorms*, scroll (*bar undead/ call lightning/inflct critical wounds*), *Wand of Fireballs*, strand of prayer beads, silver unholy symbol, metal rope (30 FT), iron stakes (x10), silver mirror, leather canteen of beer (poisonous to humans), *infernal compass* (always points to Lucifer); *Description*: A horned and winged composite creature with four tendril legs, a snake's torso and head, two arms, 7 FT 3 inches tall, having the slender head of a water moccasin, white and dark green scales, two black horns protruding from the sides of its head with branches and multiple points (5 to 6 typical), thick black balls of bone surrounding glowing green eyes, two curved black fangs on the upper jaw, a long red forked tongue, and a white interior to the mouth. It has no neck or shoulders and its torso continues the body of the water moccasin, 30 inches from its top a pair of long muscular arms are attached on either side of the body each ending in a lizard's three-fingered claw. A pair of small green dragon wings attach just below the arms, each spanning 4½ FT. At the hips the trunk splits into four appendages of equal length, two oriented forward/two oriented back, each ending in a rectangular foot with bony barbs (front feet move together then the rear feet). A 5 FT snake's tail ending in a smooth yellow stinger is attached to the torso just above where the foot tentacles separate. Its back, sides, legs, and tail are covered with light green snake's scales with rings of darker green down the length of its body, while its chest and underside typically has a wide white stripe down its length. Type 8B devils wear spiked open-face steel helms, close-fitting chain mail on their torso, spiked gloves, and carry round bronze shield spiked around the rim and on the front face (AC+14, *blinding*).



Devil, Type 8C (one-horn pit viper devil), 1d6 appearing; HD1d4+15; hp 1d20+105; fly 45 FT, swim 25 FT; AC 60; *Attacks*: Claws 1d6 (x4), Punch 1d8, Strangle 1d12, Horn 1d6 (+2d8 if charging), Tail Whip 1d4, Foot Barb 1d4 (x2); *Weapons*: short-handled *Whip* +3 (x2, unholy, undead disrupting, shocking), long gold *Knife* +1 (x2, unholy, wounds bleed 1d6 rounds, cold blade), metal staff, Cavalry Bow, 2 quivers each 25 war arrows plus 3 *Human Slaying Arrows* and 2 *Arrows Elf Slaying*; *Special Attacks*: *Bite* (1d6/1d12 against Priests/Crusaders/Druids, paralyzing nerve venom effect in 1d6 rounds, save 1d20 GTET [30-Stamina] with -4 modifier for divine classes, persists 3d20*10 minutes) *toxic spit* (3/day, 30 FT, 1d10, nerve toxin causes uncontrollable muscle spasms starting in 1d6 rounds for 3d20 minutes, save 1d20 GTET [28-Stamina] – fatal allergy on save roll of 1); *Special Qualities*:

BESTIARY: Devils Type 8C to Type 8D



Type 8C Devil, continued...Standard Officer Abilities, *charm animals* (25 FT, snakes and lizards), *detect good* (350 FT), *detect phased creatures* (220 FT), enchanted weapons GTET +3 required to injure, *infrared vision* (500 FT), low-light vision, resists Prayers (1d12 GTET 8), resists Spells (1d12 GTET 10, no resistance against fire magic and suffers double damage), *see invisible* (30 FT), 5/day — *aura of awe*, *disperse magic*, *invisibility*, 3/day — *cause fear*, *earthquake*, *shapechange* (500 rounds, manticore or three-headed hydra [non-regenerating]), *summon monster* (150 rounds, 1d12 **Rifle Beetles** or 1d8 evil **Dervishes** [L12 Warriors]), 2/day — *wall of stone*, 1/day — *summon monster* (1d6, **Calygreyhound**, 100 rounds); AL EVIL; *Attributes*: Agil 20, Int 16, Stam 18, Str 19, Will 26; *Spells*: L11 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x2), *cure critical wounds potion*, *poison antidote*, *salve of animation*, *unholy water* (x6), *Ring of Regeneration* hp2/round, *Ring of Telepathy*, *Spider Torc*, scroll (*diminish intelligence/hold monster/symbol of sleep*),

scroll (*wall of stone/disintegrate/symbol of persuasion*), platinum unholy symbol, metal rope (40 FT), oil flask (x4), flint and steel, steel mirror, steel spikes x6; *Description*: A horned and winged composite creature with four tendril legs, a snake's torso and head, and four arms, 8 FT 3 inches tall, having the head of a pit viper with a single pointed spiral horn protruding from the forehead, the ears of an iguana, thick balls of bone holding glowing white eyes, a long black forked tongue, and four curved silver metal fangs on the upper jaw. It has no neck or shoulders and its torso continues a viper's body. 30 inches from its top are two pair of long muscular arms, on either side of the body, each arm ending in a furry feline's paw with curved claws. Two long thin leather wings are attached between the pairs of arms, the wings being ovals 2 FT across and 5 FT long. The trunk splits into 4 appendages at the hips, two oriented forward/two oriented back, each ending in a rectangular foot with bony barbs (the front feet move together then the rear feet). A 7 FT viper's tail is attached just above the legs, and splits into two parts, 26 inches from the end. The Type 8C devil wears silver chain mail on their torso, leather bands around the wrists, and a scale mail skirt around the upper legs.

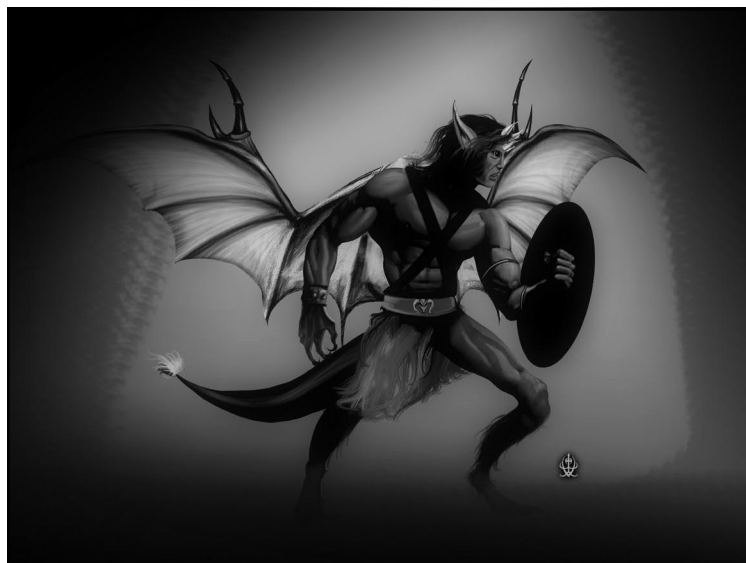
Devil, Type 8D (four-legged three-tongue cobra devil), 1d4 appearing; HD1d4+19; hp 2d20+115; fly 40 FT, swim 30 FT; AC 63; *Attacks*: Paws 1d6, Foot Barbs 1d6 (x2), Strangle 1d10, Tail Whip 1d8, Horn 1d4 (gore, +1d12 if charging); *Weapons*: heavy silver *Flail* +4 (x2, unholy, +1 damage, hit reduces Will statistic 1 point for 2 hours), silver Throwing Star +2 (x8, half are dipped in fatal cobra venom, save 1d20 GTET [26-Stamina], bolo); *Special Attacks*: *toxic bite* (1d8, fatal nerve toxin in 1d6 rounds, save 1d20 GTET [30-Stamina] – if save then paralysis in 1d4 rounds for 1d100+3d20 minutes [paralysis save 1d20 GTET [28-Stamina]], *toxic spit* (5/day, causes to slow to one-third speed for 4d20 rounds, save 1d20 GTET [28-Stamina], if save roll is 1 then sleeps 2d100*5 minutes), *scaly touch* (2/day, touch, transforms to a non-poisonous snake for 2d12+10 hours, save 1d20 GTET [30-Will]); *Special Qualities*: Standard Officer Abilities, *charm animals* (75 FT, 100 rounds, snakes, lizards, reptiles), *detect good* (500 FT), *detect phased creatures* (420 FT), enchanted weapon GTET +3 required to injure, *infrared vision* (450 FT), low-light vision, resists Prayers (1d12 GTET 8), resists Spells (1d12 GTET 11, no resistance against fire magic and suffers double damage), *see invisible* (370 FT), 5/day — *aura of awe* (25 FT), *disperse magic*, 3/day — *shapechange* (500 rounds, adult Red Dragon or Gorgon form [no special abilities]), *summon monster* (100 rounds, **locust swarm** or 1d12 **venom serpents**), *wall of stone*, 1/day — provide resistance (touch, makes subject immune to snake and reptile venoms for 1d8*200 hours); *summon monster* (60 rounds, **adult brown dragon**); AL EVIL; *Attributes*: Agil 21, Int 17, Stam 20, Str 22, Will 28; *Spells*: L15 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x2), *cure critical wounds potion*, *cordial of agility*, *eternal elven bread*, *unholy water* (x6), *Ring of Regeneration* hp3/round, *Ring of Efreet Calling*, *Wall of Stone Rod*, scroll (*poisonous fumes/symbol of sleep/wall of stone*), scroll (*antimagic zone/chain lightning* [x2]/*symbol of persuasion*), *Lantern of Revealing*, *Spectacles of Ken*, *Horn of Blasting*; *Description*: A horned and winged composite creature with four tendril legs, a snake's torso and head, and



BESTIARY: Devils Type 8B to Type 9B

Type 8D Devil, continued...four arms, 7 FT 9 inches tall, having the head of a black cobra with the slender snout, forward curved ivory fangs, long red forked tongue, characteristic wide rounded skin hood, and a single horn on its forehead which splits into three points (like a trident). It has no neck or shoulders and its torso continues a cobra's body, 30 inches from its top are attached two pairs of long muscular arms, one on either side of the body, each ending in a furry ape's paw with curved claws. Wide leather bat wings are attached between the arm pairs, the wings are ovals 2 FT across and 5 FT long. The trunk splits into four appendages of equal length at the hip, two oriented forward/two oriented back, each ending in a rectangular foot with bony barbs (the front feet move together then the rear feet). A 7 FT cobra's tail is attached just above the legs, and splits into 2 parts 26 inches from the end. Type 8D devil wear long narrow gold breastplates (reflects spells on 1d12 GTET 8), steel bracers (AC+8) above their paws, and a wide leather belt with two oater belt pouches. A Type 8D Devil provides familiars (snakes or reptiles) to Wizards and Crusaders, in exchange for their personal fealty and control over the subject's soul.

Devil, Type 9A (white-furred dog-faced devil), 1d10 appearing; HD1d3+15d12; hp 2d20+90; fly 55 FT, swim 25 FT; AC 59; *Attacks*: Bite 1d4, Claws 1d6 (x2), Horn 1d6 (+2d8 if charging), Punch 1d8, Strangle 1d10; *Weapons*: *Spiked Club* +2 (unholy, +1 damage, throwing), long silver *Knife* +1 (unholy, human slayer – 1d20 GTET [32-Will]), two-tined *Spear* +2 (unholy, cold blade), Cavalry Bow, 15 War Arrows, 5 *Human-Slaying Arrows*, 3 *Dwarf-Slaying Arrows*, 2 *Gnome-Slaying Arrows*, 1 *Wizard-Slaying Arrow*; *Special Attacks*: Bite (1d8, paralyzing nerve toxin in 1d4 rounds, save 1d20 GTET [28-Stamina], fatal to dwarves unless save 1d20 GTET [36-Stamina], persists 3d20 minutes, fatal allergy if save roll is 1); *Special Qualities*: Standard Sergeant Abilities, *detect good* (500 FT), *detect phased creatures* (200 FT), immune to ordinary cold, *infrared vision* (500 FT), low-light vision, resists Prayers (1d12 GTET 5), resists Spells (1d12 GTET 8), *see invisible* (300 FT), suffers double damage from air magic, weapons enchanted GTET +2 required to injure, 5/day — *aura of awe*, *invisibility* (150 round), 3/day — *blizzard* (150 FT wide, 200 rounds), *cold blast*, *disperse magic*, *instant freeze* (50 FT), 1/day — *shapechange* (200 rounds, **caribou** or **wooly llama**), *summon monster* (100 rounds, 1d8 *ice lizards* or **cold crocodiles**), *wall of ice*; AL EVIL; *Attributes*: Agil 19, Int 19, Stam 28, Str 25, Will 28; *Spells*: L16 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x3), *cure critical wounds potion* (x2), *cordial of mental resolve*, *alertness tonic*, *salve of animation*, *unholy water* (x6), *smoke bomb* (x4, dense white smoke), *Ring of Regeneration* hp3/round, *Ring of Unsummoning*, *Wand of Armor Lessening*, scroll (*reduce intelligence/3x hold monster*), *Forest Staff*, *Pipes of Sounding*; *Description*: A horned and winged humanoid with thick white fur standing 6 FT 6 inches tall, having a flat oval face with drooping canine ears, four small white ivory spiked horns protruding from its head, small beady glowing red eyes, a flat circular nose, wide mouth with many sharp upper and lower fangs, and a long chin. It has a thick neck, wide shoulders, a thick torso, thinner hips, long slender legs ending in an oversized long rectangular foot with pads on the bottom and thick hair on the top, and well-developed and muscular arms ending in a five-fingered hand with curved talons. Two white leather bat-like wings are attached to the shoulders with several thick vertical ribs each spanning 5½ FT. It has a short stumpy tail ending in a white fur tuft. Type 9A devils wear crossed leather chest straps, a wide white leather belt with a silver clasp shaped in a ram's head (*amulet of protection* +2), a woolen kilt-like cloth hip wrap, and carries a large wooden shield (AC+12, *arrow reflecting*).



Devil, Type 9B (giant white-furred monkey-tailed devil), 1d8 appearing; D1d4+17; hp 2d20+120; fly 50 FT, swim 20 FT; AC 62; *Attacks*: Bite 1d4, Horn 1d6 (+1d12 if charging), Punch 1d6, Strangle 1d10, Foot Claw 1d6 (x2); *Weapons*: silver *Scimitar* +4 (unholy, cold blade, wounds bleed 1d6 rounds), white metal *Dirk* +2 unholy, kills creatures sensitive to cold natural roll of 20 [save 1d20 GTET [28-Stamina], 1d10 additional cold damage on rolls GTET 15, 1/day summons **Type 9A Devil** for 100 rounds), bladed metal quarterstaff, long-handled gold *Mace* +2 (10 FT, unholy, armor ripper, desecrates/ destroys enchanted/blessed weapon on rolls GTET 16, opponent unconscious 1d100/3 minutes on GTET natural 18 – save 1d20 GTET [34-Will]), *Frost Dart* (x6, 30 FT, 2d12 cold damage); *Special Attacks*: *block of ice* (2/day, touch, encases and immobilizes in ice 3d100 minutes, save 1d20 GTET [38-Stamina], break out 1d20 GTET [39-Strength]); *Special Qualities*: Standard Officer Abilities, *detect good* (500 FT), *detect phased creatures* (320 FT), enchanted weapons GTET +3 required to injure, *frost line* (1d12, 25 FT), *infrared vision* (500 FT), low-light vision, resists Prayers (1d12 GTET 5), resists Spells (1d12 GTET 7), *see invisible* (300 FT), suffers double damage from air magic, unaffected by ordinary cold, 10/day — *chilling touch*, 5/day — *aura of awe*, *disperse magic*, *ice storm*, *invisibility*, 3/day — *blizzard* (300 rounds, 225 FT across), *cold blast*, *cold protection* (touch, subject protected against cold to –60 degrees for 24 hours), *shapechange* (500 rounds, **Northern Lynx** or **Arctic Fox**), *summon monster* (100 rounds, 1d6 **Polar Bears** or 1d8 **Arctic Wolves**),

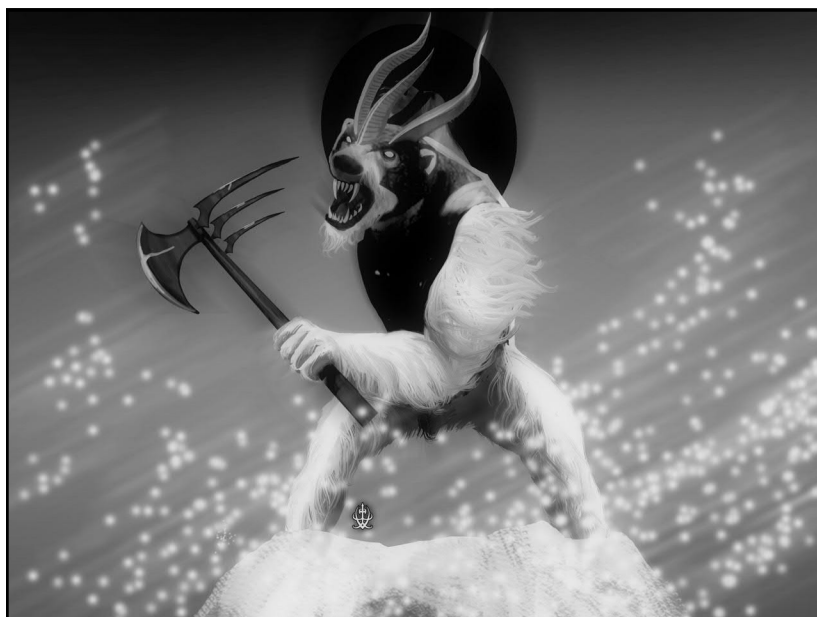
BESTIARY: Devils Type 9B TO Type 9C



Type 9B Devil, continued...*wall of ice*, 1/day — canine companion (provides a temporary companion to mortals swearing allegiance which remains for 30 days), *choke*, *instant dry*, *polar ray*; AL EVIL; *Attributes*: Agil 20 (in snow) 14 (other), Int 19, Stam 21, Str 22, Will 30 (snow) 22 (other); *Spells*: L17 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x2), *cure critical wounds potion*, *physic of growth*, *magnetism potion*, *unholy water* (x5), *Ring of Air Elemental Calling*, *Staff of Magic Arrow Volleys* (volley 1d4+3, each 1d6, 40 FT), scroll (*blizzard/slow* [x2]/*summon monster* {**polar bear**}), scroll (*call lightning/animate dead/inflct serious wounds*), *Bastard Wand*, silver unholy symbol, metal rope (40 FT), silver mirror, iron spike [x10], mallet, steel ice axe, *infernal compass* (always points towards Lucifer); *Description*: A horned and winged humanoid with thick white fur standing 7 FT 4 inches tall, having a long rectangular face with thick grey fur on the back of the skull, two corkscrew-shaped horns protruding from the sides of its head, thick white eyebrows, oval glowing orange

eyes, a small triangular nose, a slit mouth with several long grey curved upper jaw fangs, and a tapered chin. It has a long flexible neck, narrow shoulders and hips, long legs ending in a large dragon's foot, and long muscular ape-like arms ending in a seven-fingered hand with a fleshy palm and furred fingers. Two white-feathered circular wings attach at the shoulder, each spanning 5½ FT. It has a long white monkey's tail. Type 9B devils wear a silver open-faced helm (AC+12), short-sleeve white or grey woolen shirts with high collars, a white leather belt with leather purse and a white scabbard with a curved dirk, and silver metal gauntlets (AC+10, 3/day *ice ray*).

Devil, Type 9C (bear-headed vulture-wing devil), 1d4 appearing; HD1d4+22; hp 2d20+140; fly 50 FT, swim 40 FT; AC 70; *Attacks*: Bite 1d8, Claws 1d6 (x2), Punch 1d4, Strangle 1d10, Horns 1d6 (+2d8 if charging); *Weapons*: *Mace of Smiting* +4 (unholy), long-handled double bladed blue metal *Battle Axe* +3 (unholy, completely crushes limbs natural roll of 20, freezes opponent solid on natural rolls 18 or 19 [save 1d20 GTET [36-Stamina], triple damage to cold-sensitive opponents), *Bladed Gloves* +2 (unholy, armor rending), blue metal Trident, white ice *Throwing Knife* (x5, unholy, wounds bleed 1d6 rounds, knife meltwater is poisonous [paralyzing, 5d100 rounds, save 1d20 GTET {34-Stamina}]); *Special Attacks*: *numbchucks* (5/day, touch, immediately becomes numb 3d100 rounds, affected person is unable to feel any body sensation, reduce effective Agility 1d10 points, save 1d20 GTET [35-Stamina]), *block of ice* (2/day, touch, immediately entombed in a solid pillar of ice 6 FT across by 12 FT high [stasis], 6d100+200 minutes, save 1d20 GTET [34-Stamina], break out 1d20 GTET [36-Strength]); *Special Qualities*: Standard Officer Abilities, *charm animal* (200



FT, any natural arctic animal LTET L8), *detect good* (150 FT), *detect phased creatures* (100 FT), immune to ordinary cold, *infrared vision* (150 FT), low-light vision, *major illusion* (100 FT, polar bear or white dragon), resists Prayers (1d12 GTET 3), resists Spells (1d12 GTET 5), requires weapon enchanted GTET +4 to injure, *see invisible* (75 FT), suffers double damage from air magic, 10/day — *dispel magic*, *hurricane blast*, *wall of ice*, 5/day — *aura of awe* (50 FT, save 1d20 GTET [32-Will]), *blindness*, *summon monster* (120 rounds, 1d6 **Ice Spirits** or 1d3 **Ice Worms**), 3/day — *blizzard* (300 rounds, 300 FT across), *cold protection* (touch, subject immune to cold down to -80 degrees for 30 hours), *shapechange* (900 rounds, **Polar Bear** or **Frost Giant**), *timed magical blast*, 1/day — provides familiar (Arctic Fox or Arctic Wolf in return for swearing personal fealty); AL EVIL; *Attributes*: Agil 22, Int 20, Stam 25, Str 29, Will 29; *Spells*: L18 Wizard and L10 Evil Priest; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x3), *cure critical wounds potion* (x2), *haste potion*, *displacement potion*, *unholy water* (x8), oil flask (x4), *Ring of Regeneration* hp4/round, *Ring of Air Elemental Calling*, *Blizzard Rod*, *Staff of Life*, scroll (*symbol of sleep/ zone of no magic/ commune with the dead/major disintegrate*), scroll (*stoning/stop heart/whirlwind*), *Spectacles of Medasae*; *Description*: A horned and winged humanoid with thick white fur, 8 FT 2 inches tall, having the head of a polar bear with glowing blue eyes and three blue

BESTIARY: Devils Type 9C to Diabolic Earl

Type 9C Devil, continued...ivory horns protruding from its forehead (like antelope horns), a thick neck, wide shoulders and a barrel-like torso, thick hips, short legs ending in a bear's foot, oversized shoulder muscles, long thick arms ending in a five-clawed left hand and a five-fingered fleshy right hand. Two white vulture's wings attach at the shoulder, each spanning 6½ FT. It has a bear's tail. Type 9C devils wear an open steel barrel helm with white plume, dark leather vest (AC+9), thick leather belt with silver buckle shaped like a walrus head (AC+4), the left hand wears a metal glove with silver blades, the right wears a simple white leather glove, carrying a rectangular white metal shield (*unholy*, AC+10 *spell reflecting*).

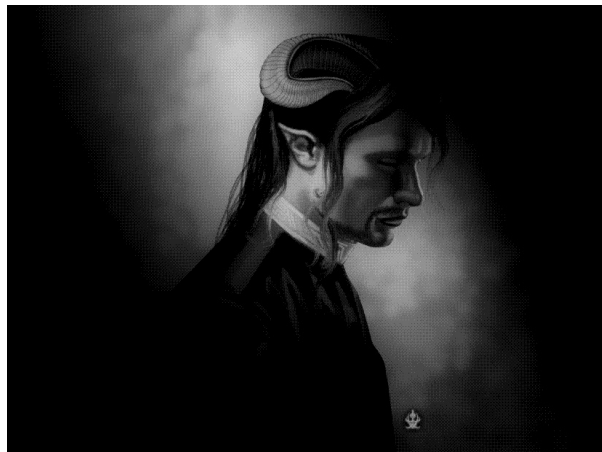
Diabolic Duke (Adramelech, Azazel, Focalor, Ippos, Merihen, Sitri, etc.), 1 appearing; HD1d10+65; hp 2d20+480; fly 125 FT; AC 85; *Weapons*: silver *Long Sword* +5 (*unholy*, dancing, neck cleaving), Short Bow +3 (25 sleep arrows – save 1d20 GTET [36-Will]), exploding grenade [x4, 18 FT radius, hp1d12]); *Special Attacks*: *transform alignment* (5/day touch, good to evil, effect permanent on 1d20 of 20 otherwise persists 2d20+7 weeks, save 1d20 GTET [35-Will]), *pain wrack* (5/day touch, save 1d20 GTET [32-Stamina], nerve damage 3d8+4, intense crippling pain persisting 2d20*10 rounds); *Special Qualities*: *aura of fear* (95 FT, save 1d20 GTET [36-Will]), *command Undead* (as L25 Evil Priest), *control temperature*, *detects good* (350 FT), *detects incorporeal* (200 FT), *identify lies*, immune to normal heat and cold, *infrared vision* (725 FT), *produce flame*, *putrefy foods*, requires enchanted/blessed weapon GTET +4 to injure (+5 Prime Material Plane), resists Prayers (1d12 GTET 3), resists Spells (1d12 GTET 2), *sees invisible* (525 FT), *sees phased or displaced creatures* (375 FT), *shapechange* (any humanoid form, 600 rounds), *summon monster* (any **Devil** of same Circle), *telekinesis* (350 FT), *telepathic bond* (500 FT), telepathic communication (75 miles, any Devil), teleportation (within their Circle); 10/day —*command person* (save 1d20 GTET [34-Will]), hold person (save 1d20 GTET [36-Will], 5/day —*aura of heroism* (3 miles, 300 rounds), *blizzard*, *cold attack*, *fireball*, *major illusion* (350 FT, disbelieve 1d20 GTET [35-Will]); 3/day —*aura of greater heroism* (1 mile, 150 rounds), *resurrection*, *summon monster* (**Mummy**, **Vampire**, **Lich** or similar); 1/day —*earthquake* (500 FT), impart experience (touch, 10,000 XP), impart knowledge (touch, any skill +4), impart temporary invulnerability (touch, 24 hours/14,400 rounds), *major disintegration* (50 FT, 750 pounds), release soul (from Circle under their command, 1d20+10 year life expectancy), *transmutation*; AL EVIL; *Attributes* Agil 16+1d10, Int 21+1d12, Stam 20+1d12, Str 20+1d8, Will 32+1d10; *Spells*: L24 Wizard and L16 Evil Priest; *Possessions*: *displacement potion*, *Cure Serious Wounds potion* (x3), *Ring of Magic Arrows* (22), *Staff of Power* (summoned), *Wand of Priest Zapping*, *Gloves of Dexterity* +6, *Amulet of Mighty Fists*, electrum Unholy Symbol; *Description*: Appears as a beautiful male or female human, standing between 5 FT 9 inches and 6 FT 5 inches tall, with bright red hair, two vertical dark red curved horns each with a yellow stripe protruding from the sides of their head, small ears with pronounced points, thin brows over glowing red eyes, a long hooked nose, wide mouth with perfect teeth, and a small rounded chin; when male a thick moustache and small well-kept beard is typical/when female a large bust and long braided hair is typical; their skin is pink to light red with streaks of darker red on the neck and hands, red fingernails and eye lids. Their clothing is always that of highest quality nobility (as *Blending* and *Invulnerability*); as either male or female always wears a gold tiara studded with emeralds valued at least at 230,000 GP and a gold neck chain with an amulet bearing the blazon of the Prince they serve valued at least at 25,000 GP. Their voice is always soft and melodious but also strong and booming, sounding cultured and well-educated, courtly and aristocratic, with strong overtones of natural command, haughty condensation, and sarcasm. Commands 12 Diabolic Generals, and is commanded by a Prince of Devils. Is always accompanied by bodyguard of 1d5 Officers plus 1d8 Sergeants plus 1d10 Troopers (all of the same Circle).



Diabolic Earl (Astaroth, Berith, Caym, Dagon, Gresil, Procell, Sommilon, Verrim, etc.), 1 appearing; HD1d10+60; hp 2d20+420; fly 115 FT, AC 63; *Weapons*: *Scimitar* +4 (*unholy*, neck cleaving, 6 FT), silver *Dirk* +2 (wounds bleed 1d8 rounds); *Special Attacks*: *transform alignment* (5/day touch, good to evil, save 1d20 GTET [38-Will], effect permanent on 20 roll on 1d20 otherwise persists 2d20+7 weeks), *pain wrack* (5/day touch, save 1d20 GTET [32-Stamina], nerve damage 3d8+4, intense crippling pain persisting 2d20*10 rounds); *Special Qualities*: *aura of fear* (75 FT, save 1d20 GTET [35-Will]), *comprehend languages*, *control temperature* (250 FT), *detects good* (350 FT), *detects incorporeal* (275 FT), *identify lies*, immune to ordinary cold and heat and fire, *infrared vision* (500 FT), *produce flame*, *putrefy foodstuffs*, requires weapon GTET +4 to injure, resists Prayers (1d20 GTET 2), resists Spells (1d12 GTET 3), *sees invisible* (425 FT), *sees phased or displaced creatures* (275 FT), *shapechange* (any humanoid form, 450 rounds), *summon monster* (1d20 **Devils** of the same Circle), *telekinesis* (300 FT), *telepathic bond* (mortals 500 FT, devils 75 miles), *teleport* (anywhere in Malebolge or elsewhere 150 miles); 5/day —*aura of heroism* (3 mile, 450 rounds), *cold blast*, *command undead* (as L28 Evil Priest), *fireball*, *heal*, hold person (25 FT, 1d20 GTET [32-Will]), *major illusion* (350 FT, disbelieve 1d20 GTET [33-Will]), *telepathic bond* (150 FT), *teleportation* (anywhere on home Circle or 50 miles), 3/day —*aura of greater heroism* (1 mile, 2 hours), *resurrection*, *summon monster* (1d20 **Mummy** or **Vampire** or equivalent) 1/day —*disintegrate*

BESTIARY: DIABOLIC EARL TO DISEASE SNAKE

Diabolic Earl, continued...(50 FT, 500 pounds), release soul (from Circle under their command, appears fully healed with 1d20 year life expectancy), transmutation (250 pounds); AL EVIL; *Attributes*: Agil 16+1d10, Int 21+1d12, Stam 10+1d12, Str 12+1d8, Will 27+1d8; *Spells*: L23 Wizard and L16 Evil Priest; *Possessions*: *Cure Moderate Wounds* potion (x2), *Cure Serious Wounds* potion, *Lesser Restoration* potion, *Ring of Mental Subjugation*, *Rod of Subduing* (38), *Efretei Bottle*, *Spectacles of Medusae*, *Bells of Dancing*; *Description*: Appears as a handsome male or beautiful female human or elf, standing between 5 FT 4 inches and 5 FT 9 inches tall, with bright red hair, two dark red vertical curved horns from the sides of the head, small ears, thin brows over glowing red eyes, a long hooked nose, wide mouth with perfect teeth, and a small rounded chin; short well-kept beard if male, large bust and long braided hair is typical if female; skin is tan to light brown with red fingernails and eye lids; their voice is always soft and mellow, cultured and well-educated, courtly and aristocratic, with overtones of natural command, condensation, and sarcasm. They wear priest-like robes of the highest quality and a silver tiara studded with diamonds (valued at least at 140,000 GP). Commands 12 Diabolic Generals, and is commanded by a Prince of Devils. Is always accompanied by bodyguard of 1d5 Officers plus 1d8 Sergeants plus 1d10 Troopers (all of the same Circle).



Diabolic General, 1 appearing; HD1d10+40; hp 1d20+240; fly 120 FT; AC 77; *Weapons*: *Cutlass* +4 (magic disrupting), *Short Bow* (420 FT); *Special Attacks*: *transform alignment* (3/day touch, good to evil, save 1d20 GTET [33-Will], permanent on 20 roll on 1d20 otherwise persists 1d20 weeks); *Special Qualities*: *aura of fear* (save 1d20 GTET [34-Will]), *control temperature* (150 FT), *detect good* (200 FT), *detects incorporeal* (175 FT), *identify lies*, immune to ordinary cold and heat and fire, infrared vision (375 FT), *produce flame*, *sees invisible* (375 FT), *sees phased or displaced creatures* (275 FT), requires enchanted/blessed weapon GTET +3 to injure (+4 on Prime Material Plane), resists Prayers (1d12 GTET 4), resists Spells (1d12 GTET 7), *summon monster* (1d8 **Devils** of same Circle), telepathic communication to Duke or Earl (25 mile), *telekinesis* (150 FT), *teleportation* (anywhere on home Circle or 50 miles), 5/day – *command undead* (as L22 Evil Priest), *fireball*, *major illusion* (250 FT), *telepathic bond* (150 FT), 3/day – *aura of heroism* (1 mile, 180 rounds), *cold blast*, *heal*, *hold person* (save 1d20 GTET [34-Will]), *shapechange* (humanoid only, 1 hour), *symbol of pain*, 1/day – *summon monster* (1d12 **Mummy** or **Vampire**); AL EVIL; *Attributes*: Agil 18+1d10, Int 19+1d12, Stam 13+1d12, Str 12+1d10, Will 26+1d8; *Spells*: L20 Wizard and L13 Evil Priest; *Possessions*: silver dirk in scabbard, *Cure Moderate Wounds* potion (x2), *Ring of Regeneration* hp3/round, *Wand of Inflict Critical Wounds* (20), *Unholy Symbol*; *Description*: A red-skinned humanoid 8-9 FT tall with two curved black horns, long black hair and beard, black leather wings, long black tail with curved sting at the end, with hoofed feet. They are often dressed in red silk shirts, black pants, black belt, and black boots. It is always accompanied by bodyguard of 1d4 Officers plus 1d6 Sergeants of the same Circle. Commands 20 Diabolic Officers and their associated Sergeants and Foot Soldiers, and is commanded by a Diabolic Earl or Duke.

Dire Cat; HD3-5; AC12-20; *Attacks*: Bite 1d10 2*Claw 1d4; *Special Abilities*: *Crushing Jaws* (additional 1d10 damage, 1/day), infrared vision; Agility 16-20; *Description*: A four-footed feline creature 4 FT in length and up to 3 FT at the shoulder; it has dark grey coloration (females may have white streaks on the flanks) with black around the eyes and ears and a lighter grey stubby tail; *Other*: silent movement, excellent hearing, good climber, swims but dislikes water, damage +2/attack from pounce (surprise); Number 1d8 den 1d2 outdoors.

Disease Scorpion; HD2-3; AC40-50; *Attacks*: Bite 1d3 2*Pincer 1d6 Stinger 1d6 Trample 1d10; *Special Abilities*: *Transmit Disease* (stinger, save 1d20 GTET [26-Stamina]), Infrared vision; Agility 11-15; *Description*: A six-legged armored insect to 5 FT long, having a narrow/pointed head, three spiny forward feelers, small beady orange eyes, a small slit-like mouth, two large forward pincers on 3 FT arms; it's attached back is covered with small irregular ridges; it has a flexible segmented armored tail ending in 6 inch bony stinger; exoskeleton is sandy red-pink with diagonal brown stripes across its back, dark brown pincers/legs; *Other*: sensitive to vibrations, 1d8 damage from healing prayer, 2d8 from detoxify poison prayer, 50% blend into desert environment (limited invisibility), active at night, very aggressive; Number: 1d8.

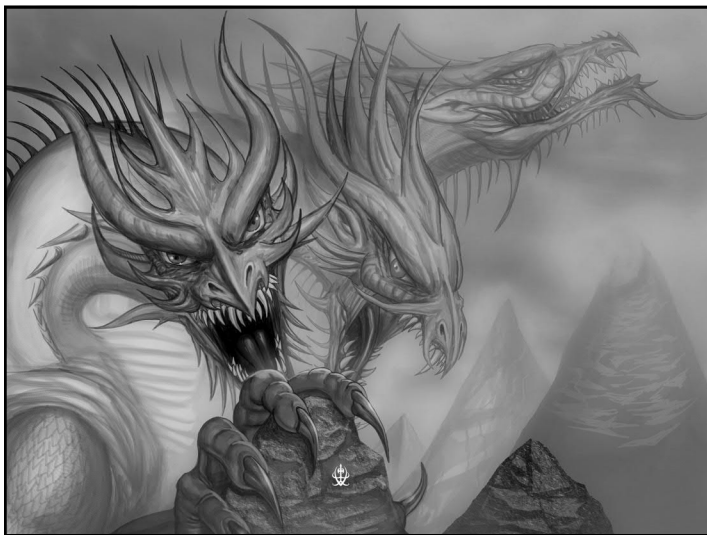
Disease Snake; HD2-4; AC10-18; *Attacks*: Bite 1d2 (infects with fatal disease, death in 1d100 hours, save 1d20 GTET [35-Stamina]); *Special Abilities*: blends into a forest environment (limited invisibility), low-light vision; Agility 14; *Description*: Appears as a common 10 FT snake; the underlying coloration is black and grey, however, the body is typically covered by slimes, warts, boils, and discolored bulges; *Other*: generally *Attacks* from ambush (+2 hit), somewhat aggressive, immune to animal control magic; Number 1d4.

BESTIARY: DOG TO DRAGON

Dog, Rabid, 1d8 appearing; HD4; hp 1d4+8; swim 20 FT; AC 20; *Attacks*: Claw 1d4 (x2); *Special Attacks*: *rabid bite* (contracts rabies in 2d100 hours, disease is fatal in 3d6 days, save 1d20 GTET [33-Stamina]); *Special Qualities*: extraordinary scent (300 FT), good hearing (150 FT), low-light vision (100 FT); AL None; *Attributes*: Agil 18, Int 7, Stam 10, Str 11, Will 9; *Description*: Moderately-sized canines 54-58 inches long and standing 20 inches at the shoulder, with tails 6-12 inches long, prominent jaws with visible front incisor teeth (fangs), and white foam around and dripping from their mouths. Rabid Dogs have distinctive ears which stick straight up and appear in a great variety of coloration and kinds of pelts (type of hair, length and thickness of hair, etc.).

Dog, War, 1d10 appearing; HD1d3+3, hp 1d6+30; swim 30 FT; AC 27; *Attacks*: Bite 1d8+1, Claw 1d4 (x2); *Special Attacks*: *poisoned claws* (contact poison applied by handler, fatal in 1d12 rounds, save 1d20 GTET [29-Stamina]); *Special Qualities*: extraordinary hearing (600 FT), extraordinary scent (225 FT), *infrared vision* (300 FT), low light vision, tracking ability by scent; AL Neutral; *Attributes*: Agil 21, Int 11, Stam 18, Str 13, Will 11; *Description*: A canine 54-58 inches long, standing 40 inches at the shoulder, appearing primarily in dark browns and black pelts with tails 12-20 inches long, having prominent jaws with visible front incisor teeth (fangs), and distinctive ears. War Dogs are disease and vermin free, and are already trained although aggressive towards strangers. Typically found wearing flank and head armor.

Dog, Wild, 2d20 appearing outdoors or 4d20 in an underground den (1d12 juveniles; HD2, hp 22; swim 20 FT; AC 22; *Attacks*: Bite 1d6, Claw 1d3 (x2); *Special Attacks*: *tetanus* (disease in animal 1d100 rolls GTET 30, save 1d20 GTET [29-Stamina]); *Special Qualities*: extraordinary hearing (500 FT), extraordinary scent (150 FT), *infrared vision* (300 FT), low-light vision, tracking ability by scent; AL None; *Attributes*: Agil 19, Int 9, Stam 17, Str 11, Will 8; *Description*: A canine 34-38 inches long, standing 30 inches at the shoulder, appearing in a great variety of coloration and kinds of pelts (type of hair, length and thickness of hair, etc.), with tails 6-12 inches long, having prominent jaws with visible front incisor teeth (fangs), and distinctive ears. Trained dogs are very loyal to their handler.



Dragon, Chudo, 1 appearing; HD30; hp 2d20+345; fly 200 FT, swim 30 FT; AC 63 [ground] 86 [airborne]; *Attacks*: Bite 3d12 [x3], Claw 2d8 (x2, x4 airborne), Wing 1d8 (x2), Tail 2d6, Crush 2d8; *Special Attacks*: *cone of fire* (15d10/head x3, 6/day per head, half damage 1d20 GTET [32-Agility], 50 FT), *frightful presence* (save 1d20 GTET [30-Will]); *Special Qualities*: *call flames* (50 FT), *detect good* (300 FT), *detect enchantment*, immune to ordinary fire and cold, immune to sleep and paralysis, *infrared vision* (500 FT), *light*, low light vision (200 FT), resists Prayers (1d12 GTET 5, immune to fire magic), resists Prayers (1d12 GTET 5), resists poisons (1d12 GTET 3), *see invisible* (200 FT), telepathy (snakes, reptiles, draconic, 3500 FT), 5/day — *shapechange* (human, gremlin, fire giant, or salamander shape, 500 rounds), 3/day — *command monster* (snakes, reptiles, adult or younger dragons, 2500 FT), *locate object*, *summon monster* (1d12 **giant snakes** or 1d6 **giant reptiles**, 300 rounds), 1/day — *transmute* (50 pounds); 3/day — *mental influences* (save 1d20 GTET [32-Will], 125 FT), 1/day — *find the path*; AL Evil;

Attributes: Agil 18 (ground) 26 (airborne), Int 21, Str 36, Stam 21, Will 25; *Spells*: L14 Wizard; *Possessions*: Hoard; *Description*: A winged four-legged lizard-like creature 70 FT long, having three heads each with fiery red eyes, dark red fangs, large pointed ears and crests around the heads, thick necks 10 FT long, and a long pointed tail ending in a pointed barb. It has two pair of wings, the forward pair covered in thick red leather each spanning 20 FT, the rear pair with light red leather streaked with white, each spanning 12 FT. It stands 8 FT 6 inches at the shoulder. Its head and back are covered in thick red scales while its flanks and underside are bronze.

Dragon, Komodo, 1d6 appearing; HD1d3+6; hp 2d12+70; swim 30 FT; AC 48; *Attacks*: Claw 1d8 (x2), Tail 1d8; *Special Attacks*: *diseased bite* (1d12; wounds bleed 1d4 damage for 1d100 rounds, fatal blood poisoning 2d100*4 rounds, save 1d20 GTET [27-Stamina] checked every bite); *Special Qualities*: blends into jungle terrain [natural camouflage], extraordinary scent tracking ability (2500 FT), moves silently in swamp or jungle terrain; AL Neutral; *Attributes*: Agil 20, Int 10, Stam 28, Str 22, Will 10; *Description*: A four-legged (wingless) reptile with a 15 FT long body and 8-10 FT tail, standing 5 ft tall at the shoulders and 7 FT at the head, having a long, wide, snout with several upper jaw fangs, a long forked tongue, and large brown eyes. The Komodo Dragon has short thick legs which attach to the underside of its body and have a 90-degree bend at the knee, and large five-toed webbed claws on each leg. It is generally has thick and heavy light green scales on its upper body and darker green or grey scales on its chest and underside. The Komodo Dragon sleeps three days then needs to eat; when hunting it is a sneaky, vicious and deadly predator, very fast, and ill-

BESTIARY: DRAGON TO DRONE

Komodo Dragon, continued...tempered. A Komodo Dragon carcass produces 125+1d100 pounds of good quality meat, valued at 1d8 copper pieces per pound (the 2d20 pounds from the tail are valued at 1d6 silver pieces/pound) and a complete hide is valued at 3d100 GP.

Dragonfish; HD4-8; AC35-35; *Attacks*: Bite 1d12 2*Talons 1d6 Tail 1d8 Ram 1d10; *Special Abilities*: Breath Weapon (by color, 6/day, recharge 10 rounds, avoid 1d20 GTET [30-Agility], effective underwater), low-light vision; Agility 14-19; *Description*: An eel-like fish to 22 FT with a powerful four-lobed tail and four flippers pairs, with a dragon's head with a prominent extended black snout with protruding upper and lower fangs, two large yellow eyes set into large thick bony eye sockets, a spiky crest around the back of its head and a mane; the Dragonfish has two short stubby arms just behind and below its head each with 4 sharp talon fingers; Dragonfish varieties are yellow (black fins and mane), blue (red fins and mane), white (grey fins and mane), and green (tan or brown fins and mane); *Other*: oily meat, 10*10d10 pounds blubber/carcass [1 gallon oil per 50 pounds, 4d10 SP/gallon, burns extra hot/long]; Number 1d6 pack.

Yellow Dragonfish Steam Breath (2d8, range 15 FT).

Blue Dragonfish Water Jet Breath (2d10, range 10 FT).

White Dragonfish Cold Breath (2d6, range 18 FT).

Green Dragonfish Acid Spray Breath (1d12, range 20 FT).

Dragonfly, Giant, 1d6 appearing or nest 1d20; HD1d3+3; hp 1d8+25; fly 80 FT; AC 23; *Attacks*: Bite 1d6, Talons 1d6 (x2, airborne), Stinger 1d6; *Special Attacks*: stream of flame (breath weapon, 1 every 12 rounds, 10 FT, 1d10); AL None; *Attributes*: Agil 21 (airborne) 16 (ground), Int 7, Stam 13, Str 11, Will 7; *Spells/Possessions*: None; *Description*: A multi-winged insect 5+1d6 FT long, with a thick body and thin elongated tail, four sets of rounded translucent wings each spanning 50 inches, four pairs of legs each ending in a black set of talons, with a dragon-like head. The Dragonfly's body is made up of overlapping pieces of exoskeleton (resembling scales) with a mottled red coloration. Its head has a prominent black snout with protruding upper teeth (fangs) with two large yellow compound eyes set into large thick bony eye sockets and a spiky black crest around the back of its head.

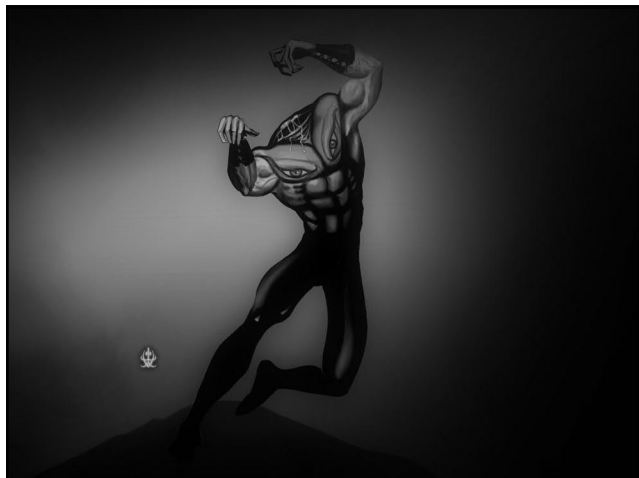
Dragonshead (Procham's Plant); HD0-1; AC5-10; *Attacks*: Vine Wrap 1d3; *Special Abilities*: Constriction 1d8 (avoid 1d20 GTET [28-Agility], break free GTET [30-Strength], flowers suck blood at 1d20 then release), Spore Cloud (each flower, range 8 FT radius, causes sleep, save 1d20 GTET [30-Stamina]); Agility 8-10; *Description*: A thick brown vine growing to 3" in diameter and 1d12*8 FT long; the vine is covered in a pattern of scale-like growths which are cold and slimy to the touch; at 4-10 FT intervals is a 1 FT stalk up to 1" diameter; each stalk is topped by a red flower with spiky petals which resemble a dragon's crest and a fleshy appendage which resembles a dragon's snout; *Other*: 'bite' infects with parasite [plant seed], immune to ordinary fire; Number 1d20.

Drake, 1d3 appearing; HD1d4+9; hp 1d6+60 (head) 1d12+70 (any 10 FT segment) 1d6+32 (any leg); swim 22 FT; AC 29 [head] 36 [flanks] 20 [underside]; *Attacks*: Bite 2d10, Claw 1d8 (x8), Crush 1d20, Tail 1d10, Trample 3d12; *Special Attacks*: *daunting gaze* (panic 1d100 rounds, save 1d20 GTET [36-Will]), *fire blast* (10/day, breath, 40 FT, 5d10 to 20 FT, 4d8 to 30 FT, 2d10 to 40 FT, half damage on 1d20 GTET [34-Agility]), *poisoned bite* (paralysis 2d100+50 rounds, lethal in 1d8 rounds on any natural saving roll of 01, save 1d20 GTET [35-Stamina], -3 roll modifier Gnomes and Gnomes), *hot smoke screen* (5/day, fills cubic volume 25 FT per side, reduces ordinary vision to 3 FT, blinds *infrared vision*); *Special Qualities*: detects mortals (500 FT), extraordinary hearing (500 FT), extraordinary scent tracking (750 FT), immune to spells of mental influence and control, immune to fire magic, low light vision, regenerates hp6/round, requires enchanted/blessed weapons to injure; AL Evil; *Attributes*: Agil 18, Int 10, Stam 35, Str 30, Will 26; *Possessions*: Hoard; *Description*: A twelve-legged reptile 45 FT long by 8 FT thick standing 6 FT off the ground with thick red spikes along its back each 4 FT long by 4 inches wide at the base, very hard red scales and a red dragon's head. The head has glowing purple eyes, black streaks on the jowls and snout, large glowing red fangs, and continually puffs out warm smoke.

Drasmo; HD2-4; AC10-20; *Attacks*: Bite hp1 Claw 1d4 Weapon – Dirk, Spiked Club; *Special Abilities*: Vitality Drain (Goblin/Orc only, lose 2500 XP/hit, lose 1 point Agility and Stamina, save 1d20 GTET [32-Will]); Agility 10-12; *Description*: A dried up brown Undead person 3 FT tall; Drasmo have no ears and empty eye sockets (but are not blind); they have a three-holed nose and thin black lips, eight stubby fingers/hand (talons), they dress in very shabby and ripped leather clothing and are sometimes incorrectly thought to be small mummies; *Other*: always attack goblinoid creatures first, may ignore humans/Elves; Number 1d10.

Drones; HD 8-10; hp 1d10+40; AC 40; *Attacks*: Punch 1d10, Strangle 3d10; *Weapons*: long silver-bladed *Scimitar* +2 (unholy), Dart x2; *Special Qualities*: detects mortals (125 FT), requires a weapon enchanted GTET +2 to injure, resists earth and water magic (1d12 GTET 5), save versus Spells at +2; AL EVIL; *Attributes*: Agil 19, Int 13, Stam 22, Str 28, Will 20; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion*, smoke bomb x3; *Description*: Headless muscular male humans, each 6 FT 2 inches tall, with broad shoulders, thick and massive collar bones, and narrow hips, muscular arms, long arms ending in wide hands with long fingers, and long legs ending in narrow feet. The part of the shoulders where the neck is usually attached is recessed with a mouth-like organ for speaking. Two oval brown eyes are mounted in bony sockets in the center of the upper chest. Drones wear

BESTIARY: DRONE TO ELEMENTAL



Drone, continued...breechcloths, a diamond, jade and ruby-studded sash across their chests supporting a jeweled scabbard, and a pair of silver metal bracers (*AC*+10). Primarily found carrying Plutus on the Fourth Circle of Hell.

Eagle King; HD6-9; AC40-50; *Attacks*: Bite 1d12+1d6 Claw 2d6+3 (airborne); *Special Abilities*: command lesser raptors (range 5 miles), low-light vision; Agility 12-14 ground 20-25 airborne; *Description*: A very large predatory bird with a large hooked beak, usually black with white head feathers/bright yellow eyes/tan or light brown beak-legs-talons with lighter grey feathers on their chests; they grow to 8 FT long with a wingspan of 20-23 FT; statistics: Intelligence 1d8+12, Strength 1d6+10, Will 1d8+14; *Other*: feathers are valuable to Barbarians at 1d6 GP, eggs 1d12+8 GP, 30% chance speak humanoid language; friendly with Wizards and Elves, hostile to goblinoid races and wolves, tend to good; Number 1 (20% mated pair).

Eel, Giant Electric, 1d3 appearing outdoors or 1d12 in a cave nest; HD1d3+7; hp 1d10+40; Move: swim 55 FT; AC 28; *Attack*: Bite 1d8+1; *Special Attacks*: *body shock* (1d12, 4/hour, 8 FT), spring attack (from coiled position, extraordinary fast attack, +5 initiative); *Special Qualities*: immune to electricity attacks, low light vision (50 FT), resists water magic (1d12 GTET 6); AL None; *Attributes*: Agil 20, Int 10, Stam 22, Str 24, Will 8; *Description*: A flexible creature with a snake-like body 9 FT long by 10 inches across, with thin body-length dark grey fins on the top and bottom and four sets of side fins, the body ending in a flat section of cartilage but does not have a true tail. It has two wide lidless pink eyes, on each side of its head, and a thin slit mouth full of small but extremely sharp teeth, its skin is thick and bumpy with red hide and yellow underside spots.

Eel, Moray, 1d8 appearing; HD1d3+10, hp 1d12+60; Move: swim 100 FT (limit 4 rounds) then 40 FT; AC 25; *Attack*: Bite 1d8, Constrict 1d12+2, Tail Slap 1d8, Overrun Attack 3d8+3 (must be moving at 100 FT/round); *Special Attacks*: *poison bite* (paralysis after 1d6 rounds persists 1d10*45 minutes, save 1d20 GTET [32-Stamina]), *wraps opponent* (break free on 1d20 GTET [36-Strength]), tail slap causes unconsciousness (save 1d20 GTET [30-Stamina]); *Special Qualities*: low light vision, save versus poisons +8; AL None; *Attributes*: Agil 21, Int 8, Stam 17, Str 27, Will 11; *Description*: An elongated creature 1d12+1d6 FT long by 2d10+20 inches thick, with a narrow pointed head, two wide pale yellow eyes, two curved upper jaw fangs, and a wide tail. Moray Eels have narrow elongated scales oriented along its length, colored green or brown-green with a white stripe down the underside. Moray Eels occur in both salt water and fresh water varieties.



Eel, Spiny, 1d6 appearing; HD1d3+4, hp 1d8+30; Move: swim 55 FT; AC 29; *Attack*: Bite 1d6, Spines 1d4 (embedded spines hp1/round for 1d6 rounds); *Special Attacks*: *poisoned spine* (paralysis after 1d8 rounds lasting 2d100*15 minutes, save 1d20 GTET [32-Stamina]); *Special Qualities*: dives to 500 FT, infrared vision (200 FT), low light, sensitive to water vibrations (250 FT), sensitive to underwater sound (1200 FT), unaffected by cold water; AL None; *Attributes*: Agil 25, Int 9, Str 16, Stam 19, Will 8; *Description*: A long flexible creature with a snake-like body 8 FT long, 12 inches tall, and 6 inches thick, long thin body-length fins on the top and bottom of their body, and four sets of side fins; the Spiny Eel ends in a flat section of cartilage but does not have a true tail; the Spiny Eel has two wide lidless eyes, one on each side of its head, and a thin slit mouth full of small but extremely sharp teeth; the Spiny Eel's skin is thick and bumpy and it has dozens of very sharp thin spines (similar to the quills of the porcupine; spines do not readily detach) about 3 inches long along its upper back; the Deep Spiny Eel has a dark green body with lighter green dorsal and ventral fins, black side fins, and grey stripes along its body. 1 in 4 Eels have poisonous spines. Spiny Eels are domesticated and used as herding or guard animals by the Mer.

Elemental, Mind; HD1d3+12; hp 1d12+85; Move: 75 FT; AC 28; *Attack*: Crush 1d12; *Special Attacks*: *mental blast* (6/hour, 2d6, 50 FT, save reduces damage to 1d4, confusion 2d20 rounds, save 1d20 GTET [32-Will]), *imbecile* (1/day, touch, Intelligence becomes 4 for 3d20*half hour, save 1d20 GTET [32-Will]); *Special Qualities*: requires silver or gold weapons to damage, suffers

BESTIARY: ELEMENTAL TO ETHEREAL

Mind Elemental, continued...10% indicated damage from spells of electricity or fire, suffers triple damage from cold magic; 5/day — invisibility (3d100 rounds), 3/day — create panic (50 FT, lasts 3d20*15 minutes, save 1d20 GTET [32-Will]), 1/day — confusion (100 FT, lasts 1d100*10 minutes, save 1d20 GTET [34-Will]); AL N; *Attributes*: Agil 17, Int 28, Stam 20, Str 13, Will 25; *Spells*: L8 Wizard; *Description*: A translucent cylindrical creature 8 FT 7 inches by 3½ FT in diameter (its dimensions continually change as it flows and pulsates), continually in motion, twirling and twisting in complicated patterns across the floor.

Eli'quob; HD4-5; AC100 (10-20 enchanted weapon); *Attacks*: Bite 1d3 2*Tentacle 1d3 Weapon; *Special Abilities*: Sleep Poison (from bite, effect 1d4 rounds, lasts 2d100 rounds, save 1d20 GTET [30-Stamina], Dwarf +4 save), Vitality Drain (Goblin/Orc only, +1d8 damage, 1000 XP, permanent loss 1 Intelligence, save 1d20 GTET [33-Will]), infrared vision; Agility 9-13; *Description*: Undead humanoid creatures to 5 FT tall with grey sallow skin which hangs from their bodies and arms, with long unkempt black hair and beards, black eyes, four large upper fangs; their hands have five skinny and very flexible tentacles (8 to 10 inches, purple with white tips) skinny, and on each hand (instead of fingers); statistics Intelligence 3+1d6, Stamina 5+1d10, Strength 6+1d10, Will 2+1d6; usually found dressed in rough brown or black tunics and legging; *Other*: *Attacks* goblinoid races first when available, moves silently, excellent trackers, sour aroma to 50 FT, believed to be servants of the Orc Demons (Mahn or Skranaroon); Number 1d12.

Elmo's Fire; HD2-4; AC100 (10-20 silver-gold-enchanted weapon only); *Special Abilities*: 80% hits cause Will Sap (loses 1 point effective Intelligence and Will for 1d20+6 hours, save 1d20 GTET [32-Will], becomes *Zombie* if Will reaches zero, becomes *Elmo's Fire* if Intelligence reaches zero) and 20% Electrical Spark (1d12, half on 1d20 GTET [30-Stamina]); Agility 16-20; *Description*: A 2-3 FT diameter glowing ball of green or yellow-and-green color which floats/bobs [silently] about 2 FT above the ground; *Other*: immune to electrical attack, immune to Air magic, *Attacks* person of highest Will (50 FT), primarily found in marsh environments, treat as Undead for Priests and Crusaders; Number 1d8.

Emishar (Eanimu); Levels 1-15; AC1-10 plus armor; *Attacks*: Punch 1d3 Strangle 1d12 Weapons – Dirk, Spear, Trident, Bolt Thrower, Bow; *Special Abilities*: low-light vision, ultraviolet vision, water breathers, weather prediction ability; Agility 11-13 land 17-22 underwater/swimming; *Description*: Delicate and finely formed humanoids 5-7 FT with light grey or light brown skin, long arms, six long, webbed, fingers, and webbed 5-toed feet; both males/females have long hair (mostly white, green or light brown) worn in elaborate braided ponytails; their faces are long and thin with green, orange, or purple eye colors; 85% have visibly pointed ears; found dressed in brightly colored supple leather skins from various water creatures; statistics: Intelligence 12+1d12, Stamina 5+2d6, Strength 8+2d6, Will 8+1d12+1d6; *Other*: immune to cold magic, immune to poisons from sea plants, immune to ray/[water] snake venoms, tend to neutrality, limited to 12 hours out of water, excellent jewelers [coral/pearl], friendly with Elves, Wizards tend to Water/Air elements, generally helpful to sailors, hostile to Sirens and Blue Dragons, domesticated turtles and dolphins and sharks, sometimes called 'sea elves'; Number 1d12.

Enveloping Jelly; HD1-3; AC; *Attacks*: 3*Tendrils 1d3; *Special Abilities*: Paralysis (tendrils touch, lasts 30-Stamina rounds, save 1d20 GTET [28-Stamina]), Envelopment (paralyzed person pulled into body by 2 FT/round, suffocates after Stamina rounds then dissolved); Agility 9-12; *Description*: A coherent blob of semi-solid material standing 8 FT tall with 5 FT diameter at the top and 7 FT at the base, having several tendrils/ tentacles on the base; it has a very tacky sticky surface/texture; it is dark red (strawberry colored) or dark purple (grape colored); *Other*: weapons stick to surface (Strength GTET 15 to pull free), resists ordinary fire, quarter damage Fire magic, double damage electricity; Number 1d3.

Ethereal Multipus; HD5-9; AC30-40; *Attacks*: 10*Tentacle 1d10 Beak 1d12 Ram 1d20; *Special Abilities*: one eye each – infrared/ ultraviolet/see invisible vision, telepathy (20 miles), telekinesis (100 FT); Agility 15-20; *Description*: A large ten-tentacle octopus-like creature with a rubbery body to 50 FT long, about 6 FT tall, with 1d8+6 FT arms each arm tipped with a hard horn talon; it has dark purple skin with a light grey underside, four large red lidless eyes, and a large black beak on its underside; Intelligence 1d12+10; typically found wearing a leather harness with 1d4 attached leather satchels; *Other*: 80% resist Shaman/Air magic and 50% Water magic (no effect), tends to neutrality, found only in the Ethereal Plane; Number 1.

Ethereal Raptor; HD2-3; AC10-20; *Attacks*: Beak 1d6 Talons 1d8 Ram 1d8; *Special Abilities*: generally invisible (must appear to attack); Agility 13-18; *Description*: A pale hawk-like bird 6½ FT long with a 6-7 FT wingspan, having pale white feathers with dark brown tips (wings), a dark blue-grey underside, and brown circles around the eyes; its curved beak and legs and talons are dark grey; *Other*: 50% resist Air magic (no effect), distinctive squeaking call, wings can be heard a long distance, found primarily on the Ethereal and Infernal Planes; Number 1d3.

Ethereal Ripping Fish; HD3-5; AC16-24; *Attacks*: Bite 1d4 Tusks 1d10 (two opponents) Tail 1d8 Ram 1d20; *Special Abilities*: +1d6 damage to fire creatures (includes fire Wizards); Agility 10-13; *Description*: Appears as a black skinny fish-like creature 12 FT long with an ugly, lumpy, face with two completely white eyes, four 4 FT tusks, four fin pairs spaced at equal lengths along its body; the Ethereal Ripping Fish has a row of curved spines at approximately the midpoint of its body on each side, and hooked barbs on

BEASTIARY DEVELOPMENT 7B FOR D&D

Ethereal Ripping Fish, continued...the top and bottom of its vertical tail lobes; *Other*: 50% resist Water magic (no effect), found primarily on the Ethereal and Infernal Planes; Number 1 (10% pair).

Ethereal Shark; HD6-9; AC25-35; *Attacks*: Bite 2d8 Tail 1d6 Ram 2d12; *Special Abilities*: Fearsome Countenance (panic, range 100 FT, lasts 3d100 rounds, save 1d20 GTET [32-Will]); Agility 13-18; *Description*: Appears as a fish-like creature 9-10 FT long by 3 FT tall, with a tough light grey hide on its head/upper body and white underside, the tail has two long dark grey vertical lobes (some with white spots); it has two large triangular flukes located near its head and a large dorsal fin on its back (all dark grey) and a large rectangular jaw which hinges to a virtually straight position (swallow whole); Intelligence 1d10+6; *Other*: retreats after taking 50% damage, attracted to creatures of high intelligence, found primarily on the Ethereal and Infernal Planes; Number 1d6 pack.

Ethereal Whale; HD10-15; AC70-80; *Attacks*: Bite 3d10 Fluke 1d10 Tail 2d10 Ram 6d12 (usually angry); *Special Abilities*: Inhale (8d12 damage, 4/day, 10 rounds between); Agility 9-11; *Description*: A large fish-like creature 50-60 FT long by 10 FT wide, having two large white eyes on each side of its square head and a thin, flat, jaw on its underside; a flat horizontal tail with four curved lobes, a pair of large flukes located in the middle of its body (each 4 FT by 3 FT, tan); its body is a dark brown with 3-6 horizontal white stripes on the upper part of the back; the head is tan to light brown; the tail flukes are black; *Other*: not aggressive (takes limited damage without fighting), 5d100+500 pounds blubber/carass at 1d10 SP/pound (20 pound blubber to 1 gallon oil at 1d10 GP/gallon), 1d100+50 pounds ivory/carass at 1d20 SP/pound, generally found only on the Ethereal Plane; Number 1 (10% 2-5).

Etvaras (Foot Soldiers of Paimon, red monkey-faced devil), 1d8 appearing; HD1d3+9; hp 1d12+58; Move: 10 FT, fly 20 FT, AC 34; *Attack*: Punch 1d8, Strangle 2d8; *Weapons*: double-bladed *War Axe* (unholy, wounds bleed 1d4 rounds, flaming), oil grenade x4; *Special Qualities*: Standard Foot Soldier abilities, immune to lightning/electricity; 3/day — double speed (15 minutes), 1/day — enlarge person (half hour), reduce person (half hour); AL Evil; *Attributes*: Agil 14+1d10, Int 14+1d6, Stam 15+1d8, Str 16+1d8, Will 1d6+17; *Possessions*: cure light wounds potion (x3), cure moderate wounds potion (x2), cure serious wounds potion, protection from good potion, scroll (deeper darkness/call lightning/disperse magic), Pipes of Hound Summoning; *Description*: Appears as red-skinned humanoid standing 6 FT to 6 FT 8 inches tall, with rounded or chubby faces resembling a long-eared monkey with glowing blue eyes, long delicate black bats wings, and a long smooth tail with ends in a bone knob or ball. They wear a grey-colored jacket or jerkin. Typically found in troops of 8 led by an Assura.



Fachen; HD7-10; AC40-50; *Attacks*: Beak 1d12+1d6 Claw 1d8 (foot) Talon 1d6 (hand, avoid grapple 1d20 GTET [30-Agility]) Strangle 1d6 (hand, break free 1d20 GTET [30-Strength]) Trample 2d12; *Special Abilities*: infrared vision, see invisible (50% success, 25 FT); Agility 8-10; *Description*: A bird-like monster 8 FT at the shoulder up to 11 FT at the head, covered with red feathers, wing feathers tipped in green with light green undersides; it's head is dark blood-red color with a long green feather tuft, a single large green eye, and a large curved black beak; a single tan-colored hand grows from the chest region with long curved nails; the Fachen has a large single leg which is colored black with four talon fingers; has a distinctive crow-like "cawwing" call; *Other*: 25% chance resist Water magic (no effect), meat is poisonous to Gnomes/ Dwarves (save 1d20 GTET [36-Stamina]); Number 1 (10% 2-4).

Fire Swarm; HD not applicable; AC not applicable; *Special Abilities*: Swarm Damage (hp1 direct damage/round, 1d3 fire damage/round, surrounds 3d20 rounds); Agility 12-16; *Description*: An amorphous red cloud 30 by 20 by 20 FT volume accompanied by a soft humming sound; small tongues of flame randomly appear on the surface (visible 200 FT); thousands individual red six-legged insects (4 inches) with four-segment body, dark red wings, rounded heads, two pair feathery antennae, one large golden-red compound eye, and a small horn-like hooked head structure; *Other*: immune Fire magic, 50% resist control magic, Water/cold magic drives away on 1d20 rolls GTET 12, all flammable gear destroyed after 1d8 rounds exposure, attracted to fires, fills tents/buildings, 1 CP/4 insects; Number: 1.

Firebird, Greater, Appears alone outdoors or 1d4 in a mountaintop nest; HD1d4+8; hp 2d12+50; Move: 28 FT, fly 80 FT; AC 23 [land] 30 [airborne]; *Attack*: Beak 1d12, Claw 1d10 (x2 when airborne), Trample 1d8; *Special Attack*: fire breath (2d8, 20 FT, every

BESTIARY: FIREBIRD TO FISH (Flying)

Greater Firebird, continued...third round, x10, then wait half hour), *flammable gasses* (5/day, gland/bladder under wings, 1d6 for 1d12 combat rounds); *Special Qualities*: immune to fire magic, suffers double damage from water magic, unaffected by non-magical blunt weapons, reduce damage from enchanted/blunt weapons -2; AL N; *Attributes*: Agil 14 (land) 20 (airborne), Int 13, Stam 23, Str 19, Will 19; *Description*: A bird 7-8 FT tall with an 18 FT wingspan, bright red feathers on its upper body (desert varieties are dark brown) with light green feathers on its chest, the undersides and tips of its wings, and on its tail, a long dark red toucan beak, two four-fingered talons tan in color. Its eyes are light green. It has a distinctive call combining a rhythmic “warbling” with a snapping or popping noise similar to that of a fire. Tail feathers each provide the wearer 5% protection per feather from fire; 1d20 usable tail feather/carcass valued 1d20+5 GP. Found in Pit 3 on Circle 8.

Fish (Angler); HD1-3; AC10-16; *Attacks*: Bite 1d8 Ram 2d8; *Special Abilities*: low-light vision; Agility 10-13 (16-19 jaws); *Description*: A fish 9-13 FT long, weighing 300-500 pounds, with three pairs of large fins and a fan-shaped vertically tail; it has a head with a large flexible jaw and a long thin organ resembling a rope/worm (tube ½ inch in diameter, 1 FT long, glowing red bulb tip; the Angler Fish is a mottled green color (mixed shades) with brown fins/tail/head; *Other*: *Attacks* from ambush, hides in bottom mud/vegetation, poor quality meat; Number 1.

Fish (Archer); HD2-3; AC10-16; *Attacks*: Bite 1d3 1d6*Missile 1d3; *Special Abilities*: low-light vision; Agility 14-17; *Description*: A large fish 7-9 FT in length, weighing 200-275 pounds, with two large fins near its head, smaller fins at its tail, and a curved horizontal tail with; it has a white head with purple patch on its forehead at the eyes, above the forehead is a flap-like purple organ resembling a forward fin (30-40 sharp barbs each 6-8 inches); the body is white with grey stripes along its belly and grey speckles on the fins; *Other*: poor quality meat; Number 1d4.

Fish (Bat); HD1-3; AC15-25; *Attacks*: Bite 1d6; *Special Abilities*: echo location, infrared vision; Agility 13-18; *Description*: A fish 6-9 FT in length, weighing 100-350 pounds, having two very large jointed fins approximately halfway along its body (each extended to 5 FT, moves with a beating-wing motion), a V-shaped tail, a small head with bony ridges around dark red eyes, two large upper-fangs; it is colored a dark grey with black fins and a black tail, the head is often light grey or white; *Other*: excellent heat senses (500 FT), 1 in 100 is diseased (*vampiricism*, save 1d20 GTET [32-Stamina]), generally nocturnal; Number 1d8.

Fish (Bony); HD0-1; AC10-20; *Attacks*: Bite 1d8 Ram 1d8; Agility 12-14; *Description*: A fish 5-8 FT in length, weighing 150-250 pounds, with three pairs of small fins, dorsal (top) and ventral (bottom) fins, and a tail with four pointed lobes; it's large square head has overlapping bony plates on the forehead and around the eyes and jaws; the body is tan with darker brown fins and a darker brown head; there are several large bony plates along its flanks and back; Number 1d6.

Deep Bony Fish: 15-18 FT long, HD2-4 [hp1d12+30], AC40-55, Bite 1d12+2, Ram 4d6, 3d10 plates/carcass at 1d12 SP/plate, oily distasteful meat.

Fish (Darter); HD0-1; AC12-18; *Attacks*: Bite 1d6 (alternates 2 bites/3 bites per round); *Special Abilities*: *Attacks* against Darter at -3 TH; Agility 23-26; *Description*: A moderate fish 4-6 FT, weighing 80-150 pounds, with a pair of large fins (one-third length), a large horizontal rectangular tail; the head is tapered (pointed) with a thick jaw; the body is black with four long yellow stripes along it's back and yellow stripes on each fin; *Other*: meat is sweet but tough; Number 1d8.

Fish (Dragonet); HD4-6; AC25-35; *Attacks*: Bite 1d10 2*Claws 1d3 Tail 1d6 Ram 1d8; *Special Abilities*: Breath Weapon (steam, 2d8, 3/hour, 5 round recharge, range 30 FT, effective underwater, avoid 1d20 GTET [30-Agility]); Agility 13-16; *Description*: A moderate fish 5-8 FT in length, weighing 200-300 pounds with two small forelegs (four webbed fingers), two pairs of large fins, a fan-shaped tail; it has a draconic head (long snout with protruding fangs, under-mouth jaw, spiky crests, bony eye sockets); it's body is red-green-blue-copper-silver-gold, Intelligence 1d6+12; *Other*: 50% chance to resist fire magic (no effect), very aggressive, poor quality meat; Number 1d10 den 1 hunting.

Fish (Flame), 1d4 appearing; HD1d3+3; hp 1d8+44; Move: swim 70 FT; AC 23; *Attack*: Bite 1d6, Tail Slap 1d6; *Special Attacks*: *flame jet* (6 FT stream of chemical ignites on contact with water, 1d12, aimed forward and just off the fish's line of travel, 10/day); *Special Qualities*: extraordinary hearing (500 FT), low light vision (100 FT), resists fire magic (1d12 GTET 5); AL None; *Attributes*: Agil 19, Int 6, Stam 25, Str 28, Will 8; *Description*: A fish 7-8 FT in length, weighing 200-350 pounds, having two large dorsal (top) fins at a 45-degree angle from each other, a powerful vertical fluked tail, a rounded head with a prominent lower jaw containing three rows of small sharp teeth, two openings each two two inches in diameter behind its head (one on each side), and a dark red body with two vertical white bands around its body and white fins.

Fish (Flying); HD1-4; AC25-35; *Attacks*: Bite 1d6 Tail 1d4 Crush 1d6 (airborne); *Special Abilities*: fly (to 800 yards at 100 FT altitude); Agility 15-18 swimming 11-13 airborne; *Description*: A thin fish 8-10 FT in length, weighing 150-200 pounds, with a narrow pointed head with a forward jaw, two pairs of small fins (one by its head and the *Other* by its tail), a pair of large retractable

BESTIARY: Fish (Flying to Sucker)

Flying Fish, continued...(foldable) fins (span 6 FT each), a two-lobe pointed tail; is always silver colored; *Other*: excellent jumper (breach), average quality meat; Number 1d10.

Fish (Hatchet); HD4-6; AC40-50; *Attacks*: Bite 1d12 Axe Slice 1d20; *Special Abilities*: low-light vision; Agility 18-22; *Description*: A fish 6-7 FT in length, weighing 200-400 pounds with a long thin black body, a head shaped like a double-bladed battle axe [horizontal, thicker in the center at the eyes/jaw tapering on each side to a thin hard bony cutting edge; it has two large fins and a rounded vertical tail, a silver or white head (grey patch on the top); *Other*: somewhat aggressive, average quality meat; Number 1d6.

Fish (Lizard); HD5-7; AC50-60; *Attacks*: Bite 1d12 Tail 1d8 Ram 1d10 Claw Pincer Stinger; *Special Abilities*: Grasping Tongue (1d3 and grapple/hold, avoid 1d20 GTET [30-Agility], break free 1d20 GTET [28-Strength], +4 hit/+2 damage from bite while grappled); Agility 12-15; *Description*: A thin fish 6-8 FT in length, weighing 350-600 pounds with a snouted lizard's head with prominent fangs, three large mottled fins (each side and underside at one-third length), and a long whip-like iguana tail; it typically has a tough bumpy brown or tan-colored hide (no scales); *Other*: average to low quality meat; Number 1d8.

Fish (Needle); HD3-5; AC25-35; *Attacks*: Bite 1d8 Needle front/rear Ram; Agility 16-20; *Description*: A thin fish 12-16 FT in length, weighing 225-325 pounds with a slender pointed head with small green eyes and thin jaw on the underside (like gar/pike), six large fins (three/side, asymmetric), and a large fan-shaped tail; it has 2d8 thin sharp needles (6-9 inch) attached to a thick bony plate at the tip of its nose and an *Other* 2d8 needles protruding from its tail; the body is silver with a pink or salmon-colored underside and white fins; *Other*: fast sprinter, good jumper (breach), good quality meat at 1d6 CP/pound, 2d20 needles/carcass at 1d12 SP; Number 1d6.

Fish (Ordinary); HD0-1; AC10-20; *Attacks*: Bite 1d3 Tail 1d3 Ram 1d6; Agility 11-14; *Description*: Any small to moderate fish 3-6 FT in length, weighing LTET 150 pounds; *Other*: not aggressive, active in daylight, average quality meat; Number 3d20 school.

Fish (Pearl); HD0-2; AC10-20; *Attacks*: Bite 1d6 Tail 1d3 Ram 1d8; *Special Abilities*: blends in reef environment (limited invisibility); Agility 12-15; *Description*: A fish 5-7 FT in length, weighing 200-400 pounds with an ugly bloated head (rounded like a ball and thicker than its body), two small fins near its head, two larger fins along its body (underside) and a star-shaped tail; the body is pink or cream-colored body with a tan underside with patches of brown on fins; *Other*: contains a pearl in body [value from 1d100: 01-25 1d100 GP, 26-37 3d100 GP, 38-50 1d100*1d12 GP, 51-68 1d100*1d20 GP, 69-75 1d100*1d20*1d12 GP, 76-83 2d100*1d20*1d12*1d6 GP, 84-90 1000*1d20 GP, 91-97 2000*1d20 GP, 98-00 5000*1d20 GP], slow swimmer, high quality meat at 1d6 GP/pound; Number 1d3.

Fish (Porcupine); HD3-6; AC35-45; *Attacks*: Bite 1d6 Quills 1d12 Ram 2d10; Agility 14-18; *Description*: A fish 6-9 FT in length, weighing 400-700 pounds with a thin head which sticks out of its larger body with three small grey eyes and a small jaw, a rounded/fat body, two tiny fins and a large oval-shaped tail; it is covered with a large number of sharp quills to 18 inches long; its body is light blue with darker blue quills and a white tail/fins; *Other*: not aggressive, 1d100+100 quills/carcass at 1d6 CP/quill, 3d10 ounces blood/carcass at 1d10+5 GP/ounce, lesser quality meat; Number 1d6.

Fish (Scorpion), 1d4 appearing outdoors or 1d20 in a cave nest; HD1d4+10; hp 1d10+66; Move: swim 80 FT; AC 29; *Attack*: Bite 1d6, Pincer 1d8+1 (x2); *Special Attacks*: tail stinger (1d10 – critical hit 1d20 days blindness due to eye damage – avoid 1d20 GTET [33-Agility], paralyzing poison effect in 1d8 rounds lasting 2d10 hours, save 1d20 GTET [38-Stamina]); *Special Qualities*: digs in bottom mud and sand for cover, extraordinary hearing (1000 FT), infrared vision (100 FT), low light vision (200 FT), phosphorescent bubbles (15 FT, 200 rounds, equal to 2 candles, tail regenerates if severed; AL None; *Attributes*: Agil 18, Int 7, Stam 25, Str 27, Will 8; *Personality/Description*: A slender torpedo-shaped fish 7-10 FT in length, weighing 300-500 pounds, having rounded head, two forward facing bony pincers on short stalks, six large paddle-shaped fins and a whip-like flexible 50 inch tail tipped by a 5 inch bone stinger. Its body is colored yellow with a brown underside, a brown and tan mottled tail and a tan-colored head. It is most active at night. The fish is highly territorial and aggressive. It is generally a warm-water fish.

Fish (Snapper); HD3-6; AC30-40; *Attacks*: Bite 1d12+1d6 Gore 1d6 Tail 1d4 Ram 1d8; Agility 20-24; *Description*: A fish 5-7 FT in length, weighing 120-180 pounds having a thin body with four irregularly-shaped fins (at one-fourth, two-thirds length) and a four-lobed tail; it has an over-sized bullet-shaped head with grey eyes and huge pronounced jaw (protruding lower fangs) and a small horn on its nose; the body is light green with irregular dark brown patches on its back and tail; *Other*: generally aggressive, fast swimmer, active in daylight, very high quality meat at 1d100 pounds/carcass 1d8 GP/pound; Number 1d10.

Fish (Sucker); HD0-2; AC20-30; *Attacks*: Bite 1d6 (attach on roll GTET 18) Tail 1d4 Ram 1d6; *Special Abilities*: Sucker Attach (1d8/round, paralysis while attached, save 1d20 GTET [37-Stamina], paralysis persists 1d10*quarter hours after fish removed,

BESTIARY: Fish (SUCKER) TO

Sucker Fish, continued...removal requires – hit roll GTET 17, fire/heat to body, prayer to cure poisons); Agility 12-15; *Description*: A fish 8-10 FT in length, weighing 350-500 pounds with a rounded body (3 FT thick), eight round-tipped fins (like a tennis racquet), and a shark-like two-lobed tail; it has a wide head with a bony forehead and a bony plate on the top of the nose and thick large circular lips at the tip of its face surrounding a ring of small teeth; its body is yellow on the back and white/cream/tan on the underside, the broad tail is a darker (mustard) yellow with brown spots or irregular patterns; *Other*: average quality meat; Number 1d10.

Fish (Swordtail), 1d6 appearing; HD1d4+4; hp 1d20+105; Move: swim 75 FT(125 for 1d6 rounds, 5/day); AC 29; *Attack*: Bite 1d6+1, Fin Slash 1d4 (front, x2), Bladed Tentacles 1d10 (rear, x2), Ramming 2d10 (overrun); *Special Qualities*: infrared vision (100 FT), low light vision (100 FT), resists ordinary cold, thick layer of blubber resists blunt weapons (–3 damage), 5/day — heroism (10 minutes), 3/day — daze/daze monster, 1/day — summon monster (1d100 **piranha**, 15 minutes); AL None; *Attributes*: Agil 13, Int 12, Stam 30, Str 30, Will 11; *Description*: A fish 12-14 FT in length, weighing 1600-2100 pounds, having two short front fins resembling daggers in size and shape (and can be used to slash or stab) and two large rear flukes, and a tail split into three sections - the upper and lower tail sections are 6 FT long flexible tentacles ending in a 4 FT bony blade like a sword in size and function, while the middle tail section is rounded, 28 inches in diameter, oriented horizontally and provides propulsion. It has a thick head with large grey eyes and a set of thick whiskers growing from the lower chin (like a southern catfish) and has a silver body with streaks of grey on its underside, dark grey tail tentacles, and a black head.

Fish (Tiger); HD5-8; AC30-40; *Attacks*: Bite 1d10 Tail 1d6 Ram 2d8; *Special Abilities*: +3 hit from ambush, +3 damage first round (ferocity), blends into underwater vegetation (e.g. kelp; limited invisibility); Agility 14-19; *Description*: A fish 5-8 FT in length, weighing 250-450 pounds having a feline head (powerful jaws, prominent upper/lower fangs, heavy black whiskers, pointed ears, dark brown eyes), four large fins, and a long, flexible, snake-like tail; the body is pale yellow with dark brown or orange stripes on its back and tail, the head is a light orange-brown and the fins are black, Intelligence 1d4+7; *Other*: generally aggressive, excellent eyesight-hearing, vibration sensitive, fast sprinter with some endurance, primarily active at dusk and dawn, can be tamed and trained, excellent tracker; Number 1d8 den 1 hunting (10% mated pair).

Barbed Tiger Fish: 6-10 FT, tail has a bone barb, HD7-10, AC50-60, Bite 1d12+1d6, Tail 1d10 (additional 1d6 damage unless 1d20 GTET [28-Agility]), Ram 2d12, Agility 16-22, nocturnal, very aggressive.

Fish (Trap); HD3-5; AC25-35; *Attacks*: Bite 1d4 Tail 1d4 Ram 1d10; *Special Abilities*: Tentacle Attack (if successful bite then each tentacle *Attacks* at +2 hit, hp1/tentacle, victim immediately paralyzed if GTET 3 tentacle hits in the same round [attach], save 1d20 GTET [34-Stamina], persists [27-Stamina]+3 hours), breathing stops if save roll LTET 2); Agility 18-22; *Description*: A fish 9-14 FT in length, weighing 800-1000 pounds having an ugly black head with glowing red eyes, eight small fan-like fins, a U-shaped tail; six tentacles (3 FT, sever hp4) are attached to its forehead; the body is dark blue with a white stripe along its underside; *Other*: 1d100+200 pounds meat/carcaass, high quality meat at 2d6 SP/pound; Number 1d8.

Fish (Viper), 1d4 appearing; HD1d3+2; hp 1d8+22; Move: swim 65 FT; AC 28; *Attack*: Bite 1d10; *Special Attacks*: *venomous bite* (numbness and reddening then disorientation and fever after 5 hours, reduce Stamina 1d4 for 4d20*75 minutes, strong cramps - reduce Agility 1d4 for 24 hours, save 1d20 GTET [37-Stamina]), *venom allergy* (if allergic – fatal in 1d10*10 rounds, save 1d20 GTET [38-Stamina]); *Special Qualities*: chameleon ability, immune to venoms of sea creatures or poisons based on them, low light vision, very high cold tolerance, suffers double damage from fire magic; AL None; *Attributes*: Agil 17, Int 6, Stam 16, Str 14, Will 10; *Description*: A snake-headed scaly fish with a 50 inch thin, flat body, a 16 inch neck and large triangular dark purple head (spots or bright yellow on the upper snout) resembling both an eel and a cobra, tapering to a rounded flat snout with two large lidded glowing blue eyes, small bumps on the snout forward of the eyes, and four large incisor teeth or fangs on the upper jaw which overlaps the mouth. The fish has a flexible neck with an ornamental crest or mane along the center of its back, a three-lobed tail with each lobe coming to a triangular point, a glossy black body with hints of purple on its tail as it moves. Meat is poisonous unless cooked at GTET 180 deg for GTET 15 minutes. A carcass produces 1d20+4 ounces of toxin valued at 1d3 GP/ounce. This is usually a cold water fish and does not approach the surface.



BESTIARY: Fish (Viper) to Fly (Biting)

Deep Viper Fish: 9-15 FT, blue-green body, HD3-6, Bite 1d12, Tail 1d6, Viper Bite 1d8, toxin save GTET [38-Stamina], breathing paralysis save roll LTET 3.

Fish (Wolf): HD4-6; AC12-16; *Attacks:* Bite 1d10 Tail 1d6 Ram 1d6; *Special Abilities:* Howl (1d12/save 1d20 GTET [34-Stamina]/30 FT range, deafened 2d20 hours/save 1d20 GTET [36-Stamina] /100 FT range, audible 5 miles underwater), Fearful Countenance (panic 1d100 minutes, save 1d20 GTET [28-Will], range 50 FT); Agility 12-17; *Description:* A fish 4-6 FT in length, weighing 120-180 pounds having a canine head with large snout/powerful jaws/pronounced upper-lower fangs/floppy triangular ears, four fins and a bushy tail; the body has mottled grey and black coloration on its upper body and light grey on its belly/fin undersides; *Other:* fast sprinter, good endurance, poor quality meat; Number: den 2d20, hunting pack 1d12.

Flame Violet: HD0 [hp1d6+6]; AC6; *Special Abilities:* Flame Attack 1d10 (explosive mixture of gas, range 25 FT, recharge 3 rounds, affected persons knocked off feet 22-Agility rounds {save 1d20 GTET [30-Agility]}); Agility 8-12; *Description:* A large clump of flowering stems reaching 5-7 FT tall by 3 FT diameter; 5d4 black stems stick out from a thick mass of reddish-green leaves; each leaf is oval-shaped 6 inches long by 1 inch with a red blister in the middle of the leaf; each stem has three flowers in a cup-like arrangement of violet-colored petals with red stamen inside; a slightly sulfuric aroma is present within 20-30 FT; *Other:* double damage from lightning/electricity; Number 1d10.

Flaming Bat: HD2-3; AC10-20; *Attacks:* Bite 1d3 Claw 1d6 (airborne); *Special Abilities:* Fire Breath 1d8 (1/4 rounds), echo location; Agility 7-9 ground 14-18 airborne; *Description:* A red furred bat with 5-6 FT wingspan; the bat's eyes and talons are dark red; the wings have streaks of black; *Other:* poor vision, echo location, exceptional hearing; Number 3d20 roost, 1d6 airborne.

Flowers, Anger, 1d12 appearing; HD Not Applicable; hp 8; Move: Not Applicable; AC 14; *Special Attack:* *anger aroma* (35 FT, save 1d20 GTET [36-Will] or falls into a very violent murderous rage directed at their companion[s] lasting [42-Will] rounds); *Special Qualities:* suffers double damage from cold magic; AL None; Attributes: Agil 12, Int 3, Stam 14, Str 10, Will 3; *Description:* A group of small orange flowers growing together in a space up to 4 FT in diameter, 20 to 24 inches tall, on dark green stalks with 8 dark green spikes-like leaves at the base of each stalk. The flowers resemble orange sunflowers with a black center.

Flowers, Paralysis, 1d8 appearing (area 30 FT by 15 FT); HD1-2; hp 6; Move: 4 FT; AC 16; *Special Attacks:* *paralyzing perfume* (25 FT beyond flowers edge, paralyzes 2d12 hours; outdoors – wind shift 1d10 roll of 1 checked per hour; must be capable of smelling to be affected; affected persons permanently loses 1 point Stamina – save 1d20 GTET [35-Stamina]), *strangling vine* (after paralyzed, vine wraps around neck then into body openings, 1d4 damage/round); *Special Qualities:* immune to ordinary fire and flooding, edged weapons –2 damage; AL None; Attributes: Agil 8, Int 5, Stam 14, Str 12, Will 5; *Description:* Red flowers growing from a thick woody vine typically found wound around trees, rocks and buildings, the flower is 3 inches across with overlapping pink oval petals with a red center with flecks of white; two flowers grow from each four-inch stem; each stem has three long thin blue-green leaves. The flowers are known for their distinctive perfume.

Fly (Dart Blowing); HD0-2; AC2-6; *Attacks:* Dart 1d3 (sucking tube); Agility 8-10 ground 16-20 airborne; *Description:* A four-winged insect with an 8-10 inch body, a rounded head slightly larger than its body, several long feathery antennae, two large glowing compound eyes, a pincer-like jaw structure, and a flexible horn-like sucking tube under its jaw; its body is black or dark brown body with black feet, white antennae, and translucent white wings with black veins; *Other:* very fast flier; Number 1d12.

Fly (Flesh), 3d100 appearing; HD1d4, hp 9; Move: 5 FT, fly 100 FT (burst of speed: 200 FT/round, 15 rounds, 3/day); AC 15; *Attack:* Bite hp2; *Special Attacks:* *flesh rot* (bite carries rotting disease, rots 1d10/10 pounds flesh in 1d100 rounds, fatal if GTET one-third body weight is rotted, save 1d20 GTET [31-Stamina]); *egg stick* (on natural roll of 20 the fly injects 1d8 eggs into the victim, the eggs hatch in 1d6+3 days releasing 2d20 hungry flies); *Special Qualities:* +3 save versus air magic, call fog (40 FT, 6/day), see invisibility (100 FT), 3/day – flesh to stone (save 1d20 GTET [26-Stamina]), touch of fatigue (reduce Strength 1d8 points lasting 1d20*15 minutes, save 1d20 GTET [28-Stamina]); AL None; Attributes: Agil 20, Int 4, Stam 11, Str 8, Will 9; *Description:* A four-winged, six-legged insect with body 10 inches long, a rounded head slightly larger the body with several long feathery antennae, two large glowing compound eyes on the side of its head, a pincer-like jaw structure, and a somewhat flexible horn-like sucking tube attached under its jaw. The Flesh Fly has a black or dark brown body and black feet, with a tan head and white antennae, and tan wings with one thick purple stripe across the top surface. Flesh Flies are very aggressive and mindless.

Fly (Giant Biting), 4d10 appearing; HD1; hp 6; Move: 5 FT, fly 60 FT; AC 28; *Attack:* Bite 1d6; *Special Attacks:* *disease carrier* (skin contact with legs, carries dysentery or tetanus, save 1d20 GTET [33-Stamina]), *annoying swarm* (when GTET 20 the cumulative buzzing causes insanity 2d100 rounds or until out of range, 500 FT, save 1d20 GTET [30-Will]), *summon swarm* (assembles all flies, 1000 FT); *Special Qualities:* dodge +4 versus missiles, knows opponents intention prior to being attacked (50 FT), low light vision (50 FT), regenerates hp1/round, suffers triple damage from acid; AL None; Attributes: Agil 22, Int 6, Stam 12,

BESTIARY: Fly (BITING) TO FORGETFULL

Giant Biting Fly, continued... Str 4, Will 4; *Description*: A black six-legged creature with an oval body 10 inches long by 3 inches wide, with three pairs of translucent rectangular wings with green diamond insignia each spanning 6 inches, a rounded grey head with feathery antennae on the forehead, two pale purple glowing compound eyes, a circular mouth with mandibles, and a yellow horn sucking tube attached to its jaw. Most active during daylight.

Fly (Poison Plant); HD0-1 [hp1d6]; AC4-10; *Attacks*: Bite 1d2; *Special Abilities*: Poison Pollen (found on feet/body, causes muscle tremors for 5d100 minutes, save 1d20 GTET [30-Stamina]), Paralytic Reaction (paralysis 1d100 minutes on poison save roll of 1); Agility 8-10 ground 18-22 airborne; *Description*: A four-winged insect with an 8-12 inch body, a rounded head slightly larger than its body, several long feathery antennae, two glowing green compound eyes, a pincer-like jaw structure, and a flexible horn-like sucking tube under its jaw; its body is black or dark brown with black feet and white antennae; its translucent green wings are typically rounded; *Other*: immune to natural poisons; Number 1d8.

Fly (Stone, or Zithabee's Fly); HD2-4 [hp1d12]; AC12-20; *Attacks*: Bite 1d3; *Special Abilities*: Blinding Grit (allergic reaction in eyes lasting 1d100 minutes, reduce sight by 75% {apply -6 TH}, save 1d20 GTET [30-Stamina] checked every round, requires GTET 6 flies), Stoning Effect (skin turns to stone, save 1d20 GTET [22-Stamina], begin checks on fifth bite); Agility 12-14 ground 19-23 airborne; *Description*: A six-winged insect, 14-18 inches long, with a pointed head, several long red feathery antennae, two glowing orange compound eyes, a pincer-like jaw structure, and a red flexible horn-like sucking tube under its jaw; its body has a yellow or pale red hard rough surface, red feet, and tan or light brown wings; *Other*: immune to earth magic, 50% resist fire magic; Number 1d20.

Flying Medusae Monkeys, 1d12 appearing; HD1d3+6; hp 1d8+38; Move: 25 FT, fly 75 FT, swim 12 FT; AC 30 [ground] 38 [airborne]; *Attack*: Bite 1d6 (mouth), Claws 1d4 (hands, x2), Claws 1d6 (feet, x2, airborne), Strangle 1d8; *Weapons*: poisoned Scimitar +1 (paralyze after 1d6 rounds lasts 1d20*1d8 minutes, save 1d20 GTET [32-Stamina]), poison gas bombs (x4, dropped from air, 25 FT diameter, fatal 1d20 rounds, save 1d20 GTET [27-Stamina]), Dart; *Special Attacks*: cobra hair bite (1d3, poison, effect 2d20 rounds, paralyzes 2d20 hours then death, save 1d20 GTET [26-Stamina]), medusae effect (GTET 1 round looking at face causes stoning, 20 FT, save 1d20 GTET [25-Stamina]); *Special Qualities*: detects enchanted objects (200 FT), detects gold or silver metal (125 FT); AL Evil; *Attributes*: Agil 16 [ground] 22 [airborne], Int 16, Stam 17, Str 15, Will 16; *Possessions*: cure light wounds potion (x2), cure moderate wounds potion (x1), invisibility potion, scroll (call fog/zone of darkness/silence), rope with steel grapple (40 FT), 1 quart canteen, small dirk; *Description*: Black-furred winged monkeys with a Medusa's snake-covered head and a poisonous snake tail, standing 4 ft 4 inches tall with a black snout, red eyes, small mouth with upper fangs, and a small curved chin. Their bodies are slender with small arms ending in a five-fingered hand with sharp talons, a 6-FT long tail ending in a cobra head, and wide feet with curved claws. Their wings are made of thick black leather with bat-like bones, each one of which has a 6 FT span. Each monkey wears a leather jerkin and leather cap. They covet bright shiny materials.

Flying Squirrel, Common; HD0-1; AC6-12; *Attacks*: Bite 1d3 2*Claw 1d2 (fore) Claw Rake 1d6 (airborne) Ram 1d8 (airborne); *Special Abilities*: low-light vision; Agility 13-16 ground 12-14 airborne; *Description*: A moderate four-legged rodent to 3 FT, with small head with big puffy cheeks, small golden eyes set close, small floppy ears, small chin, long snout with brown nose, bushy tail to 3 FT, and leathery flaps between its forelegs and body; has larger forelegs than rear legs with four-toed paw; the pelt is dark brown with darker feet and several shades of brown in tail; *Other*: fly up to 6 hours/day, pelt 1d8 SP+1d10 CP; Number: 1d20 den 1d6 outdoors.

Giant Flying Squirrel: to 5 FT, pelt light tan with darker brown chest/tail, flaps light green, HD1-3 [hp1d8+10], AC10-16, Bite 1d4+1, 2*Claw 1d4 (fore), Claw Rake 1d10 (airborne), Ram 1d12+1d6 (airborne), Infrared vision, fly to 8 hours/day, excellent hearing, pelt 1d12+20 SP.

Giant Black Flying Squirrel: to 7 FT, pelt glossy black with cream spot on chest/feet. HD2-4 [1d12+15], AC16-20, Agility 15-20 ground 13-16 airborne, Bite 1d6+1, 2*Claw 1d6 (fore), Claw Rake 1d12+1d6 (airborne), Ram 1d12+1d8 (airborne), Infrared vision, active at night, fly to 12 hours/day, excellent hearing, pelt 1d6 GP+1d10 SP.

Giant Red Flying Squirrel: to 6 FT, pelt red/rust with yellow chest/underside/tip tail, black feet, HD3-6 [1d12+20], AC20-26, Agility 18-22 ground 15-18 airborne, Bite 1d8+1, 2*Claw 1d8 (fore), Claw Rake 3d8 (airborne), Eye Attack (versus head, 3/day, TH+2, blinds 1d100 minutes, roll GTET 18 permanent damage), Ram 2d12 (airborne), 50% resist cold magic, 25% resist Earth magic, Infrared vision, Ultraviolet vision, fly to 16 hours/day, excellent hearing, pelt 1d12+3 GP.

Forgetfulness Flowers (Hraegin's Flower); HD0 [hp1d10]; AC2-8; *Special Abilities*: Amnesia Wave (permanent loss of previous 2d100 hours memory/save 1d20 GTET [32-Will]/range 50 FT, lose 1d12 years memory on save roll of 1), Intelligence Sap (permanent loss 1d6 points Intelligence on 1d20 roll of 1, range 50 FT); Agility 8-12; *Description*: A large lone flower on a thick woody stalk to 4 FT by 5 inches, having a large bright green cup-like flower with three yellow central stalks growing from its center; five bright green leaves grow at its base and three larger bright green leaves attach to the bottom of the flower; *Other*: breathing the smoke causes 2d100 minutes sleep/save 1d20 GTET [30-Stamina], range 200 FT; Number 1d12.

BESTIARY: FREPPI TO FUNGUS



Freppi (Sergeants of Asmodai, man-headed bull devil), 1d6 appearing, HD1d6+20; hp 2d20+110; Move: 45 FT, fly 90 FT, AC 42; *Attack*: hooves 1d10 (x2), charge Str+1d10+8 (trample); *Weapons*: heavy Flail (tail, wounds bleed 1d4 rounds), breastplate Spike (1d12); *Special Attacks*: *prodigious bellow* (4/day, 3d6 damage [30 FT, save 1d20 GTET {30-Stamina}] OR 1d12 damage [31 FT to 60 FT, save 1d20 GTET {27-Stamina}]), stuns at 30 FT [save 1d20 GTET {24-Stamina}, 1d10*10 rounds] OR 31 FT to 80 FT [save 1d20 GTET {25-Stamina}, 1d6*10 rounds]); *Supernatural Abilities*: Standard Sergeant abilities, moves through meadows/fields without a trace, telekinesis (30 pounds, 75 FT), 5/day — deep slumber (50 FT, 4 creatures, 2d100 minutes, save 1d20 GTET [28-Will]), 1/day — wall of fire (100 FT long by 10 FT tall by 4 FT thick, 3d8 minutes); AL Evil; *Attributes*: Agil 10+1d8, Int 15+1d8, Stam 18+1d10, Str 22+1d10, Will 1d6+25; *Spells*: L7 Wizard; *Possessions*: curved silver horn (range 3 miles), scroll (*bar good* x2), *cure moderate wounds potion* (x3), *cure serious wounds potion*, *cure critical wounds potion*, *Snake*

Staff, *Horseshoes of the Zepher* (wearing), *Magic Bag*, *Pipe of Cancer*, *Sky Hook*; *Description*: A large human-headed winged bull, standing 6 FT tall at the shoulder, up to 12 FT long, with long rectangular face, braided and coiled black hair (often held in place with a gold circlet or band), a long and tapered black beard (typically laced with gold cord), dark black brows over large glowing turquoise eyes, a large square jaw, thin brown lips around fine teeth with 2 prominent fore-fangs, high and red cheeks, small ears, and 4 vertical copper horns growing from their foreheads. Freppi have small wings like those of eagles and long black tails which become a heavy 6-ended flail at its tip. They have long muscular legs ending in steel hooves. Freppi are usually colored copper-bronze and typically wear a red surcoat (AC+13) on their back with crossed tridents and a steel breastplate with a large protruding spike. Freppi are found leading troops of 8 Cayyas.

Frog (Leopard); HD4-6; AC12-20; *Attacks*: Bite 1d8 or Tongue 1d10 Ram 1d6; Agility 10-13 land 16-19 swimming; *Description*: A large four-legged webbed-footed amphibian 5 FT long by 3 FT having a feline head with thick orange fur, two large orange eyes, a massive jaw with large upper/lower fangs and a thin long orange tongue; it's body is squat and thick with massive muscles on its hind legs and short thin front legs with four webbed toes; it's skin is a slimy orange color with numerous irregular-shaped brown splotches on its back; *Other*: fast and quiet swimmer, excellent tracker/stalker, good smell sense, excellent jumper, generally aggressive, 1d100 pounds average meat; Number 1d6.

Fungus, Explosive, 1d8 appearing; HD Not Applicable; hp 1d12+40; Move: Not Applicable; AC 27; *Special Attacks*: *explosive detonation* (3d8 in 6 FT blast radius, 1d12+4 to 15 FT, 1d6+2 to 20 FT; explosive ejected when mobile creature approaches within 20 FT, 1d4 nodules/fungus), *super detonation* (triggered by ordinary or enchanted fire, 6d12 in 10 FT blast radius, 4d12 to 30 FT, 3d6 to 50 ft, 1d8 to 70 ft); *Special Qualities*: makes a soft "ticking" sound for 1d3 rounds prior to ejecting an explosive nodule (15 FT), odor of vinegar 30 FT, suffers one-quarter indicated damage from cold magic or water magic unaffected by ordinary cold; AL None; *Attributes*: Agil 10, Int 4, Stam 14, Str 6, Will 6; *Description*: A 60 inch long black cylinder by 25 inches thick, dotted with small hard shrapnel nodules. When the explosive nodules are exhausted they grow again in 1d12+30 days.

Fungus, Hanging, 1d12 appearing; HD Not Applicable; hp 1d12+90; Move: Not Applicable; AC 30; *Special Attacks*: *spore spray* (1d4 immediate, 1 point lung damage for 1d20 rounds; fungus allergies are fatal in 1d20 rounds, save 1d20 GTET [35-Stamina]), *dropped pods* (1d8 pods drop from above, explode on contact 1d12, 6 FT blast radius); *Special Qualities*: detects warm-blooded creatures (50 FT); AL None; *Attributes*: Agil 12, Int 5, Stam 20, Str 14, Will 9; *Description*: A conical mass 4 to 6 FT long by 2½ FT wide at its base, hanging from an overhead roof, rock formation, or similar horizontal surface, with a size and surface texture similar to that of a stalactite except for its light brown or mottled brown and cream-colored surface. A Hanging Fungus is always cool to touch.

Fungus, Shelf, 1d4 appearing (6d20 FT apart); HD1d3+4; hp 1d12+55; Move: Not Applicable; AC 23; *Special Attacks*: *airborne disease* (35 FT, save 1d20 GTET [36-Stamina], skin contact save 1d20 GTET [38-Stamina] cause wasting disease "appreminia" — after 2d12 hours prolonged fever, profuse sweating, swollen neck and jaw, neck and shoulder cramps, with loss 1 point each Strength and Stamina for 1d20 days, after 1d8+3 days recovery at 1 point/2 days rest), *explosive* (explodes for 1d6/FT length 1d4 rounds after exposed to flame, blast area 10 FT diameter); *Special Qualities*: poisonous to humans and Gnomes if ingested (fatal in 2d100 rounds, save 1d20 GTET [37-Stamina]); AL None; *Attributes*: Agil 6, Int 5, Stam 18, Str 6, Will 4; *Description*: A flat horizontal surface held up by a thick mass on its underside, 1d6+5 FT long by 1d12+3 inches thick with a "shelf" up to 18 inches wide, having a white

BESTIARY: FUNGUS TO GARGOYLE

Shelf Fungus, continued...[top] shelf surface and a dark brown underside with a grooved surface texture to the top of it's "shelf" which runs parallel to it's short side. They generally grow from sheer, dry, vertical stone surfaces.

Galloping Galoshes; HD2-4 [hp1d6+2/boot]; AC30-36; *Attacks*: 2*Kick 1d6+3 (spike) 2*Slash 1d3 (spur); Agility 13-16;

Description: A pair of oversized knee-length metal boots (from plate mail) with overlapping strips of tempered steel, having 4-inch metal spikes each toe and wheeled spurs on heels; levitated 10-12 inches; *Other*: immune Lightning, walk on water/air, very noisy when moving, always attack; Number: 1 pair.



Gaietyas (Officer of Gaap), 1d10 appearing, HD1d4+14; hp 2d12+92; Move: 50 FT, fly 85 FT; AC65; *Weapons*: Long Sword +2 (unholy, +1d4 damage versus Good, cold blade), Long Bow, Arrows of Paralysis (x16, persist 3d100*5 minutes, save 1d20 GTET [34-Stamina]), explosive grenades x3 (1d8 damage, 8 FT radius); *Special Attacks*: *aging* (touch, 3/day, adds 1d20+5 years to persons physical age, save 1d20 GTET [38-Stamina]), *blanch* (touch, 1d6 damage, reduces save versus mental attack/fear by -6 for 3d100 hours {save 1d20 GTET [36-Will]}), permanently turns all hair white), *diminish senses* (touch, 4/day, diminishes sight and hearing by 25% per touch for 1d20*150 rounds, save 1d20 GTET [33-Stamina]), *rob Strength* (touch, 1/day, transfers 1d8 points Strength from victim to Gaietyas for 1d100*10 rounds, save 1d20 GTET [36-Will]); *Special Abilities*: Standard Officer abilities, immune to special attacks of undead, immune to spells affecting sight, passes through walls (20 FT thickness), 3/day — aura of heroism (half-mile, 4 hr/day); AL Evil; *Attributes*: Agil 15+1d6, Int 15+1d10, Str 13+1d6, Stam

14+1d6, Will 22+1d8; *Spells*: L14 Evil Priest; *Possessions*: Ring of Command; Wand of Aging (40); curved gold horn (range 8 miles), cure light wounds potion, Physic of Telepathy, Physic of Wisdom, Salve of Wakening, Physic of Lycanthropy (rat), cure moderate wounds potion (x3), cure serious wounds potion, cure critical wounds potion, resist flame/fire potion, Ring AC+16, Ring of Regeneration hp3/round; *Description*: Appears as small gnarled old men with tiny red shoulder wings (span about 26 inches, attached to each shoulder by a thick stalk, each wing fully functional), between 5 FT 2 inches and 5 FT 8 inches tall with thick wrinkled skin which seems to hang on their thin frames (as if malnourished), with somewhat oversized bald heads, large rounded ears, a high forehead, thin white brows over large brown eyes which are sunken in to the skull, narrow cheeks, a small pointed chin with just a hint of a white beard, and a wide toothless mouth. Found wearing an open-face silver helm, pale blue cape with gold lining (AC+10), a blue leather belt with purse, blue leather riding gloves, carrying an octagonal silver shield. Gaietyas command 10 squads (80 Pruddin & 10 Beng).

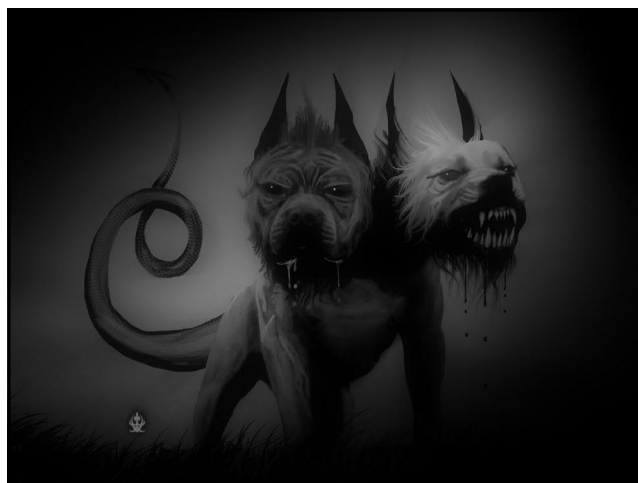
Gargoyle, Stone, 1d8 appearing; HD1d4+12; hp 1d12+70; Move: 25 FT, fly 70 FT (burst of speed: 150 FT, limit 10 rounds, 5/day); AC 35 [42 airborne]; *Attack*: Bite 1d6, Claws 1d4 or Punch 1d8+1 (x2), Talon Rake 1d6 (x4, airborne only), Strangle 2d8, Tail Spike 1d6, Overrun/Ram 3d8 (+1d12 burst of speed); *Weapons*: Short Sword (unholy, breaks opponent's weapon), oversized double-bladed Axe (1d12+2), Sniper Blowgun; *Special Attacks*: *poisoned talons* (on claw attack talons secrete paralyzing poison, effect 1d6 rounds persists 3d100*5 minutes, save 1d20 GTET [32-Stamina]), *blinding tail* (hits eyes, blinds 2d100 rounds, avoid on 1d20 GTET [28-Agility]); *Special Qualities*: against a natural rock or stone background, crushes rock or stone 30 pounds/round, earth elementals will not attack stone gargoyles, infrared vision (125 FT), low-light vision, see invisibility (80 FT), +5 save bonus against fire/cold magic, edged weapons inflict hp1/hit, blends; 5/day — reflect normal missiles (3d20 rounds), 3/day — break door, create fog (50 FT, 1d20+80 minutes), 1/day — electric touch (1d12+1d8, save 1d20 GTET [33-Stamina]), summon **giant insect swarm** (1d10+20 minutes), zone of darkness (75 FT, 2d20+100 minutes); AL Neutral; *Attributes*: Agil 21, Int 14, Stam 26, Str 27, Will 20; *Possessions*: Mind Shielding Ring, Belt of Strength +4, leather Bracers (AC+8), cure moderate wounds potion (x2), cure critical wounds potion; *Description*: A winged humanoid figure 7 FT to 7 FT 10 inches tall, with an ugly rounded head having multiple horns, two tall pointed ears, one huge lidless eyes, a three-nostril nose, wide mouth with several fangs, a rounded chin with small goatee. The Stone Gargoyle has a thick neck, wide chest and rounded torso, heavily muscled with thick hands, short power legs, a wide triangular foot with four-toe talons, two bat wings each spanning 6 FT, and a short curly tail. The Stone Gargoyle is dressed in a leather breechcloth, leather bandolier, weapon scabbard, and large belt pouch. Some Gargoyles also wear a wide-brimmed leather hat. They speak Common, Infernal Cant, and Earth Elemental.

BESTIARY: GAR TO GHOULIE

Gar; HD1-3; AC12-20; *Attacks*: Bite 1d8 Tail 1d3 Ram 1d10; Agility 15-19; *Description*: A thin predatory fish to 7 FT long having a thin, elongated snout with a crocodilian jaw and many small shark-like teeth, two large grey eyes and a silver-and-black head; it's body is silver a grey strip along its underside and grey fins/tail; *Other*: very aggressive, average quality meat; Number Den 1d12+1d4 Hunting Pack 1d6.

Long Nose Gar: length 12-14 FT, red eyes, cream body with red stripe, red spots on tail and fins, Bite 1d12+1d4, Tail 1d4, Ram 2d8, aggressive, 1d10*25 pounds good quality meat at 1d8 CP/pound.

Garm, 1d10 appearing; HD1d4+9; hp 2d12+50; Move: 75 FT (3/day 120 FT/round for 1d20 rounds), swim 38 FT; AC 49; *Attack*: Bite 1d12+4 (x2), Claw 1d10+1 (front, x2), Trample 3d8; *Weapons*: neck chain (1d12); *Special Qualities*: extraordinary hearing (200 FT), extraordinary scent tracking ability, immune to normal and magical cold; infrared vision (200 FT), see ethereal/incorporeal (25 FT), see invisible (125 FT), suffers one-tenth damage from fire magic; AL Evil; *Attributes*: Agil 19, Int 15, Stam 25, Str 26, Will 21; *Description*: A two-headed red-colored pit bull dog with black eyes and black paws, standing 6 FT high at the shoulders, 8½ FT high at the ears, and a 7 FT long body, with large protruding fangs on their lower jaws, and a thick stiff and wiry pelt which scratches like sandpaper. Each head wears an adamantine collar from which hangs an 8 FT length of chain.



Ghost, 1 appearing; HD1d4+10; hp 1d12+65; Move: fly 80 FT; AC 35; *Special Attacks*: *aging gaze* (gaze, 15 FT, 1d6 plus increases physical age 15 years, save 1d20 GTET [32-Will]), *aura of fear* (gaze, 25 FT, panic 1d12*12 rounds+50 rounds, save 1d20 GTET [33-Will], recovers on save 1d20 GTET [35-Will] checked every 5 rounds), *chilling touch* (reduces effective Agility statistic 1d3 points lasting 1 hour, save 1d20 GTET [35-Stamina], at Agility 7 the affected person is paralyzed, at Agility 0 the affected person dies and becomes a Ghost under the control of their killer); *Special Qualities*: detect good (150 FT), detects life (250 FT), requires silver or gold weapons to damage, resists Prayers (save 1d20 GTET 30-Will), resists Spells (save 1d20 GTET [33-Will]), see invisible (100 FT), telekinesis (50 FT, 20 pounds), telepathy (250 FT); 3/day — bar good (3d100 minutes, save 1d20 GTET [34-Will]); AL Neutral; *Attributes*: Agil 14, Int 19, Stam 19, Str 10, Will 22;



Possessions: 1d6 valuable grave goods (each 1d100*1d12 GP) items plus 1d100*25 GP plus 1d4 enchanted items buried in their grave; *Description*: An incorporeal humanoid figure 5½ FT tall, typically a phosphorescent pale white, wearing a grave shroud and carrying steel chains, with glowing purple or violet eyes and translucent skeletal hands. The rattling of a Ghost's chains are heard by mortals at 100 FT. The Ghost of a Wizard, Witch, or Necromancer retains their spell abilities on a 1d10 roll GTET 7. A Ghost is also a Seer on 1d100 rolls of 100. Ghosts are bound to stay within 25 miles of their grave or body (if unburied); they are released if their body is sprinkled with GTET 4 Holy Water, blessed, and their heart is burned.

Ghost Wind Pollen; HD not applicable; AC not applicable; *Special Abilities*: Causes temporary insanity (loses inhibitions for 3d12 hours, save 1d20 GTET [36-Will] checked quarter-hour of exposure, greatly enhances libido and violent tendencies; affected persons unable to use spells or prayers, combat at -8 TH while affected, affected persons likely to experience amnesia); Agility 20-26; *Description*: An intoxicating sweet perfume emanating from a five-petal purple flower growing in alpine terrain; *Other*: most common from late Spring through early Summer, very fine (filters/masks largely ineffective); Number 1 (affects area 4d100 yards by 1d20*0.1 miles).

Ghoulie; HD4-6 [hp1d8+22]; AC90-100 steel weapons 40-50 silver weapons 10-20 wood weapons; *Attacks*: Bite 1d3; *Special Abilities*: Cold Touch 1d6 OR Paralyzing Touch (save 1d20 GTET [26-Stamina], Elf apply -3 modifier), Diseased Bite (save 1d20 GTET [28-Stamina], Dwarf apply -3 modifier, effect 1d8 days lasting 2d12 days); Agility 10-13; *Description*: A deformed humanoid Undead 4-5 FT tall, with a curved/hunched appearance, having a flat face, a large nose, large red eyes widely apart, pencil-thin curving brows, a wide mouth with prominent upper jaw fangs, a small rounded chin, thick black hair at the top of the head, pointed donkey's ears, seven-fingered hands with 5-inch talons, short/bent/knobby legs; their skin is dark purple skin with boils/warts/open sores; wear torn/ragged dark-colored grave clothes; pungent odor at 200 FT; *Other*: bodies killed become ghoulies in 1d8 days, active dusk to dawn, dislike all light sources; Number: 1d8+3 pack.

BESTIARY: GIANT (ARMADILLO TO DOLPHIN)

Giant Armadillo; HD1-2; AC70; *Attacks*: Bite 1d2 2*Claw 1d6r; *Special Abilities*: infrared vision; Agility 9-12; *Description*: A round pudgy armored ball with a long thin face and thin tail; its body is protected by a series of interlocking plates; *Other*: good digger; Number 1d3.

Giant Beaver; HD1-2; AC14-18; *Attacks*: Bite 1d6 Tail 1d4; *Special Abilities*: low-light vision; Agility 12-14 land 19-23 swimming; *Description*: A large rodent-like four-legged mammal 4 FT long, with a thick, dark brown pelt; it has two large front incisor teeth; it has dark brown or black eyes; it has a large oblong flat tail and webbed toes; *Other*: good swimmer/ diver, pelt worth 1d10+10 GP; Number: 1d12 Lodge 1d6 Outdoors.

Greater Giant Beaver: HD2-3, AC16-20, Bite 1d8, Tail 1d6, pelt 1d10+14 GP.

Mountain Giant Beaver: HD 3-4, Bite 1d10, Tail 1d8, Agility 14-18 land, 22-26 swimming, pelt 1d12+12 GP.

Giant Catfish; HD1-2; AC10-20; *Attacks*: Bite 1d4 Tail 1d4 Ram 1d6; Agility 12-15; *Description*: A large silver or silver-grey fish to 5 FT long and 1 FT diameter; it has a large jaw with oval mouth and teeth and characteristic multiple facial appendages/whiskers; *Other*: rarely found in tropical waters; Number 1 (25% mated pair).

Giant Crab; HD0-2; AC30-44; *Attacks*: 2*Pincers 1d4; Agility 9-11 land 12-14 underwater; *Description*: A large six-legged armored crustacean with two large front pincers and two eye stalks, colored orange-brown with a white or tan underside; its oval shell is 3 FT long by two FT across; *Other*: limited to 1 hour out of water; Number 1d8.

Great Sea Crab: HD2-3, AC40-50, 2*Pincers 1d6+2, Agility 10-12 land 14-16 underwater, up to 6 FT long, out of water to 2 hours.

Giant Scorpion Crab: 3 FT long tail with stinger, HD1-3, AC34-40, 2*Pincers 1d8+2, Stinger 1d6 (paralysis, 3*1d100 minutes, save 1d20 GTET [32-Stamina], humans -2 roll modifier), out of water to 6 hours.

Giant Spider Crab: Eight-legged armored crab to 6 FT across, HD3-5, AC 50-60, 2*Pincers 1d10, out of water to 8 hours, climb vertical walls, spins sticky webs.

Giant Crane; HD0-1; AC8-16; *Attacks*: Beak hp2 Kick 1d6; Agility 9-11 land 13-15 airborne; *Description*: A long-legged bird with thick feathers, an oval body with long tail, and a long, thin, flexible neck topped with a small head with blue eyes; legs are 26 to 30 inches long and spindly but end in sharp talons; typically colored white or off-white (cream) or grey, sometimes with black tips on the wing feathers; *Other*: movement not affected by mud, carcass produces 2d6 pounds of feathers at 3d10 SP/pound; Number 3d12 flock.

Giant Kicking Crane: HD1-2, AC12-20, Agility 11-13 land, Beak 1d6, Kick 1d12.

Giant Whooping Crane: HD3-4, AC18-25, Agility 12-15 land, Beak 1d4, Kick 1d10, Whooping Call (panic, save 1d20 GTET [32-Will], 4/day, unconscious on save roll LTET 3).

Giant Crawling Water Beetle; HD0-2 [hp1d10+20]; AC55-65; *Attacks*: Bite 1d4+1 Ram 1d8 land; Agility 9-12 land 14-18 water; *Description*: An eight-legged creature to 6 FT long, standing 4-4½ FT, having a large head. silver compound eyes, six whip-like blue antennae, two pairs mandibles, a stocky circular body with flat underside; bright green legs start horizontal then turn with two oversized knee joints and a 20-inch circular; the shell is glossy bright blue-green with green head spot; *Other*: walks on water, swimmer, not aggressive, active in daylight; Number: 1d6.

Giant Whirligig Water Beetle: to 8½ FT and 5 FT shoulder, gold or copper-yellow compound eyes, 30-inch foot, clear wings over shell, glossy brown-red shell, green lower legs/antennae, HD2-5 [hp1d10+30], AC70-80, Bite 1d6+1, Claws 1d3 (airborne), Ram 1d10, damage +1 from piercing, walks on water, not swimmer, flies to quarter-mile, often aggressive, active until after dusk.

Giant Crow; HD1-2; AC10-16; *Attacks*: Beak 1d3; Agility 9-11 ground 15-19 airborne; *Description*: A large black bird with golden eyes, standing 28-36 inches tall with a wingspan of 4½ FT, the undersides of their wings are dark grey; they have a distinctive "caww" call; *Other*: not aggressive and generally retreat, attracted to shiny objects, arctic cultures believe Giant Crows to be bad luck/omens; Number 2d8 flock.

Giant Talking Crow: light grey breast and under-wing feathers, HD2-4, AC18-30, Agility 10-13 ground 18-22 airborne, Beak 1d6, Talons 1d4 (airborne), Intelligence 1d6+8, 5% chance to know two humanoid languages, mischievous but not evil, very friendly with Gnomes and Dwarfs, neutral towards Goblins.

Giant Dolphin; HD2-4; AC12-20; *Attacks*: Bite 1d4 Tail 1d4 Ram 1d12 Stampede 6d12; *Special Abilities*: echo location; Agility 16-20; *Description*: A sleek fish-like creature 16-22 FT long with a smooth, rubbery, skin, two fore-fins, a split tail, and a head which tapers to a small round nose, with two large black eyes and a compact jaw filled with small sharp teeth; Giant Dolphin have a thick blubber layer underneath their hide, Intelligence 6+1d12, Strength 1d6+8; *Other*: 1 in 100 speaks a humanoid language, dives to 1000 FT, remain underwater to 15 minutes, good jumping ability (airborne), very loyal, generally friendly to seaman, hate Orca,

BESTIARY: GIANT (DOLPHIN TO GOOSE)

Giant Dolphin, continued...rumors are that Dolphin Wizards are found on the Elemental Plane of Water; Number 2d10+6 school.

Giant Earwig; HD0-1; AC6-10; *Attacks*: 2*Pincer 1d4; *Special Abilities*: infrared vision; Agility 9-11; *Description*: A flat eight-legged insect with a thick shell, to 20 inches long, 6 inches across, and 5 inches tall, having a long spiky forked tail which extends 1 FT and several long antennae; it has four compound eyes, a mandible and jaw, and two crab-like pincers; its body is a flat grey color with a darker grey underside, a black tail, a silver spot on its head, and silver pincers; *Other*: prefers dark/confined spaces, climbs vertical walls, fast sprinter, very sensitive to vibration, not affected by blindness magic, body is poisonous when eaten (save 1d20 GTET [32-Stamina]); Number 1d10.

Giant Spitting Earwig: HD2-3, AC16-24, 2*Pincer 1d6, Spit 1d6 (acid, range 12 FT, recharge 3 rounds).

Giant Eel; HD0-1; AC5-10; *Attacks*: Bite 1d6 Ram 1d4; *Special Abilities*: Coiled Spring (+3 hit, +1d6 damage, from ambush only), low-light vision; Agility 14-17; *Description*: A long flexible creature with a snake-like body to 8 FT long, gills, thin body-length fins along the top and bottom of their body, and four sets of side fins; it ends in a flattened section of cartilage but does not have a true tail; the Giant Eel has two wide lidless eyes, one on each side of its head, and a thin slit mouth full of small but extremely sharp teeth; the Giant Eel's skin is thick and bumpy, often mottled with shades of green, somewhat aggressive; Number 1d6.

Giant Spiny Eel: brown or dark tan body to 6 FT with blue stripes, HD1-2, AC10-16, Bite 1d6, Spines 1d4 (embedded spine causes hp1 for additional 1d8 rounds).

Giant Moray Eel: yellow-green body to 12 FT with six fin-pairs, females yellow spots, Bite 1d12 (avoid constrict 1d20 GTET [32-Agility]), Constrict 1d10 (break away 1d20 GTET [30-Strength]), two bites on initial surprise attack, highly aggressive.

Giant Electric Eel: red body with yellow-orange spots underside to 9 FT, Bite 1d8, Shock 1d12 (range 6 FT, recharge 4 rounds), Tail 1d6, highly aggressive.

Giant Ermine; HD0-1; AC10-20; *Attacks*: Bite hp2 (1d4 every third round) Claw 1d3; *Special Abilities*: infrared vision; Agility 17-21; *Description*: A long-tailed four-legged furry weasel-like animal, with a 3-4 FT body and 3 FT bushy tail, short stubby legs, dark brown eyes, a pointed elongated snout with a soft black nose at its tip; it has a soft, glistening dark tan to brown pelt (white on the paws and in the tail); may have a thicker and coarser grey fur on its underside; *Other*: fast sprinter, good swimmer, excellent climber, excellent digger, excellent smell sense, can be trained when young then loyal, pelts 2d10 GP; Number 1d20 nest 1d6 outdoors.

Giant Black Ermine: dark grey to black pelt, HD 2-4, AC 25-35, Bite 1d4 (1d6 every third), Claw 1d4, blends in underground environment (limited invisibility), additional +2 hit from ambush with +4 damage, moves silently underground.

Giant Striped Ermine: black pelt with red to orange stripes on flanks, HD4-6, AC40-50, Bite 1d8 (1d10 every third), 2*Claw 1d6, blends underground, additional +3 hit from ambush with +5 damage.

Giant Fly Trap; HD0-4; AC10-14; *Attacks*: Bite 1d10 (avoid trapping on 1d20 GTET [34-Agility]; *Special Abilities*: Digestion (1d4 acid/round, four tries to escape on 1d20 GTET [30-Strength] then unconscious); Agility 15-20; *Description*: A thick-skinned plant with a large hinged mouth-like structure, its trap is 4-5 FT by 2-2½ FT each side of the "hinge", the exterior edges are lined with thick horny spikes which interleave when the trap closes; the interior is lined with vine-like tentacles which surround and bind the victim; the trap is usually found in the open position surrounded by bushy fern-like fronds (camouflage); the mouth structure is mottled in shades of green with irregular yellow blotches; *Other*: detect with 50 FT on 1d20 roll GTET [34-Intelligence-Level]/Elves apply a +3 roll modifier, hits on the plant to free a trapped person also inflict hp1d3 on the victim; Number 1d10.

Giant Fungus Fly (Kinnel's Fly); HD1-3; AC4-10; *Attacks*: Bite hp1; *Special Abilities*: Fungus Rot (fungus rots skin, goes from a spot to a whole limb in 24 hours, hp1-hour, save 1d20 GTET [33-Stamina], anesthetic effect, cannot be cured after 8 hours); Agility 8-10 ground 17-22 airborne; *Description*: A four-winged insect with a 10-16 inch body, rounded head, several long brown feathery antennae, two purple glowing compound eyes, a pincer-like jaw structure, and a flexible horn-like sucking tube under its jaw; its body is white or tan-colored with white feet with pale yellow wings marked with a single gold circle; its body is covered with bright yellow/green fungus; Number 1d12.

Giant Goose; HD0-2 [hp 2d10]; AC4-10; *Attacks*: Beak 1d4 Wing 1d8 (batter) Talons 1d6 (airborne); *Special Abilities*: low-light vision; Agility 9-11 ground 13-15 swimming 16-19 airborne; *Description*: A large two-legged webbed-footed aquatic bird with a slender elongated body, long pointed tail feathers, a short thick neck topped with a short rounded head, yellow eyes, and a very long flat orange beak; bodies are dark brown with multiple colors in their tails and yellow/red bands around the neck; *Other*: excellent swimmer/diver, excellent sight, fast flier, carcass 1d20+1d10 pounds good quality meat at 1d10 SP/pound, feathers 1d8 CP/pound, down 3d20 CP/pound, eggs 1d4 SP, aggressive during breeding season; Number 4d20 migrating flock, 1d12 summer flock.

Giant Long Necked Goose: to 5 FT tall, HD1-3, AC8-12, Beak 1d8 Wing 1d10 Talons 1d8 Ram 1d12+1d6 (airborne), gold or silver eyes, dark brown beak and feet, green neck bands, eggs 1d4 GP, meat 1d12 SP/pound, feathers 1d10 SP/pound, down 2d20 SP/pound.

BESTIARY: GIANT (GOPHER TO HAWK)

Giant Gopher; HD0-3; AC8-16; *Attacks*: Bite 1d6 2*Claw 1d8 Ram 3d4; *Special Abilities*: low-light vision, infrared vision; Agility 10-12 above ground 14-18 tunneling; *Description*: A four-legged rodent-like animal, 4-5 FT by 3 FT at the shoulder, having a conical head tapering to a pointy black nose with yellow/yellow-red eyes, a short thick neck, large five-finger claws on each stubby leg, and a small, stubby, black tail; it's pelt is dark chocolate brown with black feet and claws; *Other*: outstanding sense of underground direction, extraordinary tunneling ability, good sense of smell, poor vision, very territorial, easily spooked, 4d20 pounds of poor to moderate quality meat, pelt 1d8 CP, young pups can be trained; Number 2d12 den 1d4 hunting.

Giant Grasshopper; HD1-2; AC20-30; *Attacks*: Bite 1d3 2*Claw 1d6 Ram 1d8 (airborne); Agility 13-18 ground 15-20 airborne; *Description*: A six-legged insect to 5 FT long having a rectangular head, cigar-shaped body 2 FT thick, stands 2 FT off the ground on thin tube-like legs, the extremely long rear legs extend above the body and act as a spring; it has a mandible and jaw set on the underside of its face, two bronze or copper compound eyes, two dark green feathery antennae and four 'feeler' whiskers {3 FT} on its face; it's body is light tan-brown, light green, or has irregular shades of green; four complex long thin wings usually folded together on its back under protective brown/green chitin coverings; *Other*: flies ¼ mile at 500 FT height, excellent jumps (30 FT horizontal 15 FT vertical), good hearing, good climbing ability, holds to vertical surfaces; Number 5d100 swarm (especially mid-late summer) *Otherwise* 1d12.

Giant Killer Grasshopper: length to 7 FT, orange eyes, dark brown or dark green with red feet and a red line pattern on rump/thorax, HD4-7, AC40-50, Bite 1d8, 2*Claw 1d8, [2*1d10 airborne], Ram 1d12 (airborne), flies ½ mile at heights to 1000 FT, very aggressive at all times.

Giant Grub; HD0-1; AC8-14; *Attacks*: Bite hp1; *Special Abilities*: Suction (adhere on TH roll GTET 17, suck blood 1d4/round, save versus disease 1d20 GTET [24-Stamina]); Agility 7-10; *Description*: Tube-shaped creatures to 16 inches by 4 inches diameter, with an oily ash-grey skin and two beady black eyes; a circular mouth on one end has very sharp teeth; *Other*: attracted by movement and vibration, generally remain underground, echo location, immune to earth magic, double damage from fire, meat is poisonous; Number 2d20.

Giant White Grubs: length to 26 inches by 6 inches, pale white body with dark red around head, red eyes on stalks, black teeth, HD2-4, AC 16-20, Bite 1d4, Suction on TH roll GTET 14 (blood 1d6/round, save versus disease 1d20 GTET [28-Stamina]).

Giant Goat, 2d24 appearing; HD1-2, 1d3+3; hp 1d8+32; Move: 80 FT (burst of speed: 160 FT/round, 6 rounds, 3/day), swim 25 FT; AC 32; *Attack*: Bite 1d4, Horns 1d12 (+2d8 when charging), Overrun 2d8, Foreleg Kick 1d8, Rear Leg Kick 3d6; *Special Attacks*: *alpha butt* (head butt 2d12+3, -3 to hit, 3/day), *Challenge bray* (fear, 25 FT, 3d20+20 rounds, save 1d20 GTET [29-Wil]); *Special Qualities*: blends into mountainous terrain, extraordinary cold resistance, extraordinary scent and hearing (500 FT), immune to plant-based poisons, low light vision, +4 save bonus against earth magic, 5/day — indistinct image (1d20 rounds, AC+10), 1/day — limited teleport (100 FT), fly (100 rounds); AL None; *Attributes*: Agil 25, Str 23 (male) 18 (female), Int 5, Stam 21, Will 9 (male) 15 (female); *Description*: A four-legged mammal with a long neck, tall triangular ears, an elongated snout, high forehead, wide brown eyes, two pale orange curved horns (each 1d12+50 GP) on the sides of its head, a goatee on its chin and a tuft of hair between the horns. The Giant Goat has powerful chest and leg muscles, and a wide cloven hoof (each 1d20/10 GP). Its hide is covered by thick short hair colored in a mottle of brown and grey shades, in winter the hair is overgrown by a thick, curly, wool (shed every spring). Each carcass produces 4d12 pounds of good quality meat (1d6 GP/pound).

Giant Gull; HD1-4; AC10-20; *Attacks*: Beak 1d4+1 Claws 1d6 (airborne) Ram 1d8 (airborne); Agility 8-10 ground 15-19 airborne; *Description*: A sea bird with a 4-5 FT streamlined/tapered body and 10 FT wingspan, having a thin face, long wide flat brown or tan beak, two brown short stubby legs with webbed feet; its body is cream white to light tan with a black band along the rear edge of each wing; several short black tail feathers stick straight back; *Other*: Intelligence 1d6+8 (speech if GTET 13), excellent vision, good flight endurance, glides silently, attracted to ships, considered good omen by sailors, dislike Osprey, generally not aggressive, friendly with Sea Dragons; Number 1d20 nest 1d10 flock.

Greater Gull: length 6-8 FT, wings 12-15 FT, grey face, dark brown beak and feet, black/grey bands on wing edges, HD3-6, AC25-35, Beak 2d4+1, Claws 1d10 (airborne) Ram 1d12 (airborne).

Giant Hawk; HD3-5; AC10-20; *Attacks*: Beak 1d6 2*Talons 1d8 (airborne) Ram 1d10 (airborne); Agility 9-12 ground 16-20 airborne; *Description*: A raptor-type bird to 5 FT long with 9-10 FT wingspan; light brown eyes with dark brown feathers, curved yellow beaks/legs/talons and white tail feathers; *Other*: very fast sprint flier, exceptional sight, territorial, temperamental and often aggressive; Number 1d6 nest 1 hunting (20% mated pair).

Giant Arctic Hawk: to 7 FT long with 10-14 FT wings, cream color upper body with light blue undersides, black beak, gold eyes, HD4-8, AC20-30, Beak 1d8 (2 *Attacks* versus LTET L3), 2*Talons 1d12 (airborne) Ram 2d8 (airborne), immune to cold magic, 50% resist water magic.

BESTIARY: GIANT (HOPPER TO LIZARD)

Giant Hopper; HD1-4; AC8-16; *Attacks*: Bite 1d10 Tongue 1d4; *Special Abilities*: Trapping Tongue (on hit, avoid 1d20 GTET [28-Agility], break free 1d20 GTET [30-Strength], no attack while entangled, bites at +3 TH and +3 damage while tangled); Agility 11-14; *Description*: A squat rotund lizard 5-7 FT long by 3 FT by 3-5 FT tall, having a neck-less triangular head with three large lidded green eyes, long thick abrasive red tongue (10 FT), two short thick six-toed forelegs, two huge frog-like hind legs with wide four-toed feet (not webbed); their sandy-yellow/yellow-red skin is thick bumpy leathery; *Other*: jump to 35 FT horizontal 15 FT vertical, good heat resistance, double damage Water magic, quarter damage Fire magic, go without water to 20 days, carcass 1d100+200 pounds average quality meat, hibernates in very high heat; Number 1d6.

Giant Jellyfish; HD1-4 [hp1d12+1d6]; AC3-8; *Attacks*: 4*Tentacles 1d6; Agility 9-12; *Description*: An amorphous hemispherical creature with a white/translucent body and numerous long white/tan tentacles; the body is 10-12 FT across by 7 FT tall; it has 2d8 tentacles 1d6+14 FT long each covered by sharp bony hooks; tentacle secretes chemical causing severe stinging; *Other*: rarely aggressive; Number 1d12.

Giant Electric Jellyfish: Body 9-11 FT by 5-6 FT tall, pale yellow color, 6*Tentacles 1d4, Electric Attack (each tentacle 3d6, recharge 6 rounds), often aggressive.

Giant Kelp; HD0-1; AC4-10; *Special Abilities*: Entangle (avoid 1d20 GTET [25-Agility] checked every 20 FT travel, 20-Agility rounds to free); Agility 20; *Description*: A large multi-frond plant growing in clumps in shallow ocean water, fronds are to 40 FT, long and taper 18 inches at base to 6 inches at the top; fronds are a dull or light brown color sometimes with darker brown or green stripes along the center; Number 200 yard thicket.

Giant Grasping Kelp: light purple with yellow stripes, black nodules, HD2-3, AC12-16, Constriction 1d8/round, break free 1d20 GTET [24-Strength], one attack/20 FT travel.

Giant Poison Kelp: light green with red stripes, barbs along frond, Constriction 1d10/round, break free 1d20 GTET [28-Strength], Puncture Wound (1d6, avoid 1d20 GTET [24-Agility], poison inhibits breathing, save 1d20 GTET [26-Stamina], 1d10 rounds, cumulative).

Giant Katydid; HD1-3; AC15-20; *Attacks*: Bite 1d3 4*Claw 1d4 (airborne); *Special Abilities*: Chirp (deafen 1d100*1d6 minutes, range 100 FT, save 1d20 GTET [28-Stamina]); Agility 9-12 ground/tree 14-17 airborne; *Description*: A squat pale green six-legged insect to 4 FT long by 4½ FT tall; their body is thin, have two pairs of translucent wings which fold over each *Other* and under an exoskeleton cover; they have darker green around the face/legs; legs have hooked/barbed claws; *Other*: known for distinctive 'chirp' sounds, good flying endurance, slow flier, not aggressive, active at night; Number 3d100 swarm 1d20 group.

Giant Leatherback Turtle; HD3-6; AC50-56 shell 20-30 head/legs; *Attacks*: Bite 1d6 2*Flippers 1d6 (swimming) Ram 2d8 (swimming); Agility 9-11 land 14-17 swimming; *Description*: A large four-reptile with a hard 6-8 FT shell, large powerful clawed front legs, wide paws/flippers on the hind legs, and a long flexible neck with a small rounded head, having a beak-like jaw and a long, thick tongue; the shell is mottled brown with a soft thick leather outer cover, with a short spiny tail; the Giant Leatherback Turtle has short legs with wider; it's skin is a light green; *Other*: stay underwater 30 minutes, dive to 250 FT, not usually aggressive, carcass 2d100+50 pounds good quality meat at 1d10+6 SP/pound, 1d100+100 pounds blubber at 1d6 SP/pound, shell at 1d8 GP; Number 1d3.

Giant Lice; HD0-1; AC3-6; *Attacks*: Bite 1d3; Agility 10-12; *Description*: A pale white six-legged insect 9 inches long with several broad brown bands across their backs; they have curved, hooked, claws on each foot and large prominent jaws and small suckers; Number 3d10.

Giant Disease Lice: to 14 inches, pale white with black body spots and black feet, HD2-3, AC10-14, first Bite 1d3, attachment on 1d20 GTET 14 (hp2/round blood sucking), transmits disease (save 1d20 GTET [28-Stamina])

Giant Lizard; HD0-3; AC15-20; *Attacks*: Bite 1d4 2*Claw 1d3 Tail 1d4; *Special Abilities*: low-light vision; Agility 9-13; *Description*: any of several long squat four-legged reptiles between 3 FT and 9 FT having a tapered snout, long forked tongue, bony eye ridges, feet with four toes and talons, and a long flexible tail, their bodies are mottled in shades of brown/green; *Other*: 50% resist Water magic; Number 1d12.

Alligator Lizard: 7-8 FT, ridges along its back, long rectangular snout with squared tip and many short upper fangs, tan or light green, HD3-6 Agility 14-16 swimming, Bite 2d6+3, 2*Claw 1d8, Claw Rake 1d12 (swimming), Tail 1d8, good swimmer, breath to 5 minutes, 50% resist Water magic, hide 2d20 SP, 1d100+50 pounds good quality meat at 1d10 CP/pound, tail meat delicacy 3d10 CP/pound.

Dunes Lizard: HD2-4, AC24-30, 5-6 FT body, light tan or pale yellow, darker brown feet/tail, Bite 1d12, +2 TD ambush, 50% remain unseen in desert environment (limited invisibility), 25% resist Earth magic, 1d100+60 pounds average quality meat, carcass 2dd20 gallons clean water (internal sac).

Greater Lizard: 8-9 FT body, HD4-6, AC30-40, Bite 2d8, Claw 1d6.

BESTIARY: GIANT (LIZARD TO MOLE)

Horned Lizard: two 18-inch horns on face, mottled yellow-tan-brown-orange, HD3-5, AC25-35, Bite 1d6, Horn 1d12, Claw 1dd8 Ram 1d6, horns valued 1d6*4 GP.

Ice Lizard: 8-10 FT body, light purple with pink underside, HD3-6, AC30-40, Bite 1d12+4, Claw 1d8, Ice Breath 1d8 (range 15 FT, 1d12, half save 1d20 GTET [28-Stamina], recharge 10 rounds), immune cold magic, triple damage Fire magic, 50% resist Air magic.

Leopard Lizard: gold/yellow hid with irregular brown spots, feline head with fur and cat's ears, 9-12 FT body, HD4-7, AC35-45, Bite 1d12, excellent scent tracker, moves silently in jungle environment, 75% chance blend into jungle environment (limited invisibility), outstanding hearing, 35% resist Water magic, good climber.

Prairie Lizard: 6-7 FT, light green with tan/brown stripes, grey underside, HD1-4, AC20-30, Bite 1d6, Claw 1d4, 50% unseen in grassy environment (limited invisibility), 50% resist Earth magic.

Spiny Lizard: 6-7 FT body, yellow with grey underside, dark brown spines along back and flanks, Bite 1d10, Claw 1d6, Spines 1d8 (tail), Spines 3d6 (body contact), immune to poisons derived from snakes/reptiles, hide 1d12 SP, spines 1d4 CP.

Whiptail Lizard: 5-7 FT with tail 10 FT, dark brown with white spots, tan underside, white tail tip, HD2-5, AC30-40, Agility 15-19, Bite 1d8, Claw 1d6, Tail 3d6, does not leave tracks.

Giant Lobster: HD2-4; AC50-60; *Attacks:* Bite hp2 2*Pincer 1d8; *Special Abilities:* infrared vision; Agility 9-11 land 12-15 underwater; *Description:* A 4-5 FT shellfish with 6 small legs, two 3-FT pincer arms, having a small pointed head, mouth mandibles, 2 large pink eyes on 1 FT eyestalks; its body is dark pink/light red; *Other:* attracted to ruins/wrecks, 1d20+15 pounds high quality meat at 1d6 GP/pound, tail meat 1d20 GP/pound; Number 1d8.

Giant Manatee: HD1-4; AC20-30; *Attacks:* Bite 1d6 2*Fluke 1d4 Tail 1d6 Ram 3d6; Agility 10-12 land 15-19 swimming; *Description:* A rotund four-legged creature to 14 FT long having a large rounded snout, large soft black nose, two grey eyes, thick 3 FT bristles/whiskers, short jaw, no ears, spongy or rubbery hide, two large flukes on short forelegs and a fan-like tail; it's body is light grey with darker grey/black on flukes/tail/skull/snout; older males develop dark bands on the belly or underside; *Other:* 75% resist Water magic, exceptional underwater hearing, bellow 1 mile underwater, underwater 20 minutes, good sprinter but poor endurance, carcass 3d20+50 pounds average quality meat, 5d100 pounds blubber – 30 pounds blubber render 1 gallon oil at 1d12 SP/gallon, hide 10 CP, aggressive in breeding season; Number: 4d100+200 breeding ground, 1d12 bull group.

Giant Manta Ray: HD1-3; AC10-16; *Attacks:* Bite 1d3 Tail Whip 1d4; Agility 14-18; *Description:* A large flat winged creature with spiny tail, to 12 FT with a 6 FT tail, 14 FT wingspan; it has a small pointed head with two small eye stalks and several whisker-like spikes, a thick dull grey rubbery skin and light grey/white/ beige underside; *Other:* fast sprinter, 70% chance blend into sand/mud sea bottom (limited invisibility), not aggressive, attracted to wrecks; Number 1d6.

Giant Stinging Manta: 8-9 FT with 10 FT tail and 18 FT wingspan, black body with red stripes on wings and red edges, bright yellow tail barbs, white underside, Bite 1d4, Tail Barb 1d6, Toxin (on TH roll GTET 14, hp1 for 1d12 rounds, save 1d20 GTET [26-Stamina]), infrared vision, often aggressive, 35% resist cold magic.

Giant Millipede: HD2-3; AC 4-8 legs 16-24 body shell; *Attacks:* Bite 1d3 4*Pincer 1d4 Stinger 1d6; *Special Abilities:* ultraviolet vision; Agility 10-13; *Description:* A long low flexible grub-like creature 7-9 FT long by 2½-3 FT, having a rounded front end, three large red eyes, a small circular mouth, GTET 50 pairs small white legs with long thin feet, four 20-inch pincers on the sides of its head, two 30-inch flexible rods/barbed stinger at rear; it's body is purple with black stripes/splotches on flanks; *Other:* unaffected by sonic *Attacks*, very sensitive to vibrations; Number 1d6.

Giant Mink: HD3-5; AC10-20; *Attacks:* Bite 1d6 2*Claw 1d6; *Special Abilities:* infrared vision; Agility 13-17; *Description:* A four-legged creature related to rodents, 4½-6 FT long and 2-3 FT at shoulder, having a tapered pointed face with a large black nose, red eyes, large/bushy whiskers, and a small jaw with very sharp teeth; the pelt is dark brown pelt with black feet and a black tip to its short tail; five-claws on forelegs and four claws hind legs; *Other:* swim but dislikes water, good diggers, excellent scent tracker, good sprinter, lack running endurance, pelt 1d10+9 GP, 1d12 claws 1d12 SP/each, carcass 1d20+10 pounds average quality meat, hates snakes, active afternoon to dusk, somewhat aggressive; Number 1d10 den 1d4 hunting.

Giant Mole: HD0-2; AC10-20; *Attacks:* Bite 1d2 2*Claw 1d6; *Special Abilities:* infrared vision; Agility 10-12; *Description:* A pudgy four-legged rodent with a thin tapered head/snout and thicker larger body, 3½-5 FT long and 2½-3 FT tall, the head is close to the ground, having a small (neckless) head with weak jaws, small black nose, narrow slit-like green eyes, two large three-toed claws; it's body is dark brown or black; *Other:* excellent digger, exceptional hearing, good vibration sense, senses buried gemstones 100 FT, can be trained when young, poor sight and depth perception, not aggressive, pelt 1d20 SP; Number: 1d10 den, 1d3 hunting.

Giant Golden Mole: 6-7 FT long, thick yellow-gold fur, white nose, HD1-3, AC20-26, Bite 1d4, 2*Claws 1d8, Ram 1d8, sense gemstones and precious ores at 250 FT, good sight in daylight, pelt 4d20+12 SP, claw 1 SP/each, carcass 4d20 ounces blood at 1d12 CP/ounce.

BESTIARY: GIANT (MONGOOSE TO OSTRICH)

Giant Mongoose; HD2-6; AC20-30; *Attacks*: Bite 1d8 2*Claw 1d4 Ram Trample Stampede Pincer Stinger Punch Strangle Weapon; *Special Abilities*: +4 TH versus snakes, low-light vision, infrared vision; Agility 14-19; *Description*: A four-legged creature related to the weasel, long thin and close to the ground, 3-5 FT long with 2-3 FT bushy tail, a thin head with wide black eyes, tall thin ears, small tapered snout, small mouth with very sharp teeth, and four-toed claws; their pelts are light brown/light grey with black claws, black streaks in the tail, and a lighter underside; *Other*: immune to snake venoms, 75% immune spider/scorpion venoms, good swimmer, moves silently in jungle environment, smell reptile at 300 FT, jump 10 FT horizontal/vertical, hates snakes and reptiles, somewhat aggressive towards mammals, very social; Number: 1d8 den 1d2 hunting.

Giant Mosquito; HD0 [hp 1d6]; AC2-8; *Attacks*: Bite hp1 (swarm 4 *Attacks* 1d8); *Special Abilities*: Disease Carrier (on 1d20 GTET 14, save 1d20 GTET [28-Stamina]); Agility 11-13 ground 19-24 airborne; *Description*: Six-legged, four-winged insect 5-8 inches long, having a thin black body with a large head, yellow compound eyes, and a large orange tube sucker; *Other*: active at night, blend into vegetation (limited invisibility); Number: 5d100 swarm.

Giant Moth; HD0 [hp1d6]; AC3-8; Agility 8-10 ground 14-18 airborne; *Attack*: Bite 1d2; *Description*: A six-legged insect with a stubby 8-12 inch cigar-shaped body with two rounded wing pairs, having two antennae pairs, a pair of pincers below its circular mouth, it's body is darker brown/tan with lighter underside and white/cream/tan wings; *Other*: active at night, not aggressive, attracted to light; Number: 2d12 flock.

Giant Diamondback Moth: To 15 inches, two antennae pairs (white feathers, straight glossy black), 2d20 SP diamond embedded in the head, 1d6 diamonds [2d20*1d12 SP] in its back; light brown body with darker brown cross-hatch on back/sides and cream underside, HD1-2 [hp1d8+3]; AC25-30; *Armor Eater* (pincers, 1d4 permanent armor reduction, 1d3 versus person only after AC reduced to 0), infrared vision;

Giant Ghost Moth: to 20 inches, light yellow exoskeleton covered by fine white webbing and light green underside, two pair white lace wings with yellow spots, three antennae pair (white, black, black), HD2-4, AC16-20, *Armor Eater* (pincers, 1d10 permanent armor reduction, 1d3 versus enchanted armor, 1d4 versus person only after AC to 0), *Ghost Travel* (fly through solids, limit 5 FT, cannot if pure copper/silver/lead/electrum/adamant), *Invisibility* 2d12 minutes/day, infrared vision, 2d10 swarm.

Giant Musk Deer; HD2-5; AC6-12; *Attacks*: Bite 1d2 Antler Gore 1d10 Kick 1d4 (fore) 1d8 (hind) Trample 1d8 Stampede 6d12; *Special Abilities*: Musk Spray (rear gland, range 20 FT, noxious odor, blindness 2d100 rounds, avoid eyes 1d20 GTET [28-Agility]), low-light ability; Agility 13-19; *Description*: A four-legged bovine 6-9 FT long, 6-7 FT at shoulder with a large antler rack, having a long/thin face with thin snout, wide dark brown nose, large orange eyes, pointed ears, wide mouth, thin body, long spindly legs, cloven hoof, and a short wide flap tail (covers bulbous hind glad sac); it's body is rust-brown with several wide white diagonal stripes on rump/rear flanks, a white tail; often has white spots on its neck; males have permanent 1d20+6 point antlers that curve forward; *Other*: 40% undetected in forest environment (limited invisibility), swims, fast sprinter, good distance endurance, good cold endurance, running jump 35 FT horiz/15 FT vert, active in daylight, 2d100+120 pounds good quality meat at 1d20 CP/pound, antler (Points*1d4)+4 GP, carcass 2d12+12 ounces musk at 1d12+2 SP/ounce, aggressive in mating season; Number: 4d20 herd, 1d12+4 buck group.

Giant Muskrat; HD1-4; AC8-14; *Attacks*: Bite 1d6 2*Claw 1d4 (underwater) Ram 1d8 (swim); *Special Abilities*: infrared vision; Agility 11-13 land 14-18 swimming; *Description*: A rodent-like animal 4-5 FT long and 2½-3 FT tall, having large/flat face with small snout, large teeth, small rounded pug nose, small side-facing ears, large yellow or blue eyes, thick bushy whiskers, small front legs with flexible webbed toes and larger rear legs, and a short hairless tail; the pelt is glossy dark brown, may have black feet/tail; *Other*: excellent swimmer, underwater to 5 minutes, gnaw eighth-inch wood/round, sensitive to water vibrations, carcass 2d10 ounces musk perfume at 1d6 GP/ounce, pelt 2d12 SP, active afternoon/dusk, unpredictable and possibly aggressive, typical den in riverbank tunnel or log lodge; Number: 1d12 lodge, 1d4 outdoors.

Giant Ostrich; HD2-5; AC10-20; *Attacks*: Beak 1d6 Kick 1d10 Trample 2d8; Agility 14-18; *Description*: A large bipedal feathered creature with an oval body 5½-6½ FT long by 3 FT wide, stand 5½-6 FT at back/9-10 FT at head; they have a long thin pale orange/yellow neck with a small rounded white feathered head, long flat ochre beak, large dark grey eyes, a small throat sac under its beak, long head feathers (mane), two short wings (folded against body), a feather tail tuft, 4 FT pale yellow/orange spindly legs, and a large four-toed foot with curved 2-inch talons; the body is dark brown with a lighter patch of feathers on the chest (white/cream); older specimens have grey feathers on the rump; *Other*: fast runner, good endurance, smell surface water one-third mile, carcass 1d100+50 pounds average quality meat, 1d20+10 tail feathers at 1d12+4 SP/each, 2d20 pounds feathers at 1d10 CP/pound, not aggressive unless nest threatened, chicks 1d6 GP, chicks can be trained as steeds or burden (poor bond, often escape), active in daylight; Number: 1d10+8 flock.

BESTIARY: GIANT (PANDA TO PROTURA)

Giant Panda; HD0-1; AC12-20; *Attacks:* Bite 1d6 2*Claw 1d6; *Special Abilities:* Ultraviolet vision, low-light vision; Agility 11-14; *Description:* A rotund four-legged bear-like 6-7 FT long, 3½-5 FT at shoulder, having a large round face, large pale eyes, a small/flat nose, wide toothy mouth, small rounded ears, round pot-bellied torso, rounded hips with small legs and a short stubby tail; it's pelt has a thick closely-cropped white fur with black ears/nose, white face, black torso, white hips/limbs, black "socks" on each limb and a black rump spot; *Other:* excellent hearing, weak eyesight, not aggressive, cubs 1d20+15 GP; Number: 1d6 family.

Giant Pelican; HD1-3; AC6-12; *Attacks:* Beak 1d3 Talons 1d6 (airborne) Ram 1d8 (airborne); Agility 8-10 land 14-18 airborne; *Description:* A large ungainly sea bird 5-6 FT long, wingspan 12-14 FT, having a large head, small grey eyes, a feather crop/tuft on head, an elongated beak with a bucket-shaped underside, a short neck and oval body, small webbed legs and a tuft of tail feathers; it is grey/cream-white with an orange beak/feet; *Other:* immune Air magic, good swimmer/diver, not aggressive, good luck by sailors; Number: 1d10 flock.

Giant Pitcher Plant; HD1-3; AC10-20; *Special Abilities:* Caustic Trap (fall through mat into pitcher, avoid 1d20 GTET [28-Agility], detect per trap, 1d4/round acid, lose 1 point Agility/round – save 1d20 GTET [26-Stamina], escape 1d20 GTET [30-Agility] checked per round {binding cilia, numbing liquid, slippery inside}); Agility 16-20; *Description:* Any of several species of huge plants with a large dark green stalk growing out of a large clump of bright purple leaves and flowers, tipped by a clump 15-20 large multi-lobed yellow-gold leaves and a pale yellow fruit shaped like an apple; the flowering section has 4d20 purple blossoms with eight tapering/curved petals; a 7-10 FT pitcher (tank) is below ground level located directly under the yellow fruit hanging, covered by a thin flexible mat of vines/leaves; *Other:* fruit very nutritious 1d12 CP, 1d100*10+100 gallons caustic at 2d12 CP/gallon; Number: 1d12 along 1000 FT trail.

Giant Porcupine; HD0-2; AC25-35; *Attacks:* Bite 1d3 2*Claw 1d3 Ram 1d12; *Special Abilities:* low-light vision; Agility 10-12; *Description:* A moderate four-legged mammal to 5 FT long, standing to 3 FT, having a small pointed face, small beady purple eyes, small pointed snout tipped with a small nose, small jaw, small legs beneath belly, and a small pointed tail; it's hide is light brown, it's back is covered by numerous dark brown sharp horn quills to 1 FT long with barbed tip; quills normally lay flat on back/flanks but vertical when angry/frightened; *Other:* good digger, carcass 3d20 quills at 1d4+2 CP/each, not aggressive, active in daylight; Number: 1d10 den 1d3 outdoors.

Giant Tree Porcupine: 5-7 FT long, 3½-4 FT shoulder, red hide, grey quills, green eyes, HD2-4, AC30-40, Bite 1d6 2*Claw 1d4, Ram 1d12+1d8, Infrared vision, excellent climber.

Giant Porpoise; HD1-4; AC20-30; *Attacks:* Bite 1d6 Tail 1d4 Ram 2d8 Stampede 1d100; *Special Abilities:* Ultraviolet vision, Echo Location quarter mile; Agility 15-20; *Description:* A streamlined fish-like creature 15-18 FT, having a rounded/sloped forehead, flattened and elongated snout ending in a rounded tip, widely spaced grey eyes, a narrow jaw under the snout, a triangular dorsal fin, two large flukes near its belly (60 degrees off centerline), with a two-lobed vertical tail; the rubbery hide is dark grey on backs/flanks/tail/heads with white/light tan underside/jaws and light patches on tail/fin undersides; Intelligence 1d10+6, Will 1d8+12; *Other:* submerge to 15 minutes, hates sharks, tend to neutrality, friendly toward humans (not fishermen), speech above human hearing, territorial, carcass 1d100+200 pounds good quality meat at 1d10 CP/pound, fins are delicacy at 2d20 SP/each; Number: 1d20+10 pod, 1d8 hunting party.

Giant Prairie Dog; HD0-1; AC6-10; *Attacks:* Bite hp1 Claws 1d3 (fore); *Special Abilities:* Mob Attack (GTET 50 individuals, attack at HD3, 2d8/round), Infrared vision; Agility 15-20; *Description:* Moderate four-legged rodents to 3 FT long, having round pudgy white faces, prominent front incisors, long whiskers, large yellow eyes, short/round ears, a small wide snout, short legs with wide five-toed foot and 2-inch claws, and small wiry tails; their fur is light brown/tan with many white on back/flanks; *Other:* good hearing, good sprinters, excellent diggers, very social, pups can be trained (loyal), easily panicked and retreat underground; Number: 8d100 colony 1d10 foraging.

Giant Killer Prairie Dog: to 5 FT, dark brown flanks, tan chest and legs, brown feet/tail, large fangs, HD3-5, AC30-40, Bite 1d4+1, Claws 1d6 (fore), Ram 1d8, aggressive, one for every 60 dogs in a colony, swimmer, good scent tracker.

Giant Protura; HD0-1; AC10-20 head 40-50 body; *Attacks:* Bite 1d4 2*Pincers 1d6 Tail 1d6; *Special Abilities:* Stinger Strike (when tail roll GTET 14 roll for stinger, 2d8); Agility 9-11; *Description:* A six-legged creature to 20 FT, with 12 large body segments behind a 4 FT oval head, large pair of front pincers, and a thick exoskeleton; each leg has five jointed segments (all leg pairs in the front 10 FT); first pair of legs immediately behind head (large bony hook, raised over the head in striking position); the end segment has a large stinger to the rear; exoskeletons are light grey/brown, legs are dark brown, heads are dark grey, white on the head underside and jaw; no eyes/antennae; *Other:* quarter damage Earth magic, excellent diggers, very sensitive to vibrations; Number: 1d6.

Giant Firebrat Protura: to 25 FT, red to red-brown exoskeleton, dark grey head/pincer, bright red feet, HD2-4, AC15-20 head 60-70 body, Bite 1d6, 2*Pincers 1d8, Tail 1d10, Stinger (tail roll GTET 10, 2d10), Fire Breath (1d12, range 20 FT, 10/day, recharge 5 rounds), Agility 11-13, tenth damage Fire magic.

BESTIARY: GIANT (PROTURA TO SQUID)

Giant Jumping Protura: to 18 FT, black exoskeleton/tan underside, orange feet/pincer/stinger, HD1-3, AC10-20 head 55-65 body, Bite 1d4, 2*Pincers 1d12, Tail 8, Stinger (tail hit GTET 15, 2d10), Crush 2d8 with jump, jump 15 FT horizontal 8 FT vertical, TH +3 from ambush,

Giant Ram; HD0-2 [hp1d10+8]; AC8-12; *Attacks:* Bite 1d4 Head Butt 1d6+2 Kick 1d4 (fore) 1d6 (hind) Trample 1d10 Stampede 1d100+3d20; *Special Abilities:* low-light vision; Agility 11-14; *Description:* A moderate four-legged animal to 5 FT, standing 4 FT at shoulder and 6½ FT at horns, having a wide face, large elongated snout ending in a large black round nose, widely-spaced brown eyes, receding jaw, large floppy ears, two thick horns curving forward/ outward then up/back behind head , and a small fuzzy tail (rump flap); legs are thick/sturdy legs ending in cloven hoof; its pelt is white/light grey/light brown with a thick/dense coat of wool; *Other:* quarter damage cold magic, 50% blend into snow/mountain environment (limited invisibility), jump 22 FT horizontal 12 FT vertical, excellent sprinter, long distance runner, suspicions and easy to spook, carcass 3d20+50 pounds high quality meat at 1d6 SP/pound, horns 1d10+4 SP, 2d20+15 pounds rough wool at 1d8+4 CP/pound, hide 1 GP+1d8 SP; Number: 3d8 herd, 1d4 scouts.

Giant Desert Ram: to 5½ FT at horns, mottled hide (pink, brown, grey), HD2-4, AC10-20, Agility 10-14, Bite 1d4, Head Butt 1d8, Kick 1d4+1 (fore) 1d6+1 (hind), Trample 1d12, eighth damage cold magic, jump 18 FT horizontal 10 FT vertical (running), 70% blend desert environment (limited invisibility), Infrared vision, meat 1 SP/pound, horns 1d20 SP, hide rumored to protect against heat and dehydration.

Giant Golden Ram (Hershor's Ram): to 6 ½ FT long, 5 FT shoulder, yellow eyes, hide bright yellow or gold, gold horns, HD3-6, AC25-35, Bite 1d6, Head Butt 1d12, Kick 1d6 (fore) 1d10 (hind), Trample 2d8, tenth damage cold magic, quarter damage Fire magic, good climber, jump 26 FT horizontal 15 FT vertical, 50% blend mountain environs (limited invisibility), meat 1d8 SP/pound, horns 2d10 GP, hide 1d12 GP, hide rumored to protect against both heat and fire.

Giant Raven; HD1-3; AC10-20; *Attacks:* Beak 1d3 Talons 1d6 (airborne) Ram 1d6 (airborne); Agility 9-11 ground 13-15 airborne; *Description:* A moderate glossy black bird to 3 FT, 6 FT wingspan, having a small purple feather crest on head, dark yellow/yellow-brown beak, closely-set purple eyes, thick legs with three-toed foot (2-inch talons); *Other:* active in daylight, prankster, attracted to shiny objects; Number: 1d6 flock.

Giant Dwarven Raven; to 4 FT, 7½ FT wings, dark red/orange beak, red eyes, three-toed foot/4-inch talons, small white feather crest, upper wing double-bladed axe pattern, red diamond chest pattern; HD3-5; AC20-30; Agility 13-15 ground 16-20 airborne, Beak 1d4+1, Talons 1d8 (airborne), Ram 1d10 (airborne), Infrared vision, Intelligence 1d6+9, Will 1d6+9, speaks Dwarvish, quarter damage Earth magic, detects goblin-types by scent at quarter mile, generally helpful to Dwarfs, unfriendly to Elves, comfortable underground.

Giant Sea Snail; HD0-2 [hp2d12+25]; AC45-55 shell 10-20 body; *Attacks:* Bite 1d4; *Special Abilities:* Ultraviolet vision; Agility 9-11; *Description:* A moderate pale white slug-like creature 8-10 FT long (covered in slime/mucus) with a 5½-6 FT diameter milky white/bright orange spiral bony shell on its back; the lower (slug) parts are 28-40 inches wide by 16-20 inches thick with a slit mouth, two 2 FT eye stalks (red eyes), four large feathery antennae; *Other:* meat is poisonous unless thoroughly cooked; Number: 1.

Giant Boring Sea Snail: to 12 FT, pale green shell to 8 FT with brow stripes, HD1-4 [hp1d12+30], AC50-60, Bite 1d6, bores hole in soft material at 4 FT by 3 inches deep/round {hard material 1 inch deep/round}.

Giant Freshwater Snail: to 15 FT, dark blue shell to 10 FT with pink/yellow spots, HD1-3 [hp2d12+35], AC55-65 shell, Bite 1d8.

Giant Slug; HD0-1; AC6-10; *Attacks:* Bite 1d4 Claw Ram Trample Stampede Pincer Stinger Punch Strangle Weapon; *Special Abilities:* ; Agility 8-10; *Description:* A invertebrate to 20 FT long, 4-6 FT wide, 4 FT thick, having a thick rubbery dark grey skin with white strip along the underside; it has a thin 3 FT mouth along front of, four eye stalks each 3-4 FT tall; *Other:* suffer hp1 edged/piercing weapons, +50% damage cold magic, carcass 1d100+300 pounds poor quality meat; Number: 1.

Giant Squid; HD3-6 [HP2d8+60]; AC30-40 shell 10-20 body; *Attacks:* Bite 4d6 (pulled by tentacle 1d3 rounds) 2*Tentacle 2d12 (100 FT) 1d8*Tentacle 1d12 (70 FT) {wraps on TH roll GTET 12, avoid 1d20 GTET [30-Agility], break free 1d20 GTET [32-Strength]} Constriction 1d6 {must be wrapped} Ram 4d10; Agility 15-19; *Description:* A huge multi-armed creature with a 30-35 FT glossy red-purple shell and a large rear fin; shell is armored/torpedo-shaped with taper at rear and a horizontal dolphin tail; light red head has four large black eyes, a large circular mouth surrounded by eight purple tentacles with a black stripe at 70 FT (two rows sucker cups inner surface); two additional 100 FT tentacles grow from under mouth ending in orange bone hook; *Other:* retreats at 70% damage, opaque black ink cloud 30x30x30 FT volume for 2d10 minutes, shell 1d100+35 GP, 1d20+8 ounces ink at 3d12+20 CP/ounce; Number: 1.

Giant Electric Squid; 25-28 FT glossy black shell (yellow underside stripes), mustard head with yellow eyes, eight 25 FT yellow-orange tentacles with purple stripes, two 50 FT tentacles with yellow hook, HD3-5 [hp3d20+45], AC40-50 body 15-25 body, Agility 14-17, Bite 3d6 (pulled by tentacle 1d3 rounds), 2*Tentacle 2d8 (50 FT), 1d8*Tentacle 1d10 (25 FT) {wraps on TH roll GTET 15, avoid 1d20 GTET [30-Agility], break free 1d20 GTET [32-Strength]}, Constriction 1d4 {must

BESTIARY: GIANT (SQUID TO TURTLES)

Giant Electric Squid, continued...be wrapped}, Ram 3d10, Electric Shock (1d8 if tentacle hits roll GTET 18, save 1d20 GTET [28-Stamina], limit hp100/day), retreats at 80% damage, ink cloud 20x20x30 FT for 2d6 minutes, immune lightning, 50% resist Water magic.

Giant Greater Squid: 40-50 FT dark red shell with white bands, red head/tentacles, pulsing green eyes, eight 100 FT tentacles, two 150 FT white tentacles, HD4-9 [hp3d12+100], AC60-70 shell 20-30 body, Agility 18-22, Bite 6d6 (pulled by tentacle), 2*Tentacle 3d12 (150 FT), 1d8*Tentacle 1d20 {wraps on TH roll GTET 10, avoid 1d20 GTET [32-Agility], break free 1d20 GTET [32-Strength]}, Constriction 1d10 {must be wrapped}, Ram 6d12.

Giant Vampire Squid: 18-25 dark grey shell with blue bands, glossy black head/tentacles with orange stripes, pulsing white eyes, eight 30 FT tentacles, two 60 FT tentacles, HD6-9 [2d8+50], AC30-40 shell 15-20 body, Agility 18-22, Bite 4d6 (pulled by tentacle), 2*Tentacle 2d8 (60 FT), 1d8*Tentacle 1d8 (30 FT) {wraps on TH roll GTET 14, avoid 1d20 GTET [28-Agility], break free 1d20 GTET [30-Strength]}, Constriction 1d6 {must be wrapped}, Ram 3d10, Blood Suck (when tentacle wrapped limb/torso, barb inserts skin, avoid 1d20 GTET [30-Agility], 1d6/round).

Giant Swan; HD0-2; AC6-12; *Attacks*: Beak 1d4; Agility 13-16; *Description*: A moderate two-legged bird with an oval body to 6 FT, 3-4 FT shoulder, with a long thin flexible neck, a small tapered head, short legs with feathers on the upper part and dark orange hide on the lower leg, wide triangular webbed foot, large white wings, wide thick covering of bright white tail feathers; head has tapered snout, long bill tapers to flat edge, dark blue eyes set together (top of bill); multi-jointed wings fold over back for walk/swimming (span 12 FT); *Other*: good hearing, poor eyesight, distinctive hooting call, active in daylight, males are aggressive; Number: 1d12+6 flock.

Giant Trumpeter Swan: to 8 FT, 5 FT should, dark grey neck/body feathers, rust/red legs/beak, white head and wings, Beak 1d6, Blaring Trumpet (4/day, range 200 FT, 1d20 rounds unconscious – save 1d20 GTET [26-Will] AND 2d20 rounds confusion – save 1d20 GTET [28-Will] AND 3d100 minutes deafness – save 1d20 GTET [26-Stamina])

Giant Termite; HD0-1; AC8-14; *Attacks*: Bite 1d3 Ram 1d4; *Special Abilities*: Infrared vision; Agility 9-11; *Description*: A six-legged insect to 8 FT long by 3 FT, 3 FT tall, having a dark brown three-segmented body with large rounded head, pale copper-colored compound eyes, three long/ thick spiky antennae, four mandibles around a circular mouth; they have thick upper legs, two knee joints, thin lower legs with small horn hooks, and small feet each with one central digging talon; *Other*: good scent ability, dig through wood at 2 FT/round (6 inches dirt, 1 inch stone), Queens [HD3, AC25-30, Bite 1d6, to 15 FT and winged], aggressive to defend nest; Number: 2d100+150 nest 1d12 hunting.

Giant Cave Termite: to 9 FT, pale white/grey body, red compound eye, HD1-3, AC16-20, Bite 1d6, Infrared vision, sensitive to vibrations, 30% resist Earth magic, dig 2 FT dirt/round (6 inches stone), Queen [HD4, AC40-50, Bite 1d10].

Giant Desert Termite: to 5 FT, pale pink/sandy yellow body, pale yellow compound eye, HD2-4, AC20-26, Bite 1d8, Infrared vision, excellent hearing, dig sand/gravel 2 FT/round, good climbers, carcass 4d6 pounds hardening resin at 1d12+20 CP/pound, active dusk to after dawn, Queen [to 12 FT, HD4, AC30-36, Bite 1d12].

Giant Soldier Termite: to 10 FT, dark green bodies with tan mottle on mid/rear segments, HD3-5, AC35-40, Agility13-16, Bite 1d12, 2*Claw 1d4 (fore), Infrared vision, good scent ability, dig dirt 4 FT/round, 75% resist Earth magic, 25% resist Air magic, 50% blend into sand/rock environment (limited invisibility), Queen [to 18 FT, HD6, AC50-60, Bite 2d8, 2*Claw 1d8].

Giant Tiger Fish; HD6-9; AC45-55; *Attacks*: Bite 2d8+2 Tail 1d10 Ram 2d12; *Special Abilities*: Infrared vision; Agility 12-15; *Description*: A feline-headed fish to 15 FT, having a furry tiger-like head with brown stripes over orange fur, small pointed ears, wide jowls, thick orange whiskers, glowing orange eyes, an extended snout ending in a black nose, large feline jaw with upper teeth/fangs; it has two long/thin fins behind its head, a large pointed dorsal fin (like shark), a second pair of fins at mid-body underside and a flat horizontal tail; it's scales are pale orange or red with vertical bright red bands; *Other*: good sprinter, detect blood half-mile, poor hearing, hide 1d4GP+3d8SP; Number: 1d3.

Giant Tube Worm; HD0-1; AC20-26; *Attacks*: Bite 1d10; Agility 9-12; *Description*: A red/red-brown worm inhabiting hard rock-like "tubes," bodies are a series of concentric rings each to 2 FT held by cartilage layers, 25-40 FT long by 4 FT wide; it has a 5 FT wide curved head, one large pink lidded eye, a cylindrical snout and large, 6-10 head spikes to 3 FT; it's thick hide is pink/red; tube can extend to 10 FT high and 15 FT; surrounding water can be GTET 150 degrees F; *Other*: springs from tube (TH+4 from ambush), immune Fire magic, +50% damage cold magic, tunnel complex beneath tube; Number: 2d20 tubes in area 500 FT across.

Giant Turtles; HD2-6, AC30 shell/22 body; *Attacks*: Bite 1d4, Flipper 1d6, Ram 1d10 (swimming), Trample 2d10; Agility 8-11 land 12-16 swimming; *Description*: A reptilian 5-8 FT long with a thin flexible head with large eyes and a horn beak, its four flippers end in webbed extensions with curved talons, and a short pointed tail. It can retract all of its limbs inside its shell for 20 minutes. Turtles breathe air but can remain submerged GTET 15 minutes.

BESTIARY: GIANT (TURTLES TO WATER BUG)

Diamondback Turtle: to 8 FT, ivory shell to 5 FT, shell 6d10 embedded diamonds at 1d100*1d8 each, HD4-8 [hp1d12+1d10], AC90-100 shell 20-30 head/leg, Agility 12-14 land 14-18 swimming, Bite 1d6, Ram 2d10 (swimming), 70% resist Earth magic, 20% resist Fire magic, +33% damage Water magic, Infrared vision, 30% blend shoreline vegetation (limited invisibility), 3d12+50 pounds high quality meat at 1d6 SP, shell 1d10+2 GP.

Hawksbill Sea Turtle: to 12 FT, black shell to 7 FT (white talon marks), bird's head, blue eyes, curved raptor's beak, yellow skin, brown feet/claw, short feathers on foreleg/head, HD2-3, AC45-55 shell 20-26 head/legs, Agility 11-13 land 18-22 swimming, Bite 1d8+2, Ram 2d8 (swimming), 80% resist Air magic, *Levitation* (1/day, 20 minutes, move 10 mph), Infrared vision, 40% blend into coastal vegetation (limited invisibility), usually aggressive, 1d100+130 good quality meat at 1d12+8 CP/pound, shell 1d8+22 GP.

Leatherback Turtle: to 12 FT, shell 8 FT, brown shell with soft/smooth texture, tan/light brown hide, HD1-3, AC25-35, Bite 1d4, Ram 2d6 (swimming), 55% blend into coastal vegetation (limited invisibility), moves silently sand/dunes, rarely aggressive, 3d20+50 pounds good quality meat at 1d10 CP/pound, shell 1d20+4 GP, active at night.

Musk Turtle: to 10 FT, glossy blue shell with red rings to 6½ FT, grey hide, HD3-5, AC40-50 shell 16-22 head/legs, Agility 10-12 land 17-22 swimming, Bite 1d6, Musk Spray (front or rear, range 15 FT, incapacitating nausea 4d20 rounds, save 1d20 GTET [30-Stamina]/spray, apply TH-3 modifier, temporary reduce Stamina/ Strength by 4), 70% blend into coastal vegetation/45% land vegetation (limited invisibility), not aggressive, carcass 3d20+50 pounds good quality meat at 1d10 CP/pound, 3d20 ounces musk at 1d20 SP+1d20 CP/ounce, shell 3d12 GP, active in daylight.

Snapping Turtle: to 14 FT, tan/light brown shell with dark brown stripes 10 FT, black hide, heavy curved beak with fangs, HD4-7, AC60-70 shell 35-45 head/legs, Agility 15-17 land 20-24 swimming, Bite 1d12+2 (ignore non-metal armor), Ram 3d8 (swimming), 50% resist Water magic, double damage Earth magic, Infrared vision, 30% blend into coastal vegetation (limited invisibility), 1d100+60 pounds good quality meat at 3d10+8 CP/pound, shell 3d10+12 GP, active in daylight.

Giant Vole; HD0-2; AC10-16 [hp2d8+10]; *Attacks:* Bite 1d4+3 2*Claw 1d6; *Special Abilities:* Infrared vision; Agility 16-20; *Description:* A four-legged rodent to 5½ FT long having a conical head tapering to smaller snout/nose, beady orange eyes, large furry whiskers around snout, large floppy triangular ears, small slit mouth, 4 FT rounded posterior; it is 3 FT at front hips, with small legs under body, a large six-toed foot (two smaller rear-facing), and a thin rat-like whip tail to 30 inches; it has a glossy dark brown coat with black lower legs/claws; Strength is 1d10+16; *Other:* excellent hearing, digs at one-third FT/round (inch/round stone), do not like sunlight (not injured), 2d20+20 pounds medium quality meat, pelt 2d6+10 SP, tends to aggressive; Number: 1d20 den 1d6 hunting.

Giant Walking Stick; HD2-5; AC45-55 [hp1d10+20]; *Attacks:* Bite 1d4 2*Talon 1d3 (fore); Agility 13-16; *Description:* A spindly thin eight-legged creature with stick-like body/limbs, 8 FT long, 6-6½ FT tall, having a very small/thin face, no neck, silver compound eyes, two feathery antennae, two whip-like antennae, a single pair of curved mandibles with small mouth; it has a straight body with a hard shell (no tail); each legs is thin but strong with two knee joints and a wide flat circular two-toed foot; the shell can be any tan/brown shade and frequently is a several-shade mottle; *Other:* chameleon ability (95% blend into forest environment, 75% blend *Other* environments), standing jump 24 FT horizontal 15 FT vertical, active in daylight, canines detect by scent 1200 FT, not aggressive, distinctive chittering sound; Number: 1d3.

Giant Water Bug; HD0-2 [hp1d8+15]; AC18-22; *Attacks:* Bite 1d3 2*Pincer 1d4, Ram 1d6 land; Agility 10-12 land 13-16 water; *Description:* An ugly six-legged insect with football-shaped oval body to 9 FT long, having a rounded 30-inch head, high forehead topped by ornamental crest, glossy red compound eyes, a large circular mouth, pair large curved 4 FT pincers on jaw, eight wiry 40-inch antennae behind head, six wiry whiskers to 36 inches, thick upper legs (attach horizontal) with three knee joints ending in semi-circular three-toe foot; the shell is dark grey, lighter grey head, 8-10 light blue stripes across body; *Other:* walks over water, swimmer/diver, rounded stick/leaves den on shoreline; Number: 1d6,

Giant Creeping Water Bug: to 7 FT long, green compound eyes, four feathery antennae, triangular feet, HD0-1, hp 1d6+10, AC 10-16, 2*Pincer 1d3, water breather, immune sea venoms, Infrared vision, on land only daylight.

Giant Water Boatman Bug: to 5 FT long, two part 3 FT tail, copper compound eyes, horn tube from snout, dark green body, yellow face/antennae, black rump, HD1-4, hp1d8+19, AC20-26, Bite 1d4 (tube insert roll 19-20, avoid 1d20 GTET [34-Agility]), 2*Pincer 1d6, Blood Suck (tube) at 1d4+1/round, reduce Agility 2 points 1d8 hours (save 1d20 GTET [32-Stamina]), 50% resist Water magic, 15% resist Air magic, swimmer/diver, aggressive on water, often swamps boats.

Giant Water Strider Bug: to 6 FT long, to 7 FT high (extraordinary long blue-grey legs), small rounded light blue face on 2 FT neck, dark blue ornamental horn on forehead, two feathery antennae, dark blue upper body, tan underside, HD3-6, hp1d12+20, AC22-30, Bite 1d4+3, 2*Kick 1d8, Disease Bite (save 1d20 GTET [32-Stamina]), green body rash then fever then headache, after recovery is allergic to pure water), Infrared vision, 50% resist Water magic, 30% resist Air magic, water walker, cling to vertical, submerge 30 minutes, active land in daylight.

BESTIARY: GIANT (WOLVERVINE) TO GOLEM

Giant Wolverine; HD4-7 [hp1d12+55]; AC20-30; *Attacks*: Bite 1d3 2*Claws 1d6+2; *Special Abilities*: Infrared vision; Agility 15-20; *Description*: A four-legged rodent to 5½ FT long, 3 FT at shoulders, having small tapered faces, beady black eyes set close under eye ridges, small/flat ears set back on head, short pointed snout ending in a black ball-style nose, small jaw filled with many very sharp teeth, small legs on the underside ending in five-fingered paw (4-6 inch curved claws), short stubby black tail; it's pelt is glossy red-brown (light oily substance), black feet/claws; *Other*: dig 6 inches dirt/round (2 inch stone), poor eyesight, excellent hearing, average scent ability (excellent mushrooms), active dusk/dawn, very aggressive, pelt 2d10+8 SP, cubs can train (50% loyalty); Number: 1d8+4 den 1 hunting.

Gibbon; HD1-4; AC10-16; *Attacks*: Bite 1d2 Punch 1d4 Strangle 1d10 Weapon (Rock: small – hp1, large – 1d4, range 40 FT, Club {branch}); *Special Abilities*: low light vision; Agility 11-13 ground 15-18 in trees; *Description*: A thick-bodied Ape standing 4-5½ FT with an oval face with large fleshy jowls (cheeks) and colorful red/white/yellow stripes on the cheeks and forehead, very long arms and fingers, and wide, long feet; it has extremely flexible arm joints; it's body is black or dark grey with a fleshy red pad on the buttocks; *Other*: outstanding climbers, not aggressive, vegetarian, active in daylight; Number 3d20 troop 1d3 hunting.

Giant White Gibbon: HD 2-6, AC 12-20, 6½-7 FT tall, red/blue/green facial stripes, white fur with black hands/feet, Bite 1d2, Punch 1d8, Strangle 1d12, Small rock 1d3, Large Rock 1d8, limited swimming ability, moderately aggressive, sometimes are leaders among ordinary Gibbons.

Gila Monster, 1d4 appearing; HD1d3+4; hp 1d10+72; Move: 30 FT (3/day, 60 FT for 10 rounds); AC 28; *Attack*: Bite 2d6+2, Claw 1d8 (x2), Tail Whip 1d6; *Special Attacks*: *fetid breath* (20 FT of head, 2d20 rounds incapacitating retching, save 1d20 GTET [34-Stamina]), *paralyzing poison* (bite, paralysis after 1d6 rounds lasting 1d100 rounds, save 1d20 GTET [34-Stamina]), *diseased claws* (claws, infected with fatal disease kills in 1d12*20 hours, save 1d20 GTET 38-Stamina); *Special Qualities*: extraordinary hearing (500 FT), immune to snake/reptile/spider venoms, low light vision (300 FT); AL None; *Attributes*: Agil 18, Int 8, Stam 27, Str 21, Will 10; *Description*: A four-legged reptile 14 FT long with a thin whiplike tail 8 additional FT, 5 FT tall at the shoulder, with a rounded head, short snout, two dark brown eyes, a wide mouth of sharp teeth, with thick tan or light brown skin. The carcass produces 1d100 ounces of venom valued at 1d4 GP/ounce.

Giraffe; HD1-6; AC10-20; *Attacks*: Bite 1d2 Kick 1d8 (fore) 2d8 (hind) Trample 4d6 Stampede 1d100; Agility 12-16; *Description*: A four-legged, large-bodied herbivore having a small head with long sensitive ears, bony ridges over their eye sockets, and a long pointed snout with an extremely long tongue, a very long supple neck (to 8 FT), long spindly legs, a rope-like knotted tail, and prominent humped shoulders; an adult's legs are 6-8 FT, 11-14 FT at the shoulder, 18-24 FT at the head; it's hide is yellow-tan marked with many irregular darker brown patterns or splotches; *Other*: fast sprinter, good hearing, good heat tolerance, go without water to 4 days, pelt 1d10 GP, 3d100+50 pounds average quality meat, rarely aggressive unless threatened; Number 3d6 herd.

Gnat Swarm (Fungus); HD1 [hp 1d100+25, causes swarm to retreat]; AC1-3; *Attacks*: Bite 1d4 (entire swarm); *Special Abilities*: Fungal Infection (fungal parasite causes white crusty skin and scabs, requires 5/more bites, grows 2 sq-inch/day, easily transmitted by personal contact, victims become social outcasts, must be cured in first three days, save 1d20 GTET [34-Stamina]); Agility 12-16; *Description*: Tiny six-legged insects to ½ inch long, each with four long slender cigar-shaped wings and a jaw with tearing teeth; they have black bodies with several white lesions or pods on their back; *Other*: heat sensitive, swarm goes for warmest person, double damage from cold magic, triple damage from fire magic; Number: swarm of thousands of individuals filling a volume of approximately 6 FT by 8 FT by 8 FT (~ 400 cubic FT).

Gnat Swarm (Poison); HD2-3 [1d100+50, causes swarm to retreat]; AC1-3; *Attacks*: Bite 1d8 (entire swarm); *Special Abilities*: Agility Killer (effect requires 3/more bites, reduces effective Agility 1d3 points for 1d12 hours, save 1d20 GTET [30-Stamina]/bite, loss permanent on save roll of 1, becomes unconscious {no save} 5d100 minutes if Agility becomes 0); Agility 12-15; *Description*: Tiny six-legged insects to 1 inch long, each with four long slender cigar-shaped wings and a jaw with tearing teeth; bodies are black with yellow lesions or pods on their back; *Other*: heat sensitive, swarm goes for warmest person, double damage from cold magic, triple damage from fire magic; Number: swarm of thousands of individuals filling a volume of approximately 8 FT by 10 feet by 10 feet (~ 800 cubic feet).

Golem, Brass, HD1d4+8, hp 1d20+80; Move: 30 FT; AC 44; *Attack*: Punch 1d12 (x2), Strangle 2d12; *Weapons*: oversized Spiked Mace (1d12+4); *Special Attacks*: *electric shock* (5/day, touch, 1d20); *Special Qualities*: blunt weapon damage +2, enchanted/blessed weapons required to injure, resists Prayers (1d12 GTET 11), resists Spells (1d12 GTET 9), unaffected by edged weapons, lightning/electricity immunity; 5/day — lightning bolt (30 FT); AL None; *Attributes*: Agil 17, Int 9, Stam 22, Str 25, Will 28; *Description*: A hollow brass metal humanoid with 5 inch thick skin surrounding a center cavity filled with poisonous chlorine gas. When a limb on the golem is cleaved it releases chlorine gas for 1d6 rounds (fatal after 1d8 rounds, save 1d20 GTET [36-Stamina] checked every round). Construction: Requires 6000 pounds of purified brass, smelted with traces of rare metals and earths costing GTET 3800 GP. Assembling the golem requires a Master Mechanic and costs 59,000 GP.

BESTIARY: GOLEM (CRYSTAL TO RESIN)

Golem, Crystal, HD1d3+10; hp 2d12+70; Move: 60 FT; AC 40; *Attack*: Punch 1d12, Strangle 2d6, Crush 3d8 [2 arm grapple, plate armor protects HP10]; *Special Qualities*: detects life force (100 FT), enchanted/blessed weapon is required to damage, edged or piercing weapons and missiles inflict hp1, *magic arrow* (50 FT, 1d12, once/10 rounds), Spell immunity (one-quarter rolled damage from cold magic, 1d10 from disintegrate, 2d20 major disintegrate), spells capable of melting glass (e.g. fireball or lightning) restore hp2; AL None; *Attributes*: Agil 17, Int 12, Stam 22, Str 26, Will 22; *Description*: A nearly transparent crystalline (glass-like) humanoid shape 6 FT 3 inches tall, is 14 inches thick, with sculpted ears, eyes, and nose, and clenched fists. Construction: Requires 900 pounds of high quality clear crystal costing 19,240 GP. Assembling the golem requires an Artificer and costs 88,000 GP.

Golem, Ice, HD1d4+15; hp 2d12+80; Move: 32 FT; AC 31; *Attack*: Punch 1d12 (x2), Ice Boulder Toss 1d20; *Weapons*: gigantic Wword (3d6), Morning star (4d6, 20%/hit chain wraps around the victim per 1d100: (01-40) 1d8 additional leg damage/40% chance of crushing, (41 - 70) 1d10 additional torso damage/80% chance 1d6 cracked ribs/15% chance collapsed lung, (71-75) 1d4 additional hand damage/ crushed and becomes useless, (76-85) +1d8 points of head damage causing a concussion/10% chance of immediate death/50% causes unconsciousness for 6d100 rounds, or (86-100) 1d12 additional points neck damage/15% chance of immediate death/70% chance of permanent partial paralysis/20% chance quadriplegic); *Special Attacks*: *frosty breath* (once/4 rounds, 10/day, 25 FT, 4d6), *numbness* (1d20rolls LTET 3*exposures to frosty breath on, -3 to hit, becomes *frostbite* if not treated in one hour); *Special Qualities*: lightning inflicts hp4, *magic arrow* inflict hp3, requires ordinary (only) blunt weapons to injure OR both enchanted&silvered weapons, slowly melts in sustained temperatures above freezing, suffers half-damage from other spells; AL None; *Attributes*: Agil 14, Int 8, Stam 19, Str 27, Will 24; *Possessions*: unholy water (x5); *Description*: A 12 ft tall male humanoid statue made of solid ice, with a long narrow face, large ears, prominent eyebrow ridge, pointed nose, and long limbs, holding an adamantite Morning Star (ball with many inset metal spikes swung on the end of a long chain). A Giant-sized iron two-handed sword sits nearby on the floor. Construction: Requires 2500 pounds of good quality glacial ice costing 10,200 GP (additional costs may be involved in transporting the ice from far-off glaciers). Assembling the golem requires an Artificer and costs 59,204 GP.

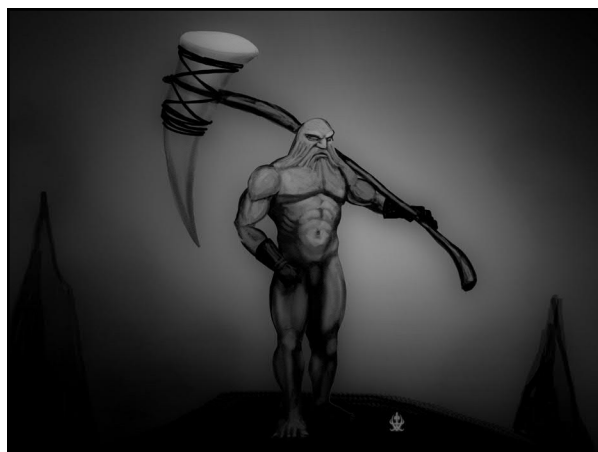
Golem, Leaf, HD3-5; AC18-24; *Attacks*: Punch 1d8 Kick 1d6 Weapon (Hammer, Club, Staff); *Special Abilities*: detect invisibility 25 FT; Agility 12-14; *Description*: An unclothed two-legged figure roughly humanoid in shape, standing 6-7 FT tall; the Leaf Golem is made from tightly compacted leaves and is typically colored either a bright green (fresh) to a dull brown (aged); *Other*: immune to blindness/deafening/ mental attack, fire *Attacks* at +1d8 damage, walk over water, moves silently in vegetation; Number 1.

Tobacco Leaf Golem: HD5-6, AC20-25, hits on golem release dust/fumes 1d20 rounds, Tobacco Fumes (disease {cancer}, manifests in 2d12 months, save 1d20 GTET [28-Stamina]/round exposed), 8 FT tall with brown-tan leaf surface.

Poison Ivy Leaf Golem: Skin Rash (20 FT range, lasts 3d12 days, reduces effective Agility 1d6 points, reduces effective Will 1d3 points, save 1d20 GTET [32-Stamina]/round exposure), 8 FT tall with dark green leaf surface.

Golem, Mold; HD1d4+4; hp 1d10+44; Move: 28 FT; AC 32; *Attack*: Punch 1d10, Strangle 2d8; *Weapons*: gold *Scimitar* +1, Boar Spear 16 FT (1d12+3); *Special Qualities*: susceptible to water, Spell immunity (suffers triple damage from cold magic, suffers half indicated damage from fire magic), every hit on its body releases a cloud of mold spores (*tuberculosis*, reduce Stamina 1d6+2, save 1d20 GTET [34-Stamina]), burning releases toxic fumes (10d10 rounds coughing fit, reduces Stamina 1d3 for 1d12*100 rounds, save 1d20 GTET [33-Stamina]); AL None; *Attributes*: Agil 18, Int 9, Stam 21, Str 18, Will 23; *Description*: A yellow-gold humanoid figure 6 ft to 6 ft 8 inches tall, made of dry molds and powders held together with hardening agents and adhesive's, with cat's eye for eyes, and ceramic fingers and toes. The golem wears a leather wrap on the hips, an open-faced bronze helm, and metal bracers. Construction: Constructed from 6000 pounds of processed molds treated with rare oils and herbs worth 2800 GP. Creating the body requires a Sculptor and costs 29,750 GP.

Golem, Resin; HD1d4+9, hp 1d12+65; Move: 35 FT; AC 28; *Attack*: Punch 1d12, Strangle 2d8; *Weapons*: War Hammer (3d6); *Special Qualities*: infrared vision (75 FT), low light vision (100 FT), resists Prayers (1d12 GTET 8), resists Spells (1d12 GTET 5), suffers triple damage from fire magic, takes no damage from blunt weapons, weapons become stuck in body on 1d6 GTET 3 requires 1d20 GTET [26-Strength] to free; AL None; *Attributes*: Agil 13, Int 6, Stam 25, Str 26, Will 25; *Possessions*: unholy water (x3); *Description*: A humanoid figure 10 FT 6 inches to 12 FT tall, made from a golden-yellow resin with a characteristic pine or pitch aroma, wearing tanned leather gloves and moonstone eyes (each valued at 2000 GP), carrying an oversize bronze war hammer and a round bronze shield (missile reflecting). The golem weighs 425 pounds. Construction: Golem must be constructed from a single batch of GTET 400 gallons of resin poured into a prepared lead mold. The resin is mixed with rare oils and chemicals valued at 1000+ (1d10*100) GP. Creating the body requires a Sculptor and costs 17,250 GP.



BESTIARY: GOLEM TO GREAT (EMU)

Golem (Quartz); HD4-8; AC36-50; *Attacks:* Punch 1d10+2 Kick 1d8 Weapon (Two-hand Sword, Bastard Sword, Claymore, Ball/Chain, Spear); *Special Abilities:* blend into rock background (limited invisibility), detect invisibility 40 FT; Agility 13-17; *Description:* A 11 FT tall humanoid white stone figure with streaks of grey on its surface, 2 FT thick; *Other:* sensitive to vibration, immune to blindness/deafening/ mental attack, immune to cold magic, 2d20+30 pounds usable quartz recovered from body; Number 1.

Goon; HD3-6 [hp1d12+18]; AC14-20; *Attacks:* 2*Claw 1d4 Punch 1d3 Strangle 2d6 Weapon (club, spear, dirk, short bow, weighted net); *Special Abilities:* Ultraviolet vision; Agility 9-16; *Description:* A humanoid with reptilian characteristics, 5-6 FT tall, having a long narrow oval face, high scaled forehead, beady bright orange eyes in bony socket, no brows, thin nose with a sharp ridge, small mouth with four 5-inch fangs, a dark black beard over small chin (males); they have long scale-covered necks, slender arms ending in flat hand three-finger hands with curved claws, thin/short legs ending in flexible flat two-toe flipper-like foot with thick leather web flap, and a short crocodilian tail; silver scales are on its back with a small black dorsal fin; statistics: Intelligence 1d6+7, Stamina 1d8+8, Strength 1d8+7, Will 1d10+9; wears plain dark-colored shirts, hooded cloak, dark pants, no shoes; *Other:* 50% resist Water magic, excellent at camouflage (find on 1d20 GTET [34-Intelligence]), expert swimmer/diver, submerge 5 minutes, good climbers, always falls on to feet (no damage LTET 25 FT), always evil, often aggressive, often employ poisoned weapon (paralysis, save 1d20 GTET [24-Stamina]), active dusk to dawn, often kidnap for ransom; Number: 1d8 den 1 outdoor.

Goop; HD not applicable [hp2d8+20]; AC edged/piercing weapons ineffective 30-40 blunt weapons; *Attacks:* Drop/Envelop (1d6 crushing damage first round, 1d3 acid/round while on body); Agility 9-12; *Description:* A thick bright orange liquid with syrupy texture/consistency with an oval shape to 9 FT long by 5 FT across by 3 FT thick; *Other:* highly flammable (flame within 6 FT), alcohol is a rapid poison, adheres to vertical surface and ceiling; Number: 1d3.

Gorilla; HD2-5; AC10-16; *Attacks:* Bite 1d2 2*Punch 1d6 Strangle 1d12 Weapon (Rock, Club {branch}); *Special Abilities:* low-light vision; Agility 12-16; *Description:* A bipedal humanoid creature standing to 6½ FT tall, is has a wide round face with large brown eyes and a fleshy nose; it is covered with brown/black/grey hair except for tan skin hands and feet; it has a thick barrel-like chest, and oversized muscular arms which reach to its knees; Strength 18+1d12, Intelligence statistic 6+1d10; *Other:* moves quietly in forest or brush, moderately aggressive, territorial, good climber; Number 4d6 troops, 1d6 male troop.

Mountain Gorilla: dark brown to black body, white hand/feet, orange/gold eyes, stands 7-9 FT tall, HD 4-6, AC20-30, Bite 1d3, 2*Punch 1d10, Strangle 2d8, Boulder 2d8 (range 30 FT), Strength 1d12+22, Intelligence 1d10+11, omnivore, scavenger.

Gourd, Trance, 1d12 appearing (per vine); HD Not Applicable; hp 1d8 (each gourd); Move: Not Applicable; AC 19; *Attack:* Vine Whip 1d6 (1d4 vine extensions); *Special Attacks:* *mesmerizing view* (a persons looking into the hole in the gourd is mesmerized by what they see until the gourd is taken from their eyes, save 1d20 GTET [35-Will] checked every minute; they cannot remember anything they saw in the gourd after it is removed; if a natural save of 1 is rolled the person and all items on their body are physically transported into the Realm of Dreams); *Special Qualities:* immune to fire, creatures of the Realm of Dreams enter and exit the Prime Material Plane using Trance Gourds as portals; 1/day – *summon monster* (1d3 **Night Mares**, 150 rounds); AL None; *Attributes:* Agil 13, Int 5, Stam 9, Str 13, Will 4; *Description:* A rounded orange-and-black gourd about 10 inches long by 8 inches in diameter with a curved twisted neck which narrows into a tough woody stem, having a gnarly or bumpy texture to it, it has a 5 inch red marking on its body resembling an eye surrounding a 2 inch hole. The gourd's pulp is sour and inedible unless baked [then has a nutty-sweet flavor and has exceptional nutritional value]. Within 500 FT of a Trance Gourd vine a **Day Mare** is encountered on 1d10 rolls of 8 or 9, and a **Night Mare** on rolls of 10.

Great Albatross; HD2-3; AC18; *Attacks:* Bite 1d4 Claw 1d3; Agility: 18-20 airborne 10-12 ground; *Description:* A large white sea bird with wingspans to 20 FT; Number 1d4.

Great Clam; HD1-2; AC40-50; *Attacks:* Bite 1d4 (clamp, avoid 1d20 GTET [30-Agility], break away GTET [32-Strength], holds until victim drowns); Agility 12-15; *Description:* A rounded triangular shelled creature 5-6 FT across by 2 FT thick; the outer shell is rippled and typically dark grey to black, often with white stripes or irregular patches on the shell; the inside is typically pink; *Other:* 25% chance pearl 1d100*1d12*1d4 GP; Great Clam shells are worth 3d10 SP; 3d10 pounds of meat/carcaass at 1d10 GP/pound; Number 1d8.

Giant Clam: Bite 1d8 (avoid clamp GTET [34-Agility], break away GTET [35-Strength], Agility 14-18, to 10 FT across by 4 FT thick, 33% chance pearl 1d100*1d20*1d6 GP, shell at 3d10 GP.

Great Emu; HD2-4; AC16-22; *Attacks:* Beak 1d6 Kick 1d6 Trample 1d12 Stampede 4d12; *Special Abilities:* low-light vision; Agility 13-17; *Description:* A large bird (similar to the ostrich) with thick legs, an oval body 4½ FT at shoulders and 6-7 FT at head, and a long skinny neck; the body of the it has dull grey feathers on the body, neck and head, with black tufts on the back of the head, tan or light brown legs with large three-toed feet tipped with sharp claws or talons; *Other:* excellent running endurance, good

BESTIARY: GREAT (EMU) TO GREATER (Skink)

Great Emu, continued...sprinter, excellent hearing, heat resistant, 25% chance resist fire magic (no effect), 100 pounds meat/carcass, eggs 2d12 SP, young can be trained as mounts; Number 3d6 nest 1d6 outdoors.

Great Gazelle; HD; AC12-18; *Attacks*: Bite 1hp, Gore 1d8 Kick 1d4 (fore) 1d10 (rear) Trample 3d6 Stampede 1d100; Agility 14-20; *Description*: A large four-legged antelope standing 5½ FT at the shoulders, 7-8 FT at the ears, and 10-12 FT at (two) horn tips, it has long graceful legs ending in dark brown hooves, a dark brown upper body with white or tan spots, a white or tan underside, and a short stubby tail; *Other*: guardian males fight while *Others* flee if possible, good sprinting ability, excellent vertical jumper (to 7 FT), 1d6*30 pounds good meat at 1d6 CP/pound; Number 1d12 bucks or 1d100 herd.

Great Gecko Lizard; HD1-3; AC8-14; *Attacks*: Bite 1d4 Tongue hp1; Agility 18-22; *Description*: A four-footed green lizard with a 5 FT body and 4 FT long tail, a tapered head with large red eyes, a long red tongue (similar to frog); each foot has four large flexible toes and its feet have suction pads; it's body is bright green on its back and tan on its underside; *Other*: excellent climber (vertical), infrared vision; Number den 1d12 outdoors 1d3.

Great Magpie; HD1-3; AC12-20; *Attacks*: Beak 1d4+2 Talons 1d4 (airborne); Agility 10-13 ground 14-18 airborne; *Description*: A black bird 3-4 FT long with 5 FT wingspan, having a long narrow head with a narrow pointed beak and a pointed top, rounded wing feathers, and a fan-like tail, two orange legs with four toes, grey eyes, a light grey beak, dull black top and tail feathers with glossy black wing feathers and purple undersides to the wings/chest; *Other*: Intelligence 1d6+8, often malicious; Number 3d10 flock.

Great Pike; HD2-5; AC30-40; *Attacks*: Bite 1d6 Ram 1d8; Agility 13-18; *Description*: A streamlined or tapered fish 6½-8 FT long, having a narrow/long jaw which tapers forward 20 inches with many large teeth both upper/lower jaw, large dark blue eyes, a long dorsal fin, two small front fins and a small vertical tail; the body is silver with tough flexible scales; *Other*: carcass 2d100+50 pounds average quality meat, territorial and easily provoked, mostly active in daylight, often *Attacks* from ambush (cave/rocks, +3 TH); Number: 1d3.

Great Vulture; HD2-5; AC8-12 [hp1d20+1d12]; *Attacks*: Beak 1d3 2*Talon 1d4+2 (airborne); *Special Abilities*: Death's Door (bite infects with disease, save 1d20 GTET [30-Stamina]); Agility 9-11 ground, 22-26 airborne; *Description*: A bipedal bird to 7 FT long, 6½ FT at head, wingspan 15-17 FT, having a small cylindrical head with wide yellow/orange beak (tip curved downward), beady black eyes, a featherless tan face a white tuft of feathers on top, flexible featherless tan neck to 40 inches; it's body is squat, covered in a thick mass of long oily brown/grey feathers, thick legs are orange/yellow-orange skin ending four-toed foot (3 forward, 1 rear-facing toe), has a wide white tail (rump feathers cover 60 degrees); *Other*: good eyesight 1200 FT, deaf (immune sonic *Attacks*), immune to undead special *Attacks*, immune diseases, 60% resist Earth/Fire magic, double damage Water magic, carcass 1d20+12 ounces blood at 1d4 GP/ounce, active in daylight, nest in high inaccessible locations; Number: 1d6+3 flock.

Greater Gnu; HD3-6; AC16-24; *Attacks*: Bite 1d3 Gore 1d10 Kick 1d3 (fore) 1d10 (hind) Trample 3d6 Stampede 1d100+1d20; *Special Abilities*: low-light vision; Agility 16-22; *Description*: A large four-legged antelope with long spike-like horns (clockwise spiral pattern), thin elongated face with large snout and prominent teeth and short pointed ears; they stand 6 FT long, 5 FT shoulder, 7 FT at ears; their hide is a dark brown with tan/lighter brown vertical stripes on the rump, tan on the lower legs, with a long rope-like tail; *Other*: very sensitive smell ability, good running endurance, high heat tolerance, good ability to go without water, horns 1d10 GP, 1d6+4 GP hide, 2d100+120 pounds high quality meat at 1d8 SP/pound, herd typically flees, bulls often fight, aggressive toward felines; Number 3d12 herd 1d8 bull group.

Greater Kestrel; HD3-5; AC20-30; *Attacks*: Beak 1d4 Talons 1d8 (airborne) Ram 1d12 (airborne); *Special Abilities*: ; Agility 8-10 ground 16-20 airborne; *Description*: A seabird with 4½ FT body and 12 FT wingspan having a wide neck and small head, broad flat dark brown beak, slate-grey eyes, dark brown webbed feet; its body is cream color with brown patches on the tops of its wings and its head; it has a distinctive "bent" wing; *Other*: outstanding eyesight, good hearing, sprint to 50 mph, quarter damage Lightning, attracted to ships and often alight in rigging, sailors consider Greater Kestrel to be good luck; Number 1 (20% mated pair).

Greater Skink; HD0-2; AC6-12; *Attacks*: Bite 1d2 Tail 1d3; *Special Abilities*: Musk Spray (from throat sac, 4/day, 6 round recharge, 10 FT cone, choke/gag 40-Stamina rounds AND reduce Agility by 2, save 1d20 GTET [32-Stamina]); Agility 13-16; *Description*: A moderate four-legged reptile with thin elongated 5-6 FT body, rounded head, and 3-4 FT flexible tail; it has no neck, large blue eyes set apart on forehead, nostril slits, wide jaw, 1 FT thick red tongue, round sac under the chin, a four-toed foot (each toe is tipped with a fleshy pad which secretes an adhesive substance); it's skin is black with large bright yellow/blue/purple/green/red irregular patches; underside/feet are pale yellow; *Other*: stink persists 1d100 hours, excellent climber, holds to vertical surface and ceiling, swimmer, carcass 1d20+20 pounds medium quality meat, hide 1d12 CP; Number: 1d6.

BESTIARY: GREY TO HARE

Grey Kangaroo; HD1-4; AC8-14; *Attacks*: Bite hp1 2*Punch 1d4 Ram 1d10 Tail 1d6; *Special Abilities*: low-light vision; Agility ; *Description*: A large biped with short thick legs and small upper arms and a 4 FT thick tail, generally stands upright; 6-7 FT tall; its face is flat with a short snout/small black nose/large floppy ears; the forelegs are thin with a split hoof (3 fingers); females have a large pouch covering the lower half of their torso; the body is a dark (ash) grey color with a lighter tan/cream patch on the chest and black hooves; *Other*: jump 20 FT horizontal 12 vertical, fast sprinter, limited running endurance, third damage Fire magic, generally not aggressive; Number 4d12 herd 1d6 male group.

Red Kangaroo: 8-9 FT tall, body is rust-brown with a tan strip across the chest and tan tip of tail, infrared vision, Bite 1d4, 2*Punch 1d6+2 Ram 1d12, Tail 1d10, quarter damage Fire magic.

Grey Ooze; HD2-4; AC10-20; *Special Abilities*: Envelopment (limit 6 pseudopod limbs, each limb/torso 1d6/round acid; Agility 10-12; *Description*: An amorphous coherent mass forming a thin (1-3 inches) horizontal mass covering an area to 80 FT², having a wet pasty/chalky battleship grey surface with a glossy finish and texture; *Other*: double damage Fire magic, quickly moves horizontal surfaces, can submerge 30 minutes, cannot climb vertically, immune acid/base, immune most poisons (effect on 1d20 GTET 19); Number: 1d3.

Guard, Noble Castle, 1d4 appearing; HD Variable; hp 1d12+40; Move: 50 FT, swim 25 FT; AC 34; *Attack*: Punch 1d4, Strangle 1d8; *Weapons*: Long Sword +Variable (holy, glow with yellow light, absorbs air magic, natural roll 20 causes 1d12 rounds panic [no save]), Spear +1 (holy), Long Bow, 20 war arrows/10 Arrows of Slaying – towers only); *Special Qualities*: detect evil (50 FT), immune to sleep/confusion/stunning, infrared vision (50 FT), low-light vision, see invisible (30 FT); 3/day — haste (150 rounds); AL Good; *Attributes*: Agil 23, Int 17, Stam 18, Str 20, Will 18; *Possessions*: cure light wounds potion (x3), cure moderate wounds potion, cure critical wounds potion, holy water (x4), silver whistle (hound summoning), Ring of Minor Spell Storing (magic arrow, x12), Ring of Regeneration hp2/round (walls 4 to 7 only), Splinter Staff (walls 1 to 5), Staff of Cold Rays (35 FT, 2d8+2, walls 6 and 7), Dust of Illusion, Horn of Fog (walls 4 to 7); *Description*: Muscular young man in their early 20's, standing 6 FT to 6 FT 4 inches tall, with short black hair, thin black eyebrows, either blue or brown eyes, long hooked noses, high tanned cheeks, wide mouths and strong square chins. They have wide shoulders, wide hips, long legs ending in large feet, and long arms with wide hands. The guards are dressed in silver helms with purple plumes, white long-sleeved shirts under silver breast and back plates, steel gauntlets, white long pants under steel thigh and shin covers, leather shoes, and carry round silver shields (ordinary missile deflecting). When a guard is killed their body and equipment immediately become smoke. Found at the Noble Castle, First Circle of Hell.

Gui Xian; HD; AC; *Attacks*: Touch 1d3 (cold) Weapon (Chain 1d8); *Special Abilities*: Will Sap (on chain hit, reduce effective Will 1d2 for 1d20 days, save 1d20 GTET [30-Will], death if Will is zero), Luckless (on touch, apply -1 to attack/defend rolls 1d100 hours, save 1d20 GTET [32-Will] per touch); Agility 12-16; *Description*: Incorporeal Undead humanoids of any race except Elves, heights 4-7 FT, nearly translucent or transparent with a deep blue tint; wear robes draped in water weeds/flowers/vines; a chain wraps their waist with 8 FT loose chain; *Other*: 1 in 100 are Wizard (L1d6+4, Water), cannot move through living creature/plant, 1 mile limit from place of death, ghosts of drowned persons, pearl concealed at place of death (possession allows invoking 12 times for 1d10 minutes; burning pearl kills Gui Xian); Number 1.

Gyges; HD6-10 [hp3d20+100]; AC10-15 plus armor; *Attacks*: Bite 1d6 3*Punch 1d12 Kick 2d8 Strangle 2d10 Stomp 1d20 Weapon (2*Boulder 3d8/range 80 FT, Giant's Sword, Gigantic Axe); Agility 16-22; *Description*: A 30 FT humanoid with large three-eyed head often having long shoulder length black hair, thick curly black beard, squashed and misshapen nose, dark blue eyes, dark blue lips/nails and olive-brown skin; it has six muscular limbs (3 pairs near the shoulder, functional) and 20-30 pairs undersized limbs (arms/hands, lower torso); statistics Intelligence 1d10+10, Stamina 1d12+20, Strength 1d12+20, Will 1d8+12; wears toga-like draped clothing made from fur pelts; *Other*: quarter damage from lightning, tenth damage from cold magic, breathe underwater 1 hour, always evil, prefer natural caves but also use tents, do not like confined space or night, rarely cooperate with *Other* giants, sometimes keep Giant Vultures as pets, called hundred-handed giants; Number 1 (10% family group 1d6).

Hagfish Lamprey; HD2-6; AC25-35; *Attacks*: Bite 1d12+4 Tail 1d4 Ram 1d12; *Special Abilities*: infrared vision; Agility 12-14; *Description*: A thin fish to 14 FT by 3 FT tall, having a thick ugly lighter grey head with a pointed jaw, large black eyes, numerous worm-like appendages over eyes (resemble kinky hair), two thin fins one-third its length, dorsal and ventral fins run the body's; no tail (moves wriggling body side-to-side); a fleshy yellow pad behind head used to fasten to larger fish/whales; it's body is dark grey with silver fins; *Other*: good cold tolerance, 2d100 pounds poor quality meat; Number 1d6.

Hare, Killer, 1d20 appearing; HD1d3+1; hp 1d6+25; Move: 120 FT (burst of speed 200 FT, 8 rounds, 5/day), swim 20 FT; AC 28; *Attack*: Bite 1d8 (Crit 16), Claw 1d4 (x2); *Special Attacks*: ankle munch (10/day, +2 bonus, +2 damage bonus, if GTET 7 damage inflicted the opponent cannot support weight with that ankle – reduce Agility 1d4+1 points until healed, if both ankles are damage the opponent falls), blinding leap (leaps over opponent, a hit damages the eyes – hp1 one eye otherwise both eyes, permanently blinded, requires eye regeneration, apply -4 to hit); *Special Qualities*: blends into grassland terrain, detect traps (snares, 25 FT), extraordinary scent (200 FT), low light vision, males regenerate hp1/round, +4 save against plant-based poisons, 5/day — limited

BESTIARY: HARE TO HELL (BOAR)

Killer Hare, continued....teleportation (75 FT), 3/day — haste (100 rounds); AL None; *Attributes*: Agil 24, Int 11, Stam 15, Str 13, Will 10; *Description*: A four-legged rotund animal 32 inches tall by 9 inches across, with a small rounded head, two long floppy ears, a pink button nose, two wide green eyes, and four upper fangs. Its rear feet are large and muscular with thick bottom pads, the forelegs each have barbed ankles and 3 talons on each foot. The pelt is light brown with streaks of grey or white. Killer Hares are active from dawn to dusk, and are very aggressive, especially to protect their colony and burrows. Killer Hares hibernate for the winter in underground dens in snowy climates. Each carcass produces a pelt (2d10 GP) plus 3d6 pounds of good quality meat (2d8+4 SP/pound).*

Harpies of Hell, 1d8 appearing; HD1d4+68; hp 1d12+32; Move: 25 FT, fly FT.; AC 28 [ground]/34 [airborne]; *Attack*: Punch 1d6, Strangle 1d8; *Weapons*: *Short Sword* +2 (unholy, poisoned 1d12 GTET 5, paralysis 1d8 rounds lasting 2d100 minutes, save 1d20 GTET [32-Stamina]), single blade Axe, Dirk, *Short Bow* +1, 30 arrows; *Special Attacks*: *diseased talons* (1d6, x2, disease after 2d10*half hour persisting 1d20 days, fatal 1d20 roll of 1, save 1d20 GTET [32-Stamina]); *Special Qualities*: afraid of canines (save 1d20 GTET [30-Will]), extraordinary hearing (400 FT), immune to plant-based poison, low light vision, -4 save penalty versus chemical poisons; AL Evil; *Attributes*: Agil 11 (land) 18 (airborne), Int 16, Stam 14, Str 17, Will 14; *Spells*: Shamans L6 Priest (1d20 GTET 19);

Possessions: *cure light wounds potion* (1d3), *cure serious wounds potion*, *unholy water* (x2), oil flask (x8), torch (x2), flint and steel, *Mind Shielding Ring* (shaman only), *Ring of Invisibility* (1d12 roll 12), *Wand of Enemy Detection*, *Horn of Fog* (1d12 GTET 7), *Missile Targeting Bracers* (+3 to hit, 1d12 GTET 6). *Description*: A composite creature with



the lower body of a giant vulture and the upper body of an ugly deformed woman, 5½ FT tall by 5 FT long with a 6 FT wingspan. The bird part is typically ash-grey with black spots on the tail feathers and black claws; the human part has long, ugly, straw-colored hair which is greasy and unkempt; crooked pointed noses, light yellow colored eyes, curved beak-like mouths with crooked teeth, thick necks, and large busts. Harpies wear a leather bust support, hooded red woolen cloak, a red leather belt around their middle with a belt pouch or purse and a red cap. Harpies have a distinct sour odor about them detectable at 200 FT. There is one Shaman for every 50 Harpies. The Harpies are ruled by a Grand Matriarch who resides on Circle 6. Harpies are slow fliers with extraordinary flying endurance and altitude. They are very mercantile and greedy, and are very good at using money. Harpies are immune to the poisons of the trees on Circle 6. Found in the Wood of Suicides on the Sixth Circle of Hell.

Hatchet Fish; HD2-4; AC15-25; *Attacks*: Bite 1d4 Head Butt 1d10 (slash); *Special Abilities*: infrared vision, ultraviolet vision; Agility 13-18; *Description*: A thin red fish to 6 FT long, having a bony wedge-shaped head resembling a tomahawk with the jaw located on the thick part of the wedge, the large dark blue eyes are on each side of the wedge set into bony ridges, and the cutting edge orientated along the top of the head and lengthwise with its body; four large fins (paddles) are on each side of its body, its forked tail moves vertically; *Other*: 3d20+20 pounds average quality meat, most active at night; Number 1d8.

Hedge Nettle; HD not applicable; AC10-20; Agility not applicable; *Description*: A woody bush with crooked and convoluted tough stringy bark and large thorns, grows in walls to 50 FT by 6 FT tall by 5 FT thick; 24-Strength rounds to push through; large purple flowers with a sweet aroma (blossoms early spring and briefly in autumn); each bloom is located on top of a large circular ball covered by hooked nettles; *Other*: pushing through inflicts hp1d4 unless wearing metal armor, resists ordinary fire; Number 1d8.

Hell Boar, 1d8 Appearing; HD1d4+9; hp 2d8+60; Move: 20 FT; AC 35; *Attack*: 1d8 tusk damage (1d8+1d12 when charging), 1d6 kicking damage (x2, rearing), 1d12 trample damage (charging); *Special Attacks*: *flame breath* (3/day, 1d12, 12 FT, 10 rounds between use); *Special Abilities*: extraordinary hearing (1500 FT); extraordinary scent (1 mile), immune to ordinary/enchanted fire, immune to poisons based on fungus or mushrooms, 5/day — increased speed (100 rounds, 3x speed); AL None; *Attributes*: Agil 20, Int 3, Stam 18, Str 22, Will 14; *Description*: A large four-legged creature with female humanoid face. Its face is round with two tall pointed ears with a yellow lining, long blond hair hanging down the sides of the head, honey-blond eyebrows over glowing blue eyes, a light blue straight horn on the forehead (conical in shape), pig-like rounded nose over thin lips and an oval mouth flanked by two 24 inch curved ivory tusks, wide cheek bones with a red-blush color, and a dimpled chin. Its neck is short and stubby, the body barrel-like up to 6 FT long with coarse dark red bristles except on the white underbelly. The Hell Boar has a short straight tail which

BESTIARY: Hell (BOAR TO OWL)

Hell Boar, continued...stands up (like a dog's tail) covered by glossy black bristles, the legs are short and muscular with each ending in a cloven platinum hoof. Despite its human-like head the Hell Boar is not intelligent. Its hide is valued at 28+1d12 GP, tusks are each valued at 9+1d8 GP, bristles from the tail are valued at 4+1d4 GP, and hooves are each valued at 35+2d10 GP. The boar is very attracted to root plants (such as potato) and some species of mushroom, and is generally territorial and highly aggressive.

Hell Cattle, 2d12 appearing; HD1d3+7; hp 2d12+41; Move: 75 FT (125 FT for 100 rounds/day, 1/day); AC 30; *Attack*: bite 1d3, tusk 1d4 (x2), trample 1d8 (+1d8 when charging), tail (per heavy flail); *Special Attacks*: *slime tongue* (touch, hp1, deposits red slime – numbs in 1d20 rounds then slows to half-speed 1d20 rounds, then paralyzes for 3d20 rounds [save 1d20 GTET [30-Stamina] checked per round], then begins to convert skin to slime at hp1/10 rounds, requires cure slime/cure mold), *electrical breath* (breath weapon, 5/day, 15 FT, 1d12 damage); *Special Qualities*: extraordinary scent (100 FT), immune to ordinary/enchanted electrical damage (including spells), immune to plant-based poisons, extraordinary hearing (250 FT), infrared vision (30 FT), resists fire magic (1d12 GTET 4), suffers additional one-third damage from cold magic; AL None; *Attributes*: Agil 22, Int 5, Stam 20, Str 24, Will 11; *Description*: A four-footed bovine with small red wings and red tusks, standing 5 FT tall and 8 FT long, with an oversized head, long oval ears with red lining protruding horizontally from the upper skull, four pairs of short white curves horns protruding vertically from the top of the skull (one behind the other), a thick bone socket surrounding glowing brown eyes, an elongated and narrow snout ending in a pink nose pad (typically with a thick silver ring). Its mouth is narrow, filled with many sharp teeth with prominent front incisors, and two curved white tusks are attached at the back of the skull sweeping forward horizontally (the tips are about 8 inches from each side of the skull and protrude forward about 10 inches). Hell Cattle have a long frog-like tongue covered with a sticky red slime. Its back and flanks are covered with a thick rubbery hide in a mottled white and red pattern, the tail is 20 inches long ending in a six-part flail, its legs are skinny and skeletal and end in copper hooves. Hell Cattle stampede on roll of 1 on 1d10 and always stampede when canines or felines are present, and each group will always be lead by a bull HD+4/hp+20. Their hide is valued at 2+1d8 GP, horns are valued by Alchemists at 30+1d10 GP, tusks are valued at 20+1d6 GP each, and hooves valued at 12+1d10 SP each. Each carcass produces 600+5d100 pounds of poor quality meat valued 1 CP/pound. Cattle with nose rings are individually owned by a particular named devils and the owner's blazon or crest is engraved on the ring (each ring is valued at 40+1d20 SP; continued possession of such a ring is an evil act unless exorcized; the owner tracks their silver ring).

Hell Mammoth, 1d3 appearing, HD1d4+13; hp 2d20+130; Move: 60 FT; AC 306; *Attack*: Kick 1d8 (x2), Tusk 1d10+2 (x2), Trample 3d6 (+3d10 when charging); *Special Attacks*: *gas breath* (breath weapon, 3/day/head, poison gas, gas cloud persists 1d8 rounds, 1d6 damage/round exposure to gas, save 1d20 GTET [26-Stamina], 10 round delay between uses), *tundra bellow* (1/day/head, 50 FT, 1d12 damage, deafens 1d20*15 minutes – save 1d20 GTET [30-Stamina], opponents knocked to ground – save 1d20 GTET [28-Agility]); *Special Qualities*: berserks (1d10 roll 10 - 1 additional attack/round, damage +4, attack at -2, 1d20 rounds), extraordinary hearing (500 FT on prairie), immune to ordinary heat/cold, low light vision, moves without tracks; AL None; *Attributes*: Agil 17, Int 5, Stam 24, Will 13, Str 28; *Description*: Appears as a large four-legged elephantine creature with two heads (each with 3 tusks) and a long barbed tail, standing between 8-9 FT at their back and up to 14 FT long, each head has large floppy rounded and curved ears, two small knobby black straight horns on its forehead, a thick black brow over glowing purple eyes, an 8 FT long flexible trunk ending in three finger appendages, wide jowls, a large flat mouth filled with sharp teeth and a thick but flexible neck. Its body has thick covering of coarse hair black on the top and dark red on the flanks, the tail is 10 FT long by 2 inches thick with pointed bone crosspieces spaced every 4-5 inches, its legs are short and 20 inches thick, attached on the underside of the body. The Hell Mammoth has a distinctive sweet-sour odor detectable at 100 FT (the nose is desensitized after 30 rounds). It is known for its distinctive call of “oh-oh-eeeeeee-ahhhhh” heard one and one-quarter mile away. A complete hide is valued at 84+2d12 GP, each tusk valued at 27+1d6 GP, and each carcass produces 800+[1d12 *1d100] pounds of poor quality meat valued 1 CP/3 pounds of meat, and 120+3d20 ounces of blood valued at 90 GP/pound. The mammoth immediately attacks any rodent, may be trained and ridden by evil persons [requiring 1 year of training]. The Hell Mammoth is often found in family groups of 1d10 including 1d4 juveniles, often found in and around geyser pools and hot mud pools.

Hell Owl, 1d6 appearing, HD1d3+5; hp 1d8+30; Move: 15 FT, fly 100 FT; AC 35; *Attack*: Bite 1d3, Tusk 1d6; *Special Attacks*: *diseased talons* (airborne, 1d3, x2, tetanus, save 1d20 GTET [25-Stamina]), *owl's cry* (100 FT, panic 1d20*10 rounds, save 1d20 GTET [27-Will]), *flame breath* (breath weapon, 5/day, 1d10 damage, 10 FT, 10 rounds delay between uses); *Special Qualities*: cannot be heard flying beyond 30 FT, extraordinary hearing (2 miles), immune to normal/enchanted fire (including magic), infrared vision (500 FT), low light vision; AL Evil; *Attributes*: Agil 25, Int 8, Stam 21, Str 27, Will 14; *Descriptions*: A large square-headed black owl standing 40-50 inches tall, each wing with a 5 FT span, the head has two tall pointed ears with a yellow lining, a bushy light yellow brow over large circular segmented (compound) silver eyes, a long yellow beak with a pointed downward hook at the end, two short curved white tusks, and broad cheeks. The torso is barrel-like and broad with a thick layer of oily feathers particularly on the front breast and a short wiry black tail protrudes from the owl's back. The feet have four toes each with curved red-orange talon. A carcass produces 4d100 feathers valued at 0.1 CP/feather, each tusk valued at 50+1d12 SP, and 12+2d12 ounces of blood valued at 2 SP/ounce. The Hell Owl has a distinctive call which sounds like the scream of a tortured man followed by a short shrill cackling sound (heard half mile). The Hell Owl has great flying strength, carrying away small creatures (e.g. *Gnomes* or gnomes) to

BESTIARY: Hell (Owl) TO HORNET

Hell Owl, continued. ...be killed and eaten later. The owl establishes nests in large protected trees or small caves (at least 50 FT high). Often found in flights of 1d6 mated pairs (whose nests are nearby each other).

Hell Rat, 2d8 appearing; HD1d3+2; hp 1d6+18; Move: 45 FT, swim 24 FT; AC 28; *Attack*: Bite 1d3, Claw 1d3 (x2), Gore 1d6; *Special Attacks*: *diseased bite* (1d3 damage, disease in 1d12*half hour, save 1d20 GTET [28-Stamina], 1d6 disease - *tetanus*, *dysentery*, *black plague*, *botulism*, *cholera*, *whooping cough*), *tail knob* (1d4 damage, partial blindness - permanently destroys 1 eye on natural roll 20 on 1d20, reduces Agil 1d3 points), *flame breath* (breath weapon, 3/day, 10 FT, 1d12 damage); AL Evil; *Attributes*: Agil 22, Int 16, Stam 14, Str 11, Will 13; *Description*: A four-legged rodent 50 inches long by 16 inches wide by 10 inches tall on its humped back, with a slender and pointed face with a rounded nose and glowing red eyes, two small pointed ears, four small front fangs and two tapered and sharp curved tusks. The Hell Rat has a dark red fur covered with a noxious-smelling oil, a long slender bare skin tail tipped by a knobbed bone ball, and sharp sharp talons on each toe. One carcass produces one-quarter gallon of a sticky oil which has a value to Alchemists of 46 GP per gallon. The tusks are valued at 2d12 SP each.

Hell Skunk, 1d4 appearing, HD1d3+4; hp 1d10+32; Move: 35 FT; AC 30; *Attack*: Claws 1d6 (x2), Tusk 1d4 (x2); *Special Attacks*: *rabid bite* (1d6, rabies, save 1d20 GTET [29-Stamina]), *musk spray* (8/day, 35 FT, 1d12 effect, immediate incapacitation 1d10*15 minutes, 1d4 acid damage/round, panics opponents 1d10 rounds {save 1d20 GTET [26-Will]}), the strong musk odor persists 1d100*4 hours), *flame breath* (4/day, 15 FT, 1d12 damage, 10 round delay between uses); *Special Qualities*: extraordinary hearing (300 FT), extraordinary scent tracker (to 60 hound), infrared vision (300 FT), resists fire magic (1d12 GTET 5), resists Prayers (1d12 GTET 7); AL Evil; *Attributes*: Agil 15, Int 11, Stam 17, Str 10, Will 10; *Description*: A four-legged creature with four small tusks, thick glossy coat and long wavy tail, standing 4 FT tall up to 6 FT long, with a small and tapered head with short pointed ears, a low forehead with bushy black brows over glowing orange eyes, small pointed snout ending in a small red nose ball, large jaw, and large mouth filled with many sharp teeth and prominent front incisors. A row of four forward facing 10-inch pointed tusks attach under the chin, the body is low and round with thick glossy black fur and a bright red strip running from the back of the head to the tip of the tail. The tail is long, wide, and very flexible with a wave-like motion to it (raising straight up before an attack). Its legs are small with large six-toed feet each with curved black talons. A pelt is valued at 25+1d10 GP (after treatment for smell), tusks are valued at 10+1d6 GP each, talons are valued at 10+1d8 SP each, and musk glands (with contents) are valued at 80+1d10 GP each by Alchemists.

Himalay Goat; HD3-5; AC8-12; *Attacks*: Bite 1d4 Gore 1d6+1d3 Kick 1d6 Trample 2d8; *Special Abilities*: low-light vision; Agility 16-22; *Description*: A four-legged animal standing 4 FT at the shoulders and 5 FT at the ears, having short necks, dark brown eyes, long snouts with wide black noses, long thin ears which droop down on the sides of their head, short legs with wide hooves and a short stubby tail; males have 8-14 inch pointed horns; their pelts are long and shaggy pelts with coarse light grey to tan hair; *Other*: good sprinters, poor endurance, good hearing, one-tenth damage cold magic, excellent climbers, excellent jumpers (horizontal 18 FT, vertical 8 FT), carcass 1d100+20 pounds average quality meat, hide 1d10, horns 1d12 GP; Number 3d8 herd 1d6 group rams.

Hippocampus; HD2-5; AC 40-50 body 10-20 head; *Attacks*: Bite 1d3 Kick 1d6 (fore) Ram 3d8; Agility 14-18; *Description*: A composite creature with a scaly fish-like body 7-9 FT long, the chest, neck, and head of a horse, the forelegs of a horse with webbed and scaled feet, and a long flexible tail which ends in a shark's flukes; the horse body is white/cream with long silver mane and silver eyes; the fish body is dark grey or silver with glossy scales; *Other*: cannot move on land, capable of air breathing 2 hours, can be tamed, aggressive in the wild; Number 3d20 herd, 1d12 bull group.

Hippogriff; HD4-9; AC40-50; *Attacks*: Bite 1d10 Claw 1d8 (2 if airborne) Wings 1d10 (batter, airborne) Ram 2d8 (airborne) 3d8 (ground); *Special Abilities*: infrared vision, 50% chance see invisible range 50 FT; Agility 13-17 ground 18-22 airborne; *Description*: A four-legged/winged composite creature having a hawk's feathered head on a long thin neck, the fore-body of a hawk with two thick raptor fore-claws, and the body/hind of a horse; the hawk body has dark brown/grey/ steel-blue feathers and yellow eyes; the horse body is white/cream/tan/light brown with darker brown hooves and tail; *Other*: quarter damage air magic, good eyesight, poor hearing, good cold resistance, carcass 1d100+20 ounces blood at 1d20 SP/ounce, 2d100 pounds average quality meat, chicks can be trained as mounts, generally aggressive, fights with Griffins and giant Raptors; Number 1d10 nest 1 hunting.

Hippopotamus; HD2-6; AC25-35; *Attacks*: Bite 1d6 Ram 3d8 (ground) 1d12 (swimming); Agility 9-12 ground 13-16 swimming; *Description*: A rotund four-legged creature to 8 FT long by 5 FT diameter, having a round head with small ears and eyes and a low jaw with large teeth, standing on short stubby legs; the body is dark brown/grey/black skin typically wrinkled and mud-covered; *Other*: half damage water magic, underwater to 45 minutes, easily spooked, can be aggressive; Number 1d20 herd, 1d4 bull group.

Hornet; HD2-4; AC10-20 body 2-6 wings; *Attacks*: Bite hp1 4*Claw 1d4 (airborne) Stinger 1d10 (ground or airborne); *Special Abilities*: ; Agility 12-15 ground 17-21 airborne; *Description*: A six-legged/two-winged insect with a segmented body, 4½-6 FT long with 7-8 FT wingspan, a large barbed stinger is on the rear body segment, each foot has a curved claw; its body is yellow/light brown

BESTIARY: HORNET TO HUGE (Elk)

Hornet, continued...with clear/translucent wings and irregular black markings on the tail section with glossy black stinger/feet/claws; *Other*: double damage from Fire magic, active during daylight, 1d10 rounds exposure to thick smoke renders unconscious for 2d20 rounds, aggressive near nest; Number: 1d100+25 nest 1d6 outdoors.

Bald-Faced Hornet: Length 6-9 FT, 9-10 FT wingspan, humanoid face with sparse black hair but no beard, body is red-yellow, glossy red stinger/feet/claws, HD4-7, AC 30-40 body 10-16 wings, Bite 1d3, 4*Claw 1d6+1 (airborne), Stinger 1d12+2, infrared vision, can be active at night, generally aggressive, +3 TH when defending nest.

Hornet, Glowing, 3d8 appearing; HD1d2+1; hp 1d8+19; Move: 12 FT, fly 80 FT; AC 27; *Attack*: Bite 3 damage, Claws 1d4 (x6, airborne), Stinger 1d10; *Special Qualities*: infrared vision (50 FT), limited teleportation (100 FT); AL None; *Attributes*: Agil 28 [airborne] 15 [grounded], Int 9, Stam 20, Str 16, Will 9; *Description*: A six-legged, two-winged giant insect with a two-part segmented body, 2½ FT long with a two FT wingspan. A thin flexible 14 inch barbed stinger is on the rear body segment, and each of the Hornet's feet has a curved claw. Hornets have yellow or light brown hide with clear or translucent wings and irregular black markings on the tail section; the Hornet's stinger is a glossy black as are its feet and claws. In darkness, the hornets glow with a yellow light.



Hound, Infernal, 1d12 appearing outdoors, 2d20 in underground den; HD1d4+10, hp 1d12+48; Move: 70 FT; AC 33; *Attack*: Bite 1d12, Claw Attack 1d8 (x2, forepaws); *Special Attacks*: fire breath (2d8, 15 FT, once/4 rounds); *Special Qualities*: blunt weapons do 1 point damage, enchanted/ blessed weapons are required to injure, detect good (150 FT), heals hp1 for every hp5 fire damage, immune to poisons, infrared vision (150 FT), low light vision, never leaves tracks, regenerates hp3 every 5 rounds, see invisible (100 FT), suffers 1.5 times damage from cold magic, walks across lava or fire without affect, 3/day — smoke screen (dark black smoke, 20x30x40 ft, persisting 10d10+100 rounds); AL Evil; *Attributes*: Agil 19, Int 17, Stam 16, Str 18, Will 18; *Description*: A four-legged wolf-like creature 6 FT long, standing 3½ FT at the shoulders, with glossy red five-toed claws, with long pointed ears, arched eyebrows, bright red eyes, and a black beard under its chin, large curved glossy black upper and lower fangs. Its hide is flaming red with a long thick black tail. Speaks Infernal Cant and Common.

Hound, Infernal, Alpha Male; HD15, hp 75; Move: 70 FT; AC 1d8+32; *Attack*: Bite 1d12+3 OR Claw Attack 1d8+2 (x2, forepaws); *Special Attacks*: fire breath (2d10, 25 FT, once/3 rounds); *Special Qualities*: blunt weapons do hp1, detect good (250 FT), enchanted/blessed weapons GTET +2 are required to injure, heals hp3 for every 5 points of fire magic, immune to poisons, infrared vision (250 FT), low light vision, never leaves tracks, regenerates hp6 every 4 rounds, see invisible (150 FT), suffers 1.5 times damage from spells of cold, walks across lava or fire without affect, 5/day — smoke screen (dark black smoke, 30x30x40 ft, persisting 12d10+100 rounds), 1/day — summon monster (1d4 **Type 6A Devils**); AL Evil; *Attributes*: Agil 20, Int 19, Stam 19, Str 18, Will 20; *Description*: A four-legged wolf-like creature 8 FT long, standing 4½ FT at the shoulders, with glossy red five-toed claws, with long pointed ears, arched eyebrows, bright purple eyes, and a black beard under its chin, large curved glossy black upper and lower fangs. Its hide is flaming red with a long thick black tail. They speak Infernal Cant and Common.

Hsigo; HD3-6; AC10-16 plus armor; *Attacks*: Bite 1d4 Punch 1d4 Strangle 1d10 Weapon (dart, short bow, short sword, club, sling); *Special Abilities*: low-light vision, ultraviolet vision; Agility 13-16 ground 15-18 airborne; *Description*: Winged monkeys to 5 FT tall with human faces having glowing golden eyes and upward lower jaw fangs; they have thick black fur with fleshy palms/feet and 6 FT prehensile tail; wings are cream/tan and fold together on back (10 FT span); hands have thumb and six fingers; wear light leather armor and carry small wood shields, statistics: Intelligence 10-15, Stamina 12-20, Strength 9-14, Will 13-18; *Other*: immune to snake venoms, tenth damage Water magic, incline to good, 1 in 100 is Priest L1d8, 1 in 50 is Wizard (L1d6, 50% Air, 20% Shaman, 20% Earth, 10% Fire), friendly to humans, dislike Elves; Number 3d20 troop 1d12 patrol {males}.

Huge Elk; HD2-4; AC14-20; *Attacks*: Bite hp1 Gore 1d10 (multiple opponents) Kick 1d6 fore/1d10 rear Trample 3d10 Stampede 10d10; *Special Abilities*: low-light vision; Agility 14-18 land 12-15 swimming/wading; *Description*: A large four-footed mammal, 5-6 FT tall at the shoulders and over 8 FT at the ears; the Elk has a tan or light brown coat with darker brown or reddish-brown on the chest/underside, a short red-brown tail, a large hump over its shoulders, long rounded muzzle with cream colored teeth, light brown eye color, and long pointed ears (light tan or brown); the Elk has a cloven hoof and long muscular legs; males antlers which 5 FT from its head; *Other*: good hearing, good swimmer, fast runner over short distance, young can be trained, 50% chance resist cold magic (no effect), 750 pounds meat/carcaass; Number Bull plus 3d12 herd.

BESTIARY: HUGE (Elk) TO Iblis

Greater Elk: 8-10 FT shoulders and 12 FT at ears, HD3-6, AC22-32, Bite hp2, Gore 1d12+1d6, Kick 1d8 fore/1d12 rear, Trample 4d12, Stampede 12d12.

Huge Roach; HD0-2; AC50-60; *Attacks:* Bite 1d2 Ram 1d6; *Special Abilities:* Disease (from bite, save 1d20 GTET [28-Stamina]), Infrared vision; Agility 16-20; *Description:* A moderate six-legged oval-shaped brown insect with glossy/hard exoskeleton, large compound eyes, long front feelers, 3-5 antennae pairs, 4-5 FT long, 16-24 inches off ground; feet have small hook appendages; *Other:* climb vertical surfaces/hang upside down, good sprinter, +50% damage fire/Fire magic, considered bad luck; Number: 3d10.

Huldin (Officers of Amayon), 1d4 Appearing; HD1d4+14; hp 2d10+100; Move: 40 FT, fly 50 FT; AC 39; *Attack:* Bite 1d3, Claws 1d4; *Weapons:* gold *Long Sword* +2 (unholy, neck cleaving), gold *Heavy Mace* +1 (undead slayer, save 1d20 GTET [37-Will]); *Special Attacks:* inflict moderate wounds (touch, 5/day); *Special Qualities:* Standard Officer abilities, controls undead (50 FT, 20 skeletons, zombies, or ghouls), immune to death magic, infrared vision (200 FT), low light vision, magic arrow (30 FT, 1d6), passes through dirt (6 FT), resists Prayers (1d12 GTET 3), resists Spells (1d12 GTET 5), 10/day — cure/infect moderate wounds (touch), 5/day — animate dead (1 skeleton-zombie for every hp20, 2 hours), summon monster (1d20 *skeleton* or *zombie*), 3/day — wither limb (touch, save 1d20 GTET [33-Stamina]), 1/day — slay living (touch, save 1d20 GTET [32-Will]); AL Evil; *Attributes:* Agil 17+1d10, Int 15+1d8, Stam 22+1d12, Str 13+1d8; *Spells:* L18 Wizard; *Possessions:* round bronze *Shield* AC+15, *great leaping potion*, *cure moderate wounds potion* (x3), *cure serious wounds potion* (x2), *Wall of Force Ring*, *Scepter of Greed*, *Rod of Minor Levitation*, scroll (*greater illusion/wall of ice/greater disperse magic/diminish intelligence*), scroll (*cure moderate wounds/ fire attack/zone of silence/summon monster [insect swarm]*), *Pin of Lethe*; *Description:* Appears as a tall black winged skeleton standing 7 FT to 7 FT 6 inches tall. Hulden have a glossy, waxed and reflective look to them, with small skulls relative to their bodies housing glowing green eyes, three black curved horns on the back of the skull, eight fingers on each oversized hand, six toes on each foot, skeletal (but functional) wings each spanning 6 FT over which are stretched a glossy black leather with a white dot at the center. Hulden wear a yellow cape with gold trim (*chameleon*, AC+13). They command 10 squads (80 Ladatajas & 10 Oduru).



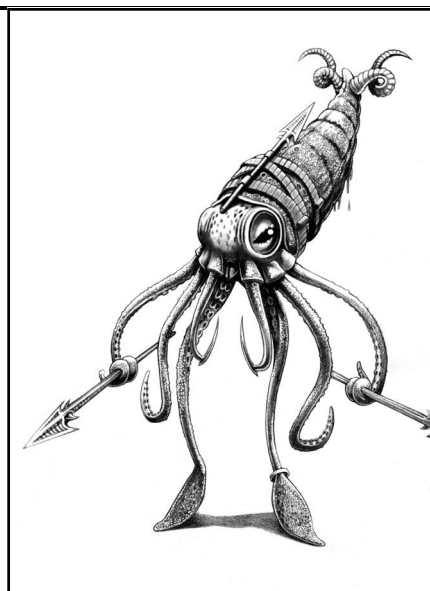
Hypnotic Gourd (Mesher's Melon); HD not applicable [hp1d6]; AC 4-8; *Special Abilities:* Dream Trance (caused by looking in hole, save 1d20 GTET [34-Will], Elves apply +3 save roll, trance length per 1d100: 01-03 1d20y/04-07 1d8y/08-20 2d12mo/21-40 2d4mo/41-60 2d6wks/61-74 1d4wks/75-90 1d12dy/91-00 4d12hrs, bodily transport into dream realm on save roll of 1); Agility 9-12; *Description:* A rounded black gourd about 10 inches long by 8 inches with a curved twisted neck narrows to a tough woody stem; rind has a bumpy texture; a 5 inch red marking resembles an eye surrounding a 2 inch hole; *Other:* edible if roasted (exceptional nutrition), vines immune to ordinary fire; Number 1d10 vines, 1d6 gourd/vine.

Iberian Needle; HD2-4; AC12-18; *Attacks:* Contact 1d8 (appendage 'swat'); *Special Abilities:* Dehydrating Needle Spray (1d20 needles each hp1d2, range 25 FT, suck liquids hp1/round/needle until removed, save 1d20 GTET [30-Stamina]/round); Agility 12-14; *Description:* A fleshy cactus standing 5 FT high by 18 inches, rounded with a large circular disk, narrow stem, and 1d4 2-4 FT appendages (arms); it is colored dark green with yellow stripes around the top and a brown stem; *Other:* quarter damage Fire magic, carcass 1d10 gallons potable water, pulp/rind is poisonous raw/nutritious after cooking; Number 2d20 in area 600 yards diameter.

Iblis (Sergeants of Ziminar), 1d6 Appearing; HD1d4+18; hp 2d20+110; Move/Fly: 50 FT; AC 55 (shell)/32 (body); *Attack:* Tentacle Squeeze 1d6 (x #tentacles, attach on rolls GTET 16 with hp8 squeezing damage/round while attached, break contact 1d20 GTET [34-Strength]), Tentacle Stingers 1d6+2 (x #tentacles), Beak 1d6+1; *Weapons:* Spears x3 carried on a shell harness (wounds bleed 1d6 rounds, cold blade), light Crossbow, 10 bolts, 10 bolts (*Human Slaying*); *Special Attacks:* *amnesia touch* (touch, 4/day, 1d8*20 rounds, affected person suffers complete loss of memory, save 1d20 GTET [28-Will]), *disease touch* (touch, 1/day, afflicted leprosy — numbs sense of touch, reduces Agil/Beau each 5 points, save 1d20 GTET [33-Stamina]); *Special Qualities:* Standard Sergeant abilities, immune to water magic, infrared vision (200 FT), ink spray (30 FT), low light vision, remains underwater without breathing 3 hours, resists Prayers (1d12 GTET 3), resists Spells (1d12 GTET 7), 10/day — putrefy food and water; AL Evil; *Attributes:* Agil 8+1d6, Int 14+1d12, Stam 15+1d10, Str 18+1d10, Will 1d6+24; *Possessions:* ruby-tipped metal Rod (value 4500 GP), curved silver *horn* (range 3 miles), *cure light wounds potion* (x4), scroll (bar good x3), *cure moderate wounds potion* (x2), *cure critical wounds potion*, *Ring of Near Teleportation* (range 100 FT, 42 charges), *Ring of Spell Storing* (*lightning bolt*, x10), *Magic*

BESTIARY: Iblis TO ICE (PLANT)

Iblis, continued...*Arrow Wand, Amulet of Mighty Fists, Harp of Charming*; *Description*: A squid-like creature with eight tentacles, a curved three-part horn beak, two spiral horns, and two large glowing purple eyes protruding from a long tubular shell. The Iblis stands between 4 FT 8 inches and 5 FT 8 inches tall on two flexible tentacles growing through holes in the underside of the shell and which end in a rounded fleshy pads; the shell is about 5 FT long, 30 inches in diameter at the large end, 6 inches in diameter at the tapered end with an upward curve, made up of a series of rough bony rings of a dark grey material which overlap in the tapering direction. The Iblis has four tentacles each 5 FT long with suckers along the underside, two tentacles each about 3 FT long with suckers on the underside, and two tentacles each 18 inches long with suckers on the underside ending in a sharp hooked stinger. Its beak is 14 inches long, 10 inches in diameter at the base and 4 inches across at the tip. Its eyes are 8 inches in diameter and can be covered by a translucent double set of eyelids. The head and tentacles are a dark purple with light blue spots in the head region and a white underside on the tentacles, the horns are a pearl-white spiral which are 20 inches long and 8 inches in diameter at the base, attached at a forward angle to the top-front of the shell. Iblis command troops of 8 Romatyas.



Ice Bat; HD2-4; AC20; *Attacks*: Bite 1d6 Claw 1d10 (airborne); *Special Abilities*: 10% have Cold Breath 1d8 (1/10 rounds), blends into snow environment, echo location; Agility 12 airborne 24; *Description*: A small white furred bat with wingspan 2 to 4 FT; the eyes are dark blue; the fingers and talons are black; the fur on the back is sometimes mottled with patches of light brown and light blue; *Other*: poor vision, excellent hearing, immune to cold-magic; Number: 3d20 roost 1d8 airborne.

Ice Lizard, 1 appearing or 1d8 in a cave den; HD1d4+6; hp 1d12+44; Move: 60 FT, swim 35 FT; AC 27; *Attack*: Bite 1d12+4, Claws 8 (x2); *Special Attacks*: cold breeze (1/hour, breath, 25 FT, 3d8 cold damage, freezes opponents 3d12*10 rounds on roll of 20, 1d20 GTET [29-Stamina]); *Special Qualities*: area within 60 FT continually at 20 degrees (may induce snow), immune to cold magic, infrared vision (50 FT), low light vision, suffers triple damage from fire magic, remains undetected against a snow background, resists Prayers (1d20 GTET 10), resists Spells (1d12 GTET 8), water breathing, 3/day — move through ice (to thickness 6 FT); AL None; *Attributes*: Agil 14, Int 7, Str 16, Stam 20, Will 11; *Description*: A four-legged creature with an elongated body 5+1d6 FT long with a 6 FT long tapering tail, standing 3 FT at the shoulder, 2½ FT wide, having a short rounded head with two large purple eyes set far apart in circular eye sockets, a small jaw with three rows of rough teeth, and a long forked tongue (up to 30 inches). It has thick legs with short upper limbs parallel to the ground, a highly flexible knee joint and longer lower legs with large five-toed feet and 3-inch claws, and is colored a light purple on its top and flanks with a lighter pink underside.

Ice Mantis, 1d3 appearing; HD1d4+8; hp 1d12+45; Move: 80 FT; AC 37; *Attack*: Bite 1d12+3, Foreleg Claws 3d6+2 (x2); *Special Attacks*: ice breath (once 3/rounds, 35 FT, 3d6); *Special Qualities*: detects warm-blooded creatures (150 FT), immune to ordinary cold, moves silently and without tracks in a snow environment, remains hidden against a snow background, resists water magic (1d12 GTET 3), standing vertical jump 14 FT or horizontal jump 18 FT, suffers double damage from fire magic; AL None; *Attributes*: Agil 19, Int 7, Stam 18, Str 15, Will 14; *Description*: A thin six-legged insect 4½ FT long with shorter rear and mid-body legs and much larger forelegs so that its head stands 5 FT tall and its tail 1 FT off the ground, with a straight, stick-like body with a curved shell over its back, a thin face with two large pale blue multi-lens eyes located on either side of its face, a large spiked jaw, four pairs of whip-like antennae, and large mandibles. Its forelegs have two flexible joints so that the feet raise above its head, its large feet have hooked appendages and a bladed edge to them. The Ice Mantis is colored a pale white or very light tan with irregular blue patches on its hindquarters.

Ice Plant; HD not applicable [hp1d12+1d8]; AC6-12; *Special Abilities*: Enchant Warm-Blooded (range 50 FT, sleep, save 1d20 GTET [30-Will], drains heat from sleeper at hp1/round, wake 1d20 GTET [32-Will]/round sleeping, creatures immune to cold unaffected), lethargy (40 FT, 25% movement rate, save 1d20 GTET [29-Will] checked every round); *Attributes*: Agil 8, Int 5, Stam 20, Str 9, Will 16; *Description*: A woody bush growing 28 inches high by 20 inches across, having thick wooden limbs with long parallel grooves and bright green seven-petal flowers; the leaves are blue-green/shaped like a mitten/fuzzy texture with spots of dark blue; *Other*: detects mortal life force (100 FT), does not burn, an area 100 FT diameter is at 35°F (50 FT at 30°F, 25 FT at 25°F), suffers triple damage from fire magic, unaffected by ordinary/enchanted cold; 1/day — summon monster (1d6 Ice Worm, 200 rounds), 2d20 leaves 1d6 SP/leaf (natural antifreeze, poisonous), dried leaves mint flavor (safe consumption, 3d20 GP/ounce), root 2d20+50 GP (potent poison); Number: 1d10 in area 250 yards across.

BESTIARY: ICE (SPIRIT) TO INBRU

Ice Spirit; 1d4 appearing or 1d20 in lair; HD1d4+11; hp 2d8+70; Move/Fly: 50 FT; AC 32; *Special Attacks*: *chill* (incorporeal touch 1d10, save 1d20 GTET [37-Stamina]), *psychic domination* (25 FT, 1/round, save 1d20 GTET [34-Will], persists [30-Wis]*150 rounds, dominated persons throw off all equipment and clothes to cavort naked in the snows, a dominated person becomes immobilized by the cold in [18+Stamina]*5 minutes and dies {Stamina+10} minutes later, a Spirit dominates up to 75 total points of Wisdom); *Special Qualities*: charm monster (1000 rounds, 100 FT, canines and wolves, boar, arctic fox, snowy owl, bears), heat sense (350 FT), immune to ordinary cold and cold magic and water magic, resists Prayers (1d12 GTET 50), resists Spells (1d12 GTET 5), unaffected by ordinary/enchanted wood/ferrous weapons, 5/day —*summon monster* (200 rounds, 1d8 **wolves**, **arctic fox**, or **grizzly bear**); AL Neutral; *Attributes*: Agil 17, Int 18, Str 11, Stam 17, Will 27; *Description*: An incorporeal translucent blue humanoid figure in its native form, seeming to have dark blue skeletal hands and its face hidden inside a dark blue cowl and robe, Ice Spirits often take on the approximate size and shape of polar bears, wolves, and giant snowy owls while retaining their blue coloration. Ice Spirits can only appear on ice or within 100 yards of currently frozen ice, and typically have a lair consisting of a multi-chambered igloo or ice cavern – often filled with wolves-fox-bear. Persons protected against mental domination are immune to Ice Spirit attack. Ice Spirits are unlikely to attack a group until they are confident of success.

Ice Worm, 1d2 appearing (mated pair); HD1d4+9; hp 2d8+65; Move: 55 FT; AC 34; *Attack*: Bite 3d6, Tentacle 1d6 (x5), Crush 2d12 (body roll); *Special Attacks*: *radiate cold* (15 FT, body radiates intense cold, 1d4/round), *cold breath* (15 FT - 2d8, 40 FT – 1d8, even-numbered combat rounds, half-damage on save 1d20 GTET [26-Stamina]), *ice spit* (25 FT, after burrowing through ice spits partially chewed ice in a forward cone, 3d10, avoid 1d20 GTET [28-Agility]); *Special Qualities*: heat sensing, immune to spells of cold, infrared vision (50 FT), low-light vision, salt injures at hp2/round per pound placed on the skin, suffers half-damage from air domain spells, suffers double damage from fire spells, AL Neutral; *Attributes*: Agil 20, Int 13, Str 42, Stam 32; *Description*: A cylindrical creature 22+1d10 FT long, 4+1d4 FT in diameter, having a tapered face ending in a snout 4 FT wide that contains a circular mouth ringed with 3-inch sharp teeth, the Ice Worm has a pair of large pale-blue eyes on each side of its head (one eye of the pair immediately above the other) and has five appendage or tentacles attached to the forehead - each tentacle 40 inches long by 3 inches in diameter with a flexible tip 1 inch in diameter. The skin of the Ice Worm is milky-white and radiates intense cold, and the rear is a flat vertical surface. The Ice Worm can be completely frozen for up to 16 weeks without damage. It is most active during daylight hours and is always aggressive. An Ice Worm carcass produces 40+1d100 ounces of blood valued (by an Alchemist) at 1d8 GP/ounce [used in potions of cold resistance, for example], 30+4d12 teeth valued at 3+1d6 SP/apiece, and 50+3d20+2d8 pounds of good quality meat valued at 1d10 CP/pound.

Immense Ape; HD10; AC48; *Attacks*: Bite 1d10 Claw 1d8 Trample 2d12; *Special Abilities*: Crushing attack (hug) 4d8, Fearful Bellow (panic, save 1d20 GTET [36-Will]), low-light vision; Agility: 13; *Description*: A gigantic black-furred humanoid standing 16-20 FT high with a huge chest and arms, often with red or orange buttocks and red eyes; *Other*: excellent climbers, good hearing; Number 1 (10% mated pair).

Immense Protozoa; HD2-5 [hp1d10+1d8+20]; AC40-50; *Attacks*: 4*Whip 1d4; *Special Abilities*: Absorption (hit by whip on roll GTET 18 wraps, pulls opponent into body, break free 1d20 GTET [28-Strength], requires 30-Strength rounds to fully absorb, hp1d3/round absorption); Agility 11-13; *Description*: A macro-sized single-cell organism of an oval shape, to 7 FT by 4 FT by 1-2 FT thick, having a thin blue translucent skin with some dark blue spots and several black interior nodules; they have four black rope-like appendages attached at the bottom (6-7 FT); *Other*: avoid fire, double damage Fire magic, generally aggressive; Number: 1.

Impala; HD1-3; AC10-20; *Attacks*: Bite 1d3 Gore 1d8+2, Kick 1d6 (fore) 1d10 (hind) Trample 1d12+1d6 Stampede 4d20; *Special Abilities*: low-light vision; Agility 14-19; *Description*: A four-legged antelope, standing 5-6 FT at the shoulder, 6½-8 FT at the ears, 9-10 FT at the horns; it has a long, narrow snout with a small black nose, a large equine jaw, large triangular ears, a small bone ridge over the eyes, a small amount of coarse brown hair on top of the head; two permanent straight horns 20-26 inches long taper to a sharp tip; it has a dark caramel brown hide with wide white vertical stripes on its flanks/tail/upper legs (each stripe like a backgammon board); *Other*: good sprinter, good running endurance, good hearing, jump 15 FT horizontal/12 FT vertical, carcass 1d100+20 pounds good quality meat at 1d8 SP/pound, horn 2d20 GP; Number: 4d20 fall mating, 1d20 family unit, 1d8 buck group.

Inbru; HD2-5; AC25-30; *Attacks*: Bite hp1 4*Punch 1d4 4*Strangle 1d10 Weapon (Miner's Pick, 2*Copper Knives); *Special Abilities*: Charming Bite (Dwarf only, mentally dominates 40-Will rounds, save 1d20 GTET [32-Will]), Experience Drain (Dwarf only, 2 upper arms, remove 500 XP/hit, no save), Stamina Drain (Dwarf only, 2 lower arms, removes 1 point Stamina 1d100 days, save 1d20 GTET [32-Stamina]/hit, permanent loss on save roll of 1), infrared vision; Agility 13-15; *Description*: A short shaggy [corporeal] humanoid 3 FT tall, having 4 arms and huge thick feet; it's body features are difficult to distinguish because of the very long dark brown hair which covers the torso; *Other*: good hearing, good climber, moves silently underground, formed from spirits of miners killed underground; Number 1d4.

BESTIARY: INFERNAL TO KANGAROO

Infernal Locusts, 1d20+8 appearing; HD1d3+2; hp 1d8+12; Move: 15 FT, fly 60 FT; AC 28; *Attack*: Kick 1d2 (per leg when airborne); *Special Attacks*: *rabid bite* (1d2, rabies in 2d6 days, save 1d20 GTET [30-Stamina]), *tail stinger* (1d5, poison, paralysis in 1d6*10 rounds lasting 3d12*60 rounds, save 1d20 GTET [33-Stamina], venom allergy causes immediate death), double attack (when flying attacks two persons on even-numbered rounds); *Special Qualities*: sees invisible (85 FT); AL None; *Attributes*: Agil 19, Int 5, Stam 11, Str 9, Will 9; *Description*: A winged, four-legged composite creature 40 inches long by 26 inches tall, having a human face with two small red horns and two large fangs, the body of a brown horse with steel hooves, feathered wings (brown and white) each with a 24-inch span, and a 4 FT scorpion's tail. Despite the human face, the locust is unintelligent.

Ironweed; HD not applicable [hp1d12]; AC45-55; *Special Abilities*: Sharp Edges (unprotected hp2 per 5 FT travel through thicket, leather armor hp1 per 5 FT, metal armor protects); Agility 20; *Description*: A rust-brown waist-high plant growing in thick clumps, 3d10 thick stalks which support a thicket of wide, flat leaves; each stalk has 2d20 leaves each 6 inches long by 2½ inches with a thick center ridge tapers to a paper-thin edge, soft pulpy leaf in center but very hard knife edge; top each stalk has a wide red flower 10-15 petals and a thick green "bucket" underneath the flower; *Other*: 25 pounds weed process to 1 pound raw iron, found near iron deposits; Number 3d20.

Ivy, Poison, 1d3 appearing; HD1d4; hp 1d4+8 (10 FT long vine section); Move: Not Applicable; AC 16; *Attack*: Vine Whip (1d4, x6), Constriction 1d10; *Special Attacks*: *astrigent oil* (bright red skin rash over GTET 20% body surface appears 1d100 rounds after skin contact, 1d20*half hours after rash inflamed white boils appear with skin swelling, compelled to scratch the rash and boils – hp1d4 every hour awake, persists 1d10*30 hours, reduce Agility statistic 1 point every hour unless save 1d20 GTET [33-Stamina], allergic persons become paralyzed after 1d12*5 hours – save 1d20 GTET [30-Stamina] checked every hour), *toxic smoke* (persons exposed to smoke from a burning vineleaves GTET 6 rounds suffer 1d12 lung damage and become unconscious for 4d100*5 minutes – save 1d20 GTET [31-Stamina], a fatal allergic reaction occurs on natural save rolls of 1 or 2 – save 1d20 GTET [37-Stamina]); *Special Qualities*: very susceptible to fire, +3 save bonus against air magic, -3 damage penalty by blunt weapons; AL None; *Attributes*: Agil 14, Int 3, Stam 11, Str 12, Will 18; *Description*: A woody vine 4 inches in diameter by 1000 FT long, wrapping around trees and bushes (primarily in forested areas), the vine having many clumps of bright green leaves, each leaf with three lobes, the surface having a thin oil with an aroma of mint. Each 10 FT segment of vine has 1d12 branch vines, each 3d12 FT long. The leaves are highly poisonous to ingest (fatal 1d100 rounds, save 1d20 GTET [34-Stamina] Humans-Elf and [37-Stamina] Dwarves and Gnomes).

Jinguma (Foot Soldiers of Samael), 1d10 Appearing; HD1d4+18; hp 2d12+98; Move: 50 FT, fly 70 FT; AC 42; *Attack*: Claws 1d6+1; *Weapons*: silver *Scimitar* +3 (unholy, human slayer – save 1d20 GTET [33-Stamina], 5/day electric shock 2d8), *Scythe* +1 (unholy, mighty cleaving), smoke bomb x4), Throwing Stars x4 (poisoned, save 1d20 GTET [26-Stamina]); *Special Qualities*: Standard Foot Soldier abilities; detect incorporeal 125 FT, detect good 250 FT, immune to poisons derived from plants, infrared vision 300 FT, low light vision, resists Prayers (1d12 GTET 4), resists Spells (1d12 GTET 6), 5/day – shapechanging (**boar**, 30 minutes); AL Evil; *Attributes*: Agil 14+1d8, Int 13+1d8, Stam 18+1d10, Str 15+1d10, Will 1d6+24; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion*, *cure critical wounds potion*, *unholy water* x5, *Spell Marbles* (fireball x4, lightning x2, blizzard). *Description*: Black-skinned humanoids between 7 FT and 7 FT 4 inches tall, with long thin heads, long pointed ears, thick black hair reaching below their shoulders (twisted into elaborate braids clasped in silver or gold pins), circular yellow eyes, thin peg-like noses sticking straight out from their face, white lips and several small fangs. Jinguma have four fingers and two thumbs on each hand and each finger has a curved white claw. They wear a gold open-face helm (true sight), an elaborate black tunic with gold trim and gold buttons and held with a wide gold belt (AC+10, chameleon, 150 GP), and carry a diamond-shaped gold shield (reflects spells to caster 1d12 roll GTET 7). They are found in troops of 8 led by a Quivaras.



Kangaroo Vine; HD0-1; AC5-8; *Special Abilities*: Vine Attack (1d6, first attack from ambush at +3, lifts 6-10 FT into air and immobilizes, break free 1d20 GTET [28-Strength] then 1d4 falling damage, maximum 10 attempts to free, while immobilized insects feed hp1/5 rounds); Agility 16-18; *Description*: A long fleshy rope-like parasitic creature to 100 FT length, grows among the branches of tropical trees and attaches to host tree with sucker pads; vine has 1d10+10 branches to 20 FT long ending in a fleshy pad (tentacles); the body has

BESTIARY: KANGAROO TO KERES

Kangaroo Vine, continued...1d20 large wooden nodules (30-40 inch globes) each nodule has a fleshy or leafy pouch on its underside - each pouch is a nest for six-legged stinging bugs; *Other*: resists ordinary fire; Number 50% trees in area 500 yards across.

Kaukas; HD0-12 [Warrior 1d6+1, Priest 1d10+2]; AC4-8 plus armor; *Attacks*: Punch hp1 Strangle 1d8 Weapon (spear, weighted net, blowgun [poison], short bow); Agility 18-23; *Description*: Bald humanoids standing 3 FT tall (42 inches), having pale green skin, heavy brown eyebrows, blue or blue-green eye color, drooping ears to their shoulders, tough leathery feet, dark brown finger/toe nails; males wear moustaches/small beards; statistics: Agility 15+1d8, Intelligence 1d6+14, Stamina 1d6+8, Strength 1d6+9, Will 1d10+15; males wear knee-length one piece garments with wide black leather belts, females wear long-sleeve leather shirts (decorated with shells and beads) over knee-length skirts of a bright shimmering material; both genders wear a lot of shell or amber jewelry; *Other*: quarter damage Water magic, outstanding swimmers, hold breathe to 15 minutes, communicate/control large freshwater fish, move silently in marshy terrain, blend into bogs (limited invisibility), twice human hearing range/sensitivity, good climber, leave no footprints in marshy terrain, well-known storytellers, will not become Wizards, incline to good, worship water goddess Uttanamu/fear fire demon Koortkyky, private hand-signal language; Number 2d100 camps, 1d12 hunting party.

Kelp, Giant Poison, HD1d3+4; hp 34 (plant base) 5 (severs frond); Move: Not Applicable; AC 21; *Attack*: Entanglement (when moving through kelp, 15 FT avoid 1d20 GTET [26-Agility], 1d3*2 minutes to disentangle), Puncture Wound (1d4 when moving through kelp, barbs checked every 5 FT); *Special Attacks*: *poisoned barbs* (reduces breathing capacity [length of time underwater] by 10% per dose - if capacity is reduced to zero has 3 rounds to surface otherwise drowns, save 1d20 GTET [28-Stamina]); *Special Qualities*: dried kelp burns explosively with noxious smoke, dried poisonous kelp is hallucinogenic when smoked; poisonous if ingested (fatal to elves and humans in 3d100 rounds, save 1d20 GTET [37-Stamina]); AL None; *Attributes*: Agil 17, Int 2, Str 22, Stam 16, Will 6; *Description*: A multi-frond aquatic plant growing in thick clumps in shallow ocean water (both cold and warm water varieties). Each plant base has 1d12+5 fronds, the fronds 40 FT to 60 FT long and varying from 30 inches wide at the base to 9 inches across at the top. The fronds are a dull or light green color with red stripes along the center. Spaced along the frond length are dark green bulbs of poisonous sap, each with 1d20 hooked barbs. The clumps are 120 FT to 200 FT across with individual plant spaced 7 FT to 10 FT apart at the sea floor but form an interconnected thicket by a height of 10 FT Each plant has 2d100 sap bulbs, each bulb valued at 1d6+2 GP.



Keres (Officers of Samael), 1d4 appearing; HD1d6+19; hp 2d12+150; Move: 65 FT, fly 90 FT; AC 68; *Attack*: Claw 1d10, Tail 1d8 (whipping); *Weapons*: *Long Sword* +4 (unholy, great cleaving, spell blade - fireball 5/day), *Mace of Smiting* +3, *Assassin's Dagger* +2; *Special Attacks*: *wisdom transfer* (touch, 3/day, reduces victims Will 1d6 points for 1d20+4 days and Keres temporarily adds the wisdom points, save 1d20 GTET [36-Will]), *immolate* (touch, 1/day, 3d20 rounds of unquenchable fire at 1d12/round, save 1d20 GTET [38-Stamina]), *fire grapple* (1d8/round fire damage on contact during grapple); *Special Qualities*: Standard Officer abilities, immune fire magic, resists Prayers (1d12 GTET 2), resists Spells (1d12 GTET 4), suffers additional one-third damage from cold magic, 3/day - paralyzing aura (35 FT, 3d20 rounds, save 1d20 GTET [34-Will]), Ring of Fire (15 FT radius, 2d20 rounds), 1/day - fireball volley (75 FT, 5 simultaneous fireballs over 90 degree arc, each 2d8 damage); AL Evil; *Attributes*: Agil 19+1d10, Int 17+1d10, Stam 17+1d10, Str 19+1d8, Will 1d6+26; *Spells*: L21 Wizard and L1d3+6 Evil Priest; *Possessions*: curved platinum horn (range 10 miles), *Charm versus the Power Deus*, *Never-Cleaving Helm*, large steel *Shield AC+14* (ordinary missile reflecting), *cure moderate wounds potion* (x3), *cure serious wounds potion* (x3), *cure critical wounds potion* (x2), *Ring of Spell Storing* (choke x6, fireball x4, dominate person x2), *Rod of Command*, *Wand of Disperse Magic*, *Lantern of True Sight*, *Siren's Lute*; *Description*: A winged humanoid standing 7 FT 2 inches to 8 FT tall, with wings each spanning 7 FT, generally an orange-red color everywhere on their muscular bodies with dark red hands, feet, and leathery wings, and small tongues of flame which continually flicker across their bodies. Keres have a rectangular head which is somewhat indistinct because of the flames which surround it - from within the flames can be

seen one large dark red eye, a large mouth filled with dark red teeth and two prominent incisors (fangs), and two dark red curved horns which reach up from the top of its head. They have a yellow whip-like tail up to 6 FT long. They wear tight black pants held by a wide black leather belt (with a glossy and reflective surface) and a large gold belt buckle in the image of Lucifer with diamond eyes [valued at 550 GP but with a strong evil aura]. Keres command 10 squads (80 Jinguma & 10 Quivaras).

BESTIARY: KILLER (DUCK) TO LADATAJAS

Killer Duck; HD3-4; AC16-22; *Attacks*: Beak 1d10 Talons 1d8 (airborne/swimming); Agility 11-13 land 14-17 swimming 18-22 airborne; *Description*: A moderately sized waterfowl about 30 inches tall and 20 inches long; Killer Ducks typically have drab brown feathers on their backs with white breasts and underside with yellow streaks; they have three green bands and a red band on their necks, a white head, and bright yellow beaks; *Other*: generally aggressive, excellent swimmer, dives to 300 FT, remain underwater 10 minutes, 1d10 pounds meat/carcass at 1d6 SP/pound, eggs 2d10 SP, 1d4 pounds down/carcass at 1d6 GP/pound; Number 2d8 flock.

Killer Rocks; HD2-4 [hp1d8+6/rock]; AC50-60 {edged/piercing weapon hp1 only, blunt weapon damage+2}; *Attacks*: Bash 1d6 (1d4 rocks/opponent); Agility 15-20; *Description*: A group of hard round objects each 25-40 inches diameter, having an irregular shell in shades of grey/black/brown/tan/white; each Rock levitates 6-90 inches and moves in an irregular pattern; the group fills a space 6-9 FT across; *Other*: missile weapons at TH-4, immune Earth magic, half damage Fire magic, mindlessly attack; Number: 1d8+6 group.

Kingfisher; HD2-4; AC10-16; *Attacks*: Beak 1d6 Talons 1d8 (airborne) Ram 1d10 (airborne); Agility 10-12 ground/water 15-20 airborne; *Description*: A two-legged seabird to 4 FT long, wingspan 10 FT, having a white/blue body with wide blue wings, three-toed tan talons, blue eyes, a large blue crest on top of their head, and a large white tail; long thin pointed beak tapers to a sharp point; *Other*: half damage Water magic, rarely found near land, dives into water to fish, can take off from water; Number 1d12 flock.

Knife Fish; HD3-6; AC25-35; *Attacks*: Bite 1d4 Knife Slash 1d8 Tail 1d2, Ram 1d10; Agility 15-19; *Description*: A bony fish 8-9 FT long, having thick bone armor around its head and the forward half of its body, a small rounded crest between its head and body, three large fins attached to its underside with two smaller flank fins and a large horseshoe-shaped tail; a 1½-2 FT straight horn protrudes from its forehead (resemble dagger); its plates are dark grey, scales are silver with a white underside, fins are black and the tail is mottled grey/black; *Other*: 1d100+40 pounds poor quality meat, 120 bony plates at 1d10 CP; Number 1d6.

Knotweed; HD1-2; AC6-10; *Special Abilities*: Noose Attack (snare, blood sucking thorns hp1/round, break free 1d20 GTET [28-Strength]); Agility 12-14; *Description*: A woody bush standing 4 FT high by 3 FT across with numerous small purple leaves (2 inches long, three arrowhead-shaped lobes); the branches have numerous small purple thorns; 1d12 vines radiate out from the bush to 20 FT ending in a snare loop, usually hidden under leaves/tall grass/loose sand/gravel; *Other*: resists ordinary fire, one-third damage Fire magic; Number 1d20 bushes within 100 yards.

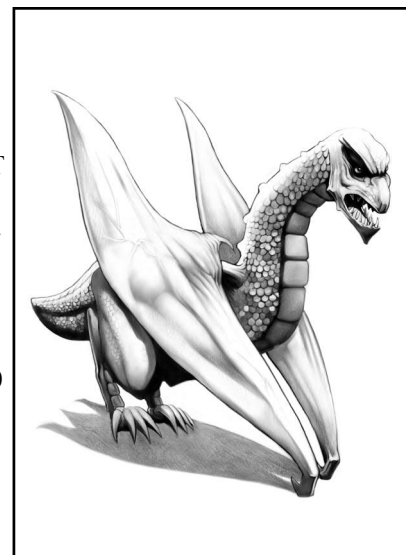
Kraken, 1 appearing; HD1d6+13, hp 3d12+90 (body) 1d6+28 (severs tentacle); Move: swim 110 FT; AC 29 [tentacle/head] 58 [shell]; *Attack*: Bite 4d6, Tentacle 1d8, Tentacle Constriction 1d12+2; *Special Attacks*: *ink cloud* (8/day, 400 FT diameter, blinding, 1 hour); *Special Qualities*: extraordinary hearing (2000 FT), immune ordinary cold, immune to poisons based on sea creature venoms, immune to water magic, infrared vision (200 FT), regenerates hp2/round (tentacles) hp3/round (head), resists cold magic (1d12 GTET 4), see invisible (100 FT), sensitive to snake and reptile venom; AL Neutral; *Attributes*: Agil 20, Int 12, Stam 40, Str 32, Will 16; *Description*: An invertebrate living in a hard conical shell 28 FT long by 12 FT wide at its mouth. It's head is a deep purple with white stripes, with two large pale yellow eyes and a yellow parrot-beak 5 FT long by 3 FT wide, with ten tentacles attached above the forehead, each tentacle 12 FT long by 2 FT wide, purple on top with white suckers on the undersides. Its skin is thick and blubbery. A series of openings surrounds the end of the shell, through which jets of water can be shot for propulsion.

Labbu; HD5-9; AC50-60; *Attacks*: Bite 4d4 Crush 3d10 Punch 1d8 Strangle 1d12 3*Weapon (short sword, dirk, heavy mace); *Special Abilities*: Nerve Poison (fatal 1d10 rounds, save 1d20 GTET [32-Stamina]), Speak with Snakes, Control Snakes (1d12), infrared vision; Agility 13-16; *Description*: A huge snake with eight pairs of 5 FT humanoid arms; it is 30-40 FT long, having a flat flared triangular 6 FT head with two large protruding bumps containing the breathing cavity, four curved ivory-colored fangs on its upper jaw, four large black eyes (two pairs); its body is glossy jet black with red bands on tail, red starburst pattern on its forehead, red stripe along the upper half of its underside; often wears a hooded jacket or robe over its head and upper body (garment elaborately woven in a snake motif with 1d12), wears a wide leather weapon belt; statistics: Intelligence 1d12+12, Stamina 1d8+10, Strength 1d12+12, Will 1d6+13; *Other*: save +3 versus mental attack, immune to venoms or reptile-based poison, hate Spiders, tend to evil, attracted to gems/gold, very trustworthy, enjoys taunting prey before feeding, enjoys cerebral puzzles and games, are capable of cooperation, often employ minions; Number 1.

Ladatajas (Foot Soldiers of Amayon), 1d10 Appearing; HD1d3+7; hp 1d12+50; Move: 50 FT, fly 70 FT, swim 35 FT; AC 45; *Attack*: Bite 1d8, Claw 1d6 (x2); *Weapons*: heavy iron *Mace* +1, Long Bow, 30 war arrows; *Special Attacks*: *saurian roar* (sound attack, 1/day, 15 FT – fall to ground unless save 1d20 GTET [36-Will], 30 FT – confusion save 1d20 GTET [33-Will], all current spells in effect are negated); *Special Qualities*: Standard Foot Soldier abilities, immune to snake or reptile venom, immune to reptile venom-based poisons, infrared vision 200 FT, low light vision, resists spells of sleep (1d12 GTET 4), resists cold magic (1d12 GTET 3), resists water magic (1d12 GTET 7), speak with animals (snakes and reptiles), telekinesis (100 FT, 50 pounds), 3/day — walk on

BESTIARY: LADATAJAS TO LASKOWICE

Ladatajas, continued...water (2000 FT); AL Evil; *Attributes*: Agil 12+1d8, Int 13+1d10, Stam 16+1d10, Str 12+1d8, Will 24+1d8, *Possessions*: cure light wounds potion (x2), cure moderate wounds potion (x2), cure serious wounds potion, heroism potion, haste potion, oil grenades (x4), throwing knives (x4), Waken Balm, Salve of Animation; *Description*: Bipedal reptiles with dark green scales and vertical yellow stripes on their backs, standing 5 FT 8 inches to 6 FT 3 inches tall, with faces like those of carnivorous dinosaurs with four vertical horns and glowing green eyes. Ladatajas have wide bat-like wings each spanning 9 FT, thick and rounded upper thigh muscles and a large four-toed foot. They wear yellow leather armor and carry round yellow shields with a painted red flame. They are found in a troop of 8 led by an Odoru.



Lammasu, Lion-headed, 2 appearing (mated pair) outdoors or 1d8 in an underground den; HD1d6+4; hp 2d12+80; Move: 90 FT (burst of speed: 150 FT/round, 50 rounds, 5/day), fly 120 FT, swim 16 FT; AC 242 *Attack*: Bite 1d12+2, Claws 1d10 (x2, on ground), Claw Rake 1d6+1



(x4, airborne), Snake Bite 1d8, Overrun/Ram 3d8 (+2d8 burst of speed), Crush/Stomp 1d20; *Special Attacks*: fighting roar (200 FT, imparts heroism to allied creatures, 3d12 rounds, 3/day), frightening roar (150 FT, opponents panic 4d12 minutes, save 1d20 GTET [30-Will], 3/day), humbling roar (125 FT, opponents surrender and abase themselves 1d12 minutes, save 1d20 GTET [33-Will], 2/day), rendering pounce (jumps onto opponent's back or rear, -3 to attack, claws 3d6+2 [x4]); *Special Qualities*: blends into forest and mountainous terrains, detect astral (50 FT), detect good (450 FT), detect poison, immune to air magic, immune to lightning and electricity, infrared vision (250 FT), insects do not approach within 10 FT, know thine enemy, low-light vision, read magic, regenerates hp2/round, resists Prayers (1d12 GTET 5), resists Spells (1d12 GTET 8), see invisibility (130 FT), ultraviolet vision (100 FT), +4 save against poisons, 5/day — detect undead (100 FT), 3/day — bar good (save 1d20 GTET [34-Will]), detect cursed items, spectral hand; AL Good or Neutral; *Attributes*: Agil 24, Int 23, Stam 28, Str 28, Will 28; *Spells*: L14 Wizard; *Description*: A four-legged winged composite creature 9 FT long, standing 6 FT high at the shoulders, each wing with an 8 FT span; having the body and rear legs of a bull, a lion's forelegs and head with a shaggy red-brown beard, and a mane grown to resemble a turban, and a snake instead of a tail. A Lammasu hide is valued at 4d10+6 GP. Lammasu speak Common and 1d10 other mortal languages. Lammasu are friendly with

Sphinxes, are known to aid heroes on quests, greatly enjoy epic poetry, and are partial to harp music. Lammasu and Lamia are bitten enemies.

Lamprey; HD2-6; AC25-35; *Attacks*: Bite 1d12 Tail 1dd6 Ram 1d8; Agility 15-19; *Description*: A snake-like fish 14-16 FT, having an oversized 5 FT head with a broad snout and reptilian jaws, three large fangs on its upper jaw hanging over the lower jaw, four large fins on each side of its body, and a large rounded tail; it's body is black along its back and flanks, grey on its underside/tail; *Other*: 4d20 pounds of poor quality meat, usually aggressive; Number 1d20 den, 1d3 hunting.

Land Siren; HD4-7; AC5-10 plus armor; *Attacks*: 3*Claw hp2 Punch hp1 Strangle 1d12 Weapon (dirks, flail, whip); *Special Abilities*: Mesmerizing Voice (150 FT, save 1d20 GTET [28-Will], 1d100 round effect, save gives 1d10 round immunity, affected persons does not defend while singing continues), Mental Compulsion (must be mesmerized, gives 1d6 commands, last 1d20+1d12 days, one save check/day 1d20 GTET [34-Will]); Agility 9-14; *Description*: A three-armed (two left, one right, double jointed), 7 FT humanoid, having a tall thin face, sunken cheeks, flat nose (four nasal openings), prominent upper teeth; it has pale grey skin, dark grey eyes, and purple hair, six fingers hand/ eight toes foot; statistics: Intelligence 1d10+9, Stamina 1d10+6, Strength 1d12+11, Will 1d6+15; dress in high-necked orange/yellow robes with a dark colored cape; *Other*: +6 save versus Shaman magic, +2 save versus Air magic, tend to evil, very good musicians; Number 1.

Laskowice; HD1-6; AC8-15 plus armor; *Attacks*: Bite 1d6 (wolf form) 2*Claw 1d3 (wolf) Punch 1d3 Strangle 1d8 Weapon (dagger, club, mace, short bow); *Special Abilities*: Shapechange (Wolf, 1/day, 1 hour), infrared vision; Agility 14-18; *Description*: Small bipedal humanoids with the torsos/head of humans and the legs of dogs/wolves, standing 4 FT; males have well groomed pointed grey beards streaked with black, and long coarse black shaggy hair, with dark grey eyes, dark black eyebrows; their faces have long thin hooked noses, thin lips, and prominent teeth; statistics Intelligence 1d8+8, Stamina 1d10+13, Strength 1d8+7, Will 1d8+10. they generally wear simple leather shirts and long pants; *Other*: speak to canines, canines will not attack, good scent ability, canine range of hearing, one tenth damage Cold magic, excellent trackers, inclined towards neutrality, known for canine breeding and training; Number 5d12 camp 1d8 hunting party.

BESTIARY: LEECH TO LION FISH

Leech, Sea, 1 appearing (every 25 FT or every round swimming in infested waters); HD1d4, hp 1d4+8; Move: 6 FT, swim 25 FT; AC 22; *Attack*: Bite hp1; *Special Attacks*: *attach* (on any roll to hit+3, skin numbing chemical – save 1d20 GTET [28-Stamina], hp1/round while attached, hp1d8 to remove), *salt dehydration* (salt imbalance causing a coma after [Stamina statistic+1d20] minutes unless save 1d20 GTET [28-Stamina] checked every 15 minutes - recovers from coma on GTET [33-Stamina] checked every hours, death after [Stamina statistic*1d4] hours unless save 1d20 GTET [32-Stamina] checked every 150 minutes); *Special Qualities*: disease carrier on 1d20 roll GTET 14 [save 1d20 GTET [32-Stamina], dives to 500 FT, low-light vision, +2 against ordinary/enchanted cold; AL None; *Attributes*: Agil 12, Int 3, Stam 10, Str 10, Will 6; *Description*: A soft, blubbery, slug-like creature 30 inches long by 9 inches wide by 18 inches thick, having a small, slit-like mouth at the front end of its body, numerous small sucker pads on its underside, it's surface having a soft, rubbery consistency and a slimy or oily feel due to the secreted liquid chemical coating it. The Sea Leech is a pale green in color with a darker green top with a light grey or white underside. Sea Leech meat is succulent but poisonous (effect in 2d20 rounds, causes distended stomach, cramps, nausea, weakness – reduce effective Stamina and Strength statistics by -4 points, persists 1d12*3 hours, save 1d20 GTET [32-Stamina]). Sea Leeches survive out of salt water for 2d100+15 minutes. Each Sea Leech carcass produces 1d12 ounces of numbing chemical (1d6 GP/ounce).

Leech, Swamp, 1d100 appearing; HD1d3, hp 1d3+6; Move: 10 FT, swim 45 FT; AC 21; *Attack*: Bite hp1/hit; *Special Attacks*: *skin numbing* (victim does not notice leech adhering unless succeeding save 1d20 GTET [29-Stamina]), *blood sucking* (3 hp blood loss every hour, 1d12 additional damage when leech is removed), *disease source* (transmits parasitic disease to its host unless save 1d20 GTET [28-Stamina] checked every hour); *Special Qualities*: poisonous flesh (cramps after 3d10 minutes, after 3 hours paralysis sets in 1d10*3 hours, save 1d20 GTET [30-Stamina], fatal allergy after 1d100 rounds on a natural save roll of 1 – save 1d20 GTET [38-Stamina]), repelled/removed by salt, low-light vision, dives 100 FT, +4 save water magic; AL None; *Attributes*: Agil 14, Int 3, Stam 12, Str 9, Will 6; *Description*: A soft, blubbery, slug-like creature 10 inches long by 3 inches wide by 2 inches thick, with a small slit-like mouth at the front end and numerous small sucker pads on its underside, and with a soft, rubbery skin having a slimy or oily feel. A Leech is generally flat except for an upward curve at the tail end, pale white everywhere on its body or has a light grey upper side and a pale white underside.

Leopard Flower; HD not applicable [hp1d6]; AC2-10; *Attacks*: 2*Spikes 1d6; *Special Abilities*: Constriction (wraps on TH rolls GTET 15, 1d4/round, break free 1d20 GTET [26-Strength]); Agility 11-13; *Description*: A 20-50 FT long flowering vine with 10-14 inch flowers (1d20/12 FT) having yellow-gold petals with dark brown spots and dark brown interiors; 1d10 stiff brown leaves attach to the base of each flower; the vine is yellow with occasional bands of brown; large brown bulbs with 1d8 large spikes are at each end of the vine (resemble fangs); grows among the lower tree limbs; Number: 1d8 area 100 FT across.

Leshi; HD3-6; AC8-12 plus armor; *Attacks*: Bite 1d2 Punch 1d3 Strangle 1d8 Weapon (club, staff, no metal); *Special Abilities*: Shapechange (owl, squirrel, beaver, bobcat, deer), low-light vision; Agility 14-21; *Description*: Appears as an old human/elven male with a rough, blue tinged, skin and a very long, shaggy coat of hair, long finger/toe nails (almost claws); statistics: Intelligence 8+1d8, Stamina 10+2d6, Strength 8+1d10, Will 7+1d10; they often wear a skin loincloth and may wear a fur cape or cloak; *Other*: possesses enchanted Wand or Staff on 1d20 roll GTET 17, Shaman L1d8 on 1d10 roll 10, immune to hold person/paralysis, save against Shaman magic +3, quarter damage Lightning, moves silently in forest environment, blend into bushes/brush (limited invisibility), good swimmer, aggressive towards persons harming the forest, tend towards neutrality, dislike Dwarves/Gnomes; Number 1.

Leviathan; HD15-20 [hp2d100+250]; AC125; *Attacks*: Bite 3d12 4*Flipper 2d10 Tail 4d10 Ram 12d20; Agility 8-12; *Description*: A huge finned creature to 320-350 FT long by 25 FT across, having 20 by 10 FT flippers, and a 40 FT wide tail; it has a thick neck with a serpent/snake head; it is dark blue with a light grey/white strip down the center of its underside/under flukes/on tail; *Other*: immune to Water magic, 50% resist all magic, often hibernate/dormant for years in warm seas, rarely aggressive; Number 1.

Lhiannon; HD; AC; *Attacks*: Bite 1d2 Punch 1d3 Strangle 1d10 Weapon (staff, spear); *Special Abilities*: Paralyzing Touch (3d100 minutes, save 1d20 GTET [28-Will], on subsequent hits permanently lose 1 point Will – save 1d20 GTET [32-Will-{number touches}]); Agility 8-16; *Description*: A gaunt Undead humanoid standing 6 FT having pale yellow skin with glossy black hair (back of the skull), dark yellow eyes, short flat nose, and small ears; 5-7 fingers with black nails; statistics: Intelligence 9+1d6, Stamina 8+1d8, Strength 10+1d10, Will 19+1d10; wears loose fitting woolen garments similar to a woman's dress and thick sandals; *Other*: not injured by iron/steel weapons (includes enchanted), immune Shaman magic, apply +2 to resist Priest/Crusader abilities; Number 1d6.

Lion Fish; HD2-4; AC16-22; *Attacks*: Bite 1d8 Ram 1d6; *Special Abilities*: Stunning Roar (1d6 damage 25 FT, stun 75 FT, 30-Stamina rounds, save 1d20 GTET [32-Stamina]); Agility 13-16; *Description*: A moderate yellow fish 6-7 FT long having a large feline snout with powerful jaws and prominent upper fangs, a reddish fringe/mane surrounding/behind its head, a red "sail" along the middle of its back and four flippers on its underside; it's horizontal tail is 4 FT across with curved/pointed tips; *Other*: roar can be hear to 2 miles underwater, very aggressive prior to feeding; Number 1d20 den 1d6 pride.

BESTIARY: LIVING TO MAHR

Living Pool, 1 appearing; HD1d8+2; hp 2d20+180; Move: Not Applicable; AC 22; *Special Attacks*: Acid Digestion (1d8/round); *Special Qualities*: charm person (75 FT, save 1d20 GTET [38-Will]), compulsion to enter the pool, highly flammable and susceptible to fire or fire spells – any flame within 4 FT of outer edge results in ignition after 1d6 rounds – explosion does 4d12 (pool area) 2d12 (15 ft) 1d10 (16 to 25 FT); AL None; *Attributes*: Agil 5, Int 8, Stam 26, Str 22, Will 16; *Description*: A pool of pale purple liquid at least 40 FT across, 26 inches deep at the edge and 54 inches deep at the center; dark brown and black spheres between 12 and 20 inches in diameter, some connected with black strands or ropes one-half inch in diameter, and many six inch spheres colored red, green, and blue. The pool is cool but not cold. The pool is highly acidic but also contains potent anesthetics, masking the skin-dissolving effect. A pool usually surrounds a circular pedestal supporting a statue, chest, or other feature attractive enough to attract adventurer attention and inspection. The spheres float about in random patterns until the pool is entered then drift towards the person, slowly so to not cause alarm. As long as the person continues toward the center the pool remains liquid but once they turn towards the edge the pool liquid hardens into a thick gel which surrounds the persons and traps them. Once the gel forms the trapped person must roll each round GTET [32-Strength to make 1d6 FT progress towards the outer edge.

Lizard's Tail; HD1-3; AC5-10; Vine Whip 1d6 (2/opponent); Agility 13-15; *Description*: A stalky plant (three green stalks) with green flowers, each leaf has 2 red spots, flower has yellow glowing tips; each stalk has four vine appendages 9 FT which form a starburst pattern (light green with purple tip); *Other*: immune Fire magic; Number 1d12 in area 50 yards.

Llama; HD0-2; AC4-10; *Attacks*: Bite 1d3 Kick 1d4 (fore) 1d8 (hind), Trample 1d12 Stampede 3d12; *Special Abilities*: low-light vision Agility 12-15; *Description*: A moderate four-legged animal 4-6 FT long with a short stubby tail and thin spindly legs; it has a long thin neck which is longer than wide with a small head, prominent/tall/stiff ears, long rectangular snout tipped with a large black nose, a large jaw, large rough teeth, high bony eye ridges with yellow/brown eyes; they come in a variety of shades of brown/light brown/black/grey, and often have mottles including patches of white; *Other*: good cold resistance, likes high altitudes, can be trained/ridden, carcass 4d20+20 pounds good quality meat, easily spooked, can be aggressive; Number 2d12 herd.

Wooly Llama: HD3-5, AC15-20, to 9 FT at ears, distinctive thick woolen coat which hangs down from its neck and flanks and surrounds its legs, Bite 1d8, Kick 1d10 (fore) 2d20 (hind), Trample 2d8, Stampede 5d12.

Locust; HD0 [hp1d3]; AC2-8; *Attacks*: Bite 1d6 (swarm attack); Agility 7-9 ground 12-15 airborne; *Description*: A small six-legged winged insect 7-9 inches long having large powerful jaws, 2 large oval wings; light green with darker green spots on its legs/upper back; *Other*: triple damage cold magic, mostly active in daylight; Number: 8d100 swarm.

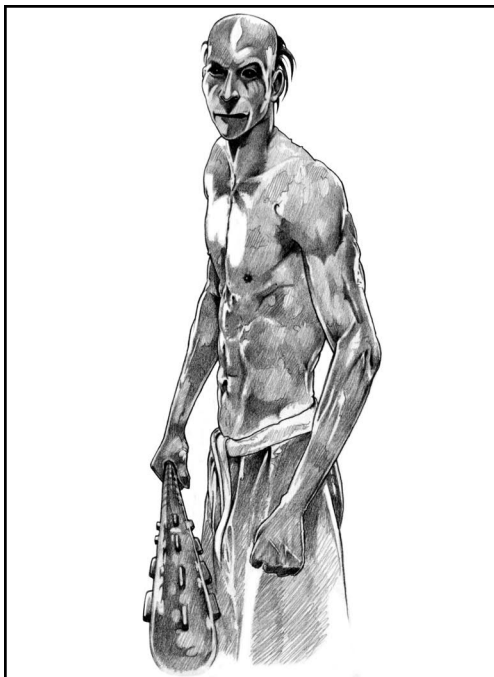
Madder Plant; HD not applicable [hp1d8]; AC2-10; *Special Abilities*: Mental Control (range 100 FT, save 1d20 GTET [30-Will]), produces paranoia, suspicion, nervous worry; may cause anger and fighting between party members, paranoia is permanent on save roll of 1); Agility 8-12; *Description*: A white flower with a central hump with a curved petal base (bowler/stovepipe hat); the hat-like structure has several dark red tendrils/stalks and sits on a wide bed of dark green leaves with bright red radial stripes; the hump top has a red colored rabbit's face pattern; the entire plant is at the top of a green stem growing from a round green leaf ball resembling a tea pot; *Other*: resists ordinary fire, 50% resist Fire magic, 5 pound petals distill into green liquid at 1d20+50 GP/ounce; Number: 1d10 in area 200 FT across; Number 1d6.

Maggot Fly; HD0-1 [hp1d3]; AC4-8; *Attacks*: Bite 1d2 ; *Special Abilities*: Flesh Burrow (enter body on bite, save 1d20 GTET [26-Stamina], affected hp1/round, exits body if heat applied or curative prayers, can amputate body part), Anesthetic (secrete chemical while burrowing, causes intoxication/confusion, save 1d20 GTET [26-Stamina]); Agility 8-10 crawling 12-16 airborne; *Description*: Winged white worm-like creatures to 4 inches, having a round mouth at front with two horn-like structures, a pair of white dragonfly wings, and four small suckers on underside; *Other*: 20% chance egg left after exiting body (hatches 2d6 days, damage hp1/hour after), carcass 1d4 ounces anesthetic liquid at 1d4 GP/ounce; Number: 4d12 swarm.

Mahr, 1 occurring; HD1d3+12; hp 1d20+50; Move: 27 FT; AC 30; *Attack*: bite 1d4, punch 1d6, kick 1d4, strangle 1d12; *Weapons*: Spiked Wood Club (unholy), Dart x3, Cudgel, bladed Quarterstaff; *Special Attacks*: blood draining bite (1d6, reduces Stamina/Strength 1d2 for 1d20*2 hours per bite, save 1d20 GTET [34-Stamina]; when drained to zero becomes Mahr), diseased touch (leprosy, save 1d20 GTET [29-Stamina]); *Special Qualities*: detect mortal life (200 FT), has abilities of Rascal L7, infrared vision (50 FT), low light vision, requires silver weapon to injure, resists Prayers (1d12 GTET 8), resists Spells (1d12 GTET 6), shapechange (**moth**), water magic regenerate hp1 for 1d6; 3/day — hold person (15 ft, 2d100 rounds, save 1d20 GTET [34-Will]); AL Evil; *Attributes*: Agil 17, Int 17, Stam 20, Str 19, Will 18; *Possessions*: oil flask x3, unholy water (x2), rope 25 FT, chain 20 FT, leather bag, 1d6 rations, disease potion; *Description*: A corporeal ordinary person (male/female) 5 FT 7 inches to 6 FT 2 inches tall, having healthy-looking firm tanned brown skin, thin brown hair, orange eyes, and slightly blue-tinged lips and fingernails; if examined closely they do not breathe. Found wearing several layers of foul-smelling rags, a weather beaten hat, rope belt, and ill-fitting sandals. Mahr retain some intellect and are both cunning and sneaky, and are capable of carrying on conversations and appearing normal in every respect for short periods of time. They must spend GTET 3 hours per day in a grave.

BESTIARY: MAN-FACED TO MANTIS

Man-Faced Stink Bug; HD2-4; AC50-60 body 18-24 head/legs; *Attacks:* Bite hp1 2*Kick 1d6+1d4 (fore); *Special Abilities:* Pungent Smoke (6/day, chemical reacts with air, smoke 30x50x20 FT volume, incapacitating retching 1d100 rounds, save 1d20 GTET [30-Stamina] checked every round, recharge 6 rounds); Agility 14-17; *Description:* A moderate six-legged disk-shaped insect to 5½ FT long with a bald red-brown/copper humanoid head (small green oriental eyes, thin/flat nose, wide mouth, no lips, rounded chin); it has a hard glossy red/tan shell, soft underside, long thin tan legs with three joints and a wide two-toe foot (front pair have spikes); *Other:* immune insect venoms/poisons, 25% resist Earth magic, not aggressive, vegetarian, active in daylight, animal intelligence, carcass 2d12+40 ounces chemical at 1d6 GP+1d20 SP/ounce; Number: 1d10.



Manes, 1d10 appearing; HD1d4+6; hp 1d12+35; Move: 30 FT; AC 30; *Attack:* Bite 1d6, Punch 1d10; *Weapons:* Great Club (1d12+2), silver Dirk, Heavy Mace; *Special Attacks:* rotting fundament (touch/grapple, save 1d20 GTET [27-Stamina] or immobilized 2d20 rounds [e.g. retching] from the intense nauseating odor); AL Evil; *Attributes:* Agil 14+1d6, Int 11, Stam 28+1d10, Str 16+1d6, Will 1d6+5; *Description:* Corporeal androgynous humanoid figures standing 5 FT to 6 FT tall, having skin in various shades of brown, with pronounced ears and noses and eye sockets, thin lips, no teeth, with thin and ragged dark black hair on the back of their heads. Manes gradually lose their ability to speak and to remember their living lives at about 1% per year so that a century after their deaths they are essentially mindless. Manes attack as a mob, overwhelming opponents, automatically massing and attacking whenever there is an opportunity unless prevented by devil guards. Manes are very sensitive to pain and will usually retreat if injured, making them fairly easy to control. When killed Manes disappear in a puff of smoke and are recreated at Minos' complex in the Second Circle.

Man O'War Jelly; HD1-3; AC5-10; *Attacks:* Bite 1d8 1d20*Tentacle hp1; Agility 10-12; *Description:* An amorphous spherical ball to 14 FT diameter with 1d20+10 tentacles to 30 FT long having a phosphorescent white/translucent body with irregular black interior shapes; it has a 5 FT mouth opening on its underside surrounded by four fleshy lip masses; Number 2d20.

Mandor Orgoth; HD6-10; AC5-10 plus armor; *Attacks:* Bite hp1 Punch 1d2 Strangle 1d4 Weapon (dart hp1d2); *Special Abilities:* Touch Attack (electrical hp1, Human/

Dwarf/Gnome), Touch Attack (electrical 1d6, Elf/Half-Elf, permanent remove 1d100*10 XP – save 1d20 GTET [28-Will]), Confusion Wave (versus Elf only, must have GTET 20 Mandor, range 50 FT, persist 1d20 rounds, save 1d20 GTET [30-Will]); Agility 14-20; *Description:* Thin elfin figures 20-24 inches high with heart-shaped gossamer wings, having olive skin, long dark grey hair, glowing green eyes, hands with seven fingers plus thumb, six; statistics: Intelligence 2d6+8, Speed 3d6+8, Stamina 1d8+6, Strength 1d6+10, Will 2d6+12; wear white/blue robes and blue slippers; *Other:* not affected by metal weapons (only Elven-made), double damage wood weapons, immune Air magic, double damage Earth magic, voice above human hearing, live in castles built into cliffs, always evil, hate and torment Elves, leader's word can be trusted; Number 3d10 lair 1d8 outdoors.

Mantis: 7-8 FT long, mottled shades green, shiny green compound eyes, light blue/white underside, HD2-4, AC15-20, Bite 1d4 2*Punch 1d8, jump 15 FT horizontal 20 FT vertical, swims but not like water, 75% undetected in swamp environment.

Brown Mantis: 6-7 FT long, mottled light-dark brown body with irregular pink splotches, light brown underside, HD3-5, AC10-15, Bite hp2, 2*Foreleg Slash 1d6, jump 12 FT horizontal 9 FT vertical, cannot swim, 75% undetected in desert environment, 25% resist Earth magic.

Dead Leaf Mantis: 5-7 FT long, pale green body with white under tail, darker green legs, HD1-3, AC15-20, Bite hp2, 2*Foreleg Slash 1d6, jump 12 FT horizontal 14 FT vertical, 75% undetected in jungle environment, 25% resist Water magic.

Green Mantis: 9-10 FT long, forest green body with tan patches on thorax, HD0-2, AC12-16 Bite hp1, 2*Foreleg Slash 1d4, jump 12 FT horizontal 10 FT vertical, cannot swim, 35% undetected in forest environment.

Horned Mantis: 10-12 FT long, pale red/pink body with black torso spots, black face, white 2 FT head spike, HD3-5, AC30-40, Bite 1d3, Horn Gore 1d10, 2*Foreleg Slash 1d8, jump 24 FT horizontal 20 FT vertical, swims, 75% undetected against thick vegetation, moves silently in forest environment, 50% resist Water magic.

Ice Mantis: 5-6 FT long, pale white/tan with blue patches on thorax, Bite 1d6, 2*Foreleg Slash, Cold Breath (on 1d10 roll of 10, 3d6, 30 FT, quarter damage 1d20 GTET [28-Agility]), jump 18 FT horizontal 12 FT vertical, 75% undetected in snow environment, move silently and without tracks in snow, 75% resist Water magic, immune cold magic, triple damage Fire magic.

BESTIARY: MARHISSETT TO Mold (Gold)

Marhisett; HD1-8; AC10-20 plus armor; *Attacks*: Punch 1d3 Strangle 1d10 Weapon (dagger, mace, ball/chain); *Special Abilities*: Pass Rock (on 1d100 roll of 100, move through solid 3 FT/sec, total 20 minute/day), infrared vision; Agility 15-22; *Description*: Small humanoids standing 4 FT tall, having small pointed ears, thin slit-like horizontal blue eyes, large hooked noses, wide purple lips, and small pointed chins; males are clean shaven and bald with a thick ring of dark hair behind their ears; females have long blond hair worn in braids; statistics: Intelligence 1d12+14, Stamina 1d8+12, Strength 1d10+6, Will 1d8+15; males wear leather jerkins with vests over colorful short-sleeve shirts with dark woolen pants; females wear colorful linen shirts with many-pocketed vests over long skirts; *Other*: immune Earth/cold magic, male is Earth Wizard L1d8 (on 1d10 roll of 10), female is Priestess L1d6 (on 1d20 roll of 20), incline to Good, excellent hearing, move silently underground, tend to live in deep underground caverns, afraid of heights/flying/riding, often master artificers, excellent trap makers, known to collect gemstones; Number 1d20.

Marlin; HD1-3; AC15-20; *Attacks*: Bite 1d6 Tail 1d8 Ram 1d12; Agility 14-19; *Description*: A thin tapered fish with a ribbed fin/sail on back and a curved vertical tail, 6-8 FT long having a tapered head with two black/purple eyes and a large jaw with many sharp teeth; it's body is silver with black bands on the tail; the grey/black sail consists of vertical ribs along its back connected by tough leathery skin; *Other*: fast sprinter, good swimming endurance, jump out of water to 8 FT, 2d100+50 pounds high quality meat at 1d8 SP/pound; Number 1d6 pack.

Marruts; HD5-9; AC50-60 plus armor; *Attacks*: Punch 1d4 Strangle 1d12 Weapon (1d10 staff, dirk); *Special Abilities*: Lightning Strike (natural staff TH roll GTET 18, 1d10), Storm *Attacks* (1/day each of 3d6 lighting at 50 FT {quarter damage 1d20 GTET [28-Agility]}, 1d8 thunderclap with deafen 5d100 minutes {save 1d20 GTET [28-Stamina]}, 2d12 air blast at 50 FT {avoid 1d20 GTET [30-Agility]}, driving rain blinding 1d20 rounds and drive back {save 1d20 GTET [30-Stamina]}, 1d8 hail storm for 1d6 rounds {quarter save 1d20 GTET [32-Stamina]}), low-light vision, see invisible range 200 FT, ultraviolet vision; Agility 13-17; *Description*: Tall 7½ FT humanoids having ash-grey skin, thick dark curly hair, and a classically handsome face with sparkling silver eyes (some curly black beard), yellow lips/ears/fingers; they dress in classical togas/sandals and carry a carved staff; *Other*: immune Air magic, spell storing staff (1d12 Lightning, 2d8, range 40 FT), only killed by silver-platinum-mithril weapons (banished 2d100+30 days if body to hp0), incline to evil (90%), vain/self-centered, not interested in power/live for moment, not highly aggressive – often engages in conversation & barter, does not cooperate with anybody; Number 1.

Marsh Buck; HD0-2; AC10-16; *Attacks*: Bite 1d2 Horns 1d12 Kick 1d3 fore/1d8 rear, Trample 2d12; *Special Abilities*: blends into swamp environment (limited invisibility), low-light vision, movement not affected by mud; Agility 15-20 land 11-15 swimming; *Description*: A reddish-brown four-legged hoofed bovine mammal standing about 5½ FT at the shoulders; flanks are streaked with darker horizontal brown stripes; hooves are wide and dark brown in color; eyes are generally brown; males have a pair of sharp tipped horns which grow in a spiral pattern; *Other*: good swimmer, good jumper, retreats when possible, 800 pounds meat/carcaass; Number Bull plus 1d12 females.

Miracle-Grow Mold; HD not applicable [hp1d4/sq-FT]; AC not applicable; *Special Abilities*: Heat Stress (1d6/round, range 25 FT, save 1d20 GTET [26-Stamina]/round); *Description*: Appears as a 2-4 inch thick dark green to black surface patch to 24 square FT area (4 FT by 6 FT), having many yellow spore stalks tipped with dark yellow bulbs; *Other*: immune fire, immune Fire magic, not affected by edged weapons, fire causes 50% expansion in size [no attack that round], increase in local temperature within 100 FT of mold; Number: 1d10 in area 120 yards across/long.

Mobile Pile; HD3-6; AC20-30; *Attacks*: 6*Tentacle 1d10 Biting Maw 1d12 (tentacle hit on TH roll of 20 pulls into mouth, avoid 1d20 GTET [32-Agility], break free 1d20 GTET [30-Strength]); Agility 9-13; *Description*: A bipedal mass of rotting plant material standing 7 FT tall to 6 FT diameter, having a bell-shaped body of bright green/tan/dark brown, five eye stalks growing symmetrically on top, two large mouths of piercing thorns (opposite on body), six fleshy 6 FT tentacles each tipped with two curved horn talons, and two elephantine legs; statistics: Intelligence 1d4+2, Stamina 1d10+9, Strength 1d8+10/tentacle, Will 1d6+4; *Other*: immune plant control magic, triple damage cold magic, always *Attacks* non-plant creatures, Pile grows a replacement pod from carcass in 1d12 days unless burned, Piles divide every 200-300 days; Number 1.

Mockingbird; HD2-4; AC6-12; *Attacks*: Beak 1d3 Talons 1d6 (airborne); *Special Abilities*: Perfect Mimic, Speech (on 1d12 roll GTET 10, INT GTET 10), ultraviolet vision; Agility 11-13 ground 17-21 airborne; *Description*: A moderate two-legged black bird, 3 FT tall, wingspan 6 FT, with a wide neck, short curved aqua beak, dark purple plume around its neck and purple feathers on the underside of its wings; a red patch on chest resembles a jester's hat, Intelligence 1d6+8; *Other*: characteristic 'laughing' call, fast sprinter, [when INT] inclines to neutrality, hates giants and similar (may provide aid); Number 1d20 flock.

Mold, Gold, 1d4 appearing; HD Not Applicable; hp 1d20+50; Move: 2 FT; AC 24; *Special Attacks*: *spore attack* (40 FT, 1 point lung damage, metal poisoning: reduce Stamina-Agility-Intelligence 1 point & after 2d20+10 days develops speech impediment [prevents spell casting] & every 12 days until cured reduce all statistics by additional 1 point, develops gold-colored finger and toe

BESTIARY: Mold to Mold Mite

Gold Mold, continued....nails and lips, save 1d20 GTET [35-Stamina]), *mold allergy* (persons allergic to mold suffer incapacitating coughing fit, save 1d20 GTET [37-Stamina], 4d20 rounds); *Special Qualities*: immune to cold magic, immune to fire, reduce attacks by edged or piercing weapons by -2, suffers double damage from acid attacks; AL None; *Attributes*: Agil 5, Int 8, Stam 22, Str 7, Will 6; *Description*: A yellow-gold surface crust of 2d20+20 square-FT by 2 inches thick, with a velvety-smooth surface consistency.

Mold, Psychic, HD Not Applicable; hp 1d20+45; Move: 2 FT; AC 18; *Special Attacks*: *mold allergy* (persons allergic to mold suffer incapacitating coughing fit, save 1d20 GTET [36-Stamina], 4d20 rounds), *psychic attack* (50 FT, attack versus least Wisdom opponent statistic modifier, save 1d20 GTET [33-Will], 1d10 mental damage & confused 1d8 rounds, a mental attack versus a confused opponent 1d12 damage and is mentally dominated {save 1d20 GTET [35-Will]}); once control is established can command 4 persons to 100 FT for 4d100 rounds), *oil spray* (4/day, 25 FT, spreads a very slippery substance which effectively reduces the Agility of persons stepping in it by 3 points, avoid 1d20 GTET [30-Agility]); *Special Qualities*: detects mortal life energy 200 FT, immune to fire and acid, persons protected versus psionic attack are unaffected by the psychic attack, suffers double damage from cold magic; AL Neutral; *Attributes*: Agil 5, Int 8, Stam 19, Str 7, Will 26; *Description*: Appears as a tan or light-brown-colored surface crust organized in a honeycomb structure marked in thin yellow lines, with an area 2d100+120 square-FT by 3 inches thick. It has a wet or damp surface appearance that glistens. Generally a mildly acidic or acrid aroma surrounds the mold (50 FT), somewhat musty and unpleasant but not overpowering.

Mold, Purple, 1d4 appearing; HD Not Applicable; hp 2d12+10; Move: 3 FT; AC 18; *Special Attacks*: *spore attack* (3000 cu.FT cloud released at 30 FT, 1d4 eye damage with 3d12+24 minutes blindness, save 1d20 GTET [25-Stamina]), *acid attack* (15 FT, spray 1d12), *mold allergy* (if allergic, severe coughing fit 1d20*10 minutes, save 1d20 GTET [35-Stamina] – fatal on save roll 1); *Special Qualities*: grows by 10%/round if attacked by fire/acid, immune to ordinary fire/acids, resists Spells (1d12 GTET 5), suffers half damage from cold magic; AL None; *Attributes*: Agil 3, Int 3, Str 3, Stam 17, Will 15; *Description*: A thin purple coating of area 2d100+100 square FT, 1 inch thick with flecks of green and yellow scattered across its surface with a rubbery surface consistency that appears wet. 1d4 specimens are typically found in large rooms and hallways with a total perimeter or length of 1000 linear FT.

Mold, Rust, 1d4 appearing; HD Not Applicable; hp 1d12+25; Move: 2 FT; AC 17; *Special Attacks*: *spore spray* (20 FT, fills cube volume 9 FT each side, ferrous objects exposed GTET 2 rounds to spores must be heat treated within 12 hours OR immersed in alcohol or disinfectant OR have Cure Mold/Cure Disease cast, mold permanently destroys 10% of object per day), *mold allergy* (persons allergic to mold suffer coughing fit 4d20 rounds, reduce Stamina 1d4 points for 2 hours, save 1d20 GTET [33-Stamina]); AL None; *Attributes*: Agil 5, Int 8, Stam 20, Str 7, Will 15; *Description*: Appears as a dark orange-red surface coating with a brittle consistency up to 64 square-FT by 4 inches thick.

Mold, White, 1d4 appearing (within 200 FT); HD Not Applicable; hp 1d12+34; Move: Not Applicable; AC 18; *Special Attacks*: *cold lethargy* (40 FT, 1d6, reduce movement to 25%, save 1d20 GTET [36-Stamina]; persons with cold protection are unaffected), *freezing surface* (persons making skin contact with mold surface freeze solid, save 1d20 GTET [32-Stamina]), *mold allergy* (incapacitating coughing fit 1d20*10 minutes, save 1d20 GTET [34-Stamina]); *Special Qualities*: area within 30 FT is always at 20 degrees, cold magic attacks increases mold size by 10% plus additional cold damage at +2, immune to ordinary cold, resists water magic (1d12 GTET 6), suffers double damage from air magic, 3/day – create fog, zone of silence; AL None; *Attributes*: Agil 6, Int 5, Str 8, Stam 17, Will 10; *Description*: A white crusty substance covering 64 to 200 square FT, about 3 inches thick with the consistency of bread, pasty appearing with a range of white and off-white shades and colors.

Mold, Yellow, 1d3 appearing (in area 300 FT across); HD Not Applicable; hp 1d12+36; Move: Not Applicable; AC 25; *Special Attacks*: *electrical discharge* (50 FT once/6 rounds, 1d12+2, affects nearest 4 creatures), *allergic reaction* (if sensitive causes 1d20*12 round coughing spell plus immobilizes 1d12 rounds, save 1d20 GTET [28-Stamina]), *spore cloud* (2/day, 15 FT, 1d12/round exposure, reduce Stamina 1d4 for 2d100*10 minutes – save 1d20 GTET [38-Stamina]); *Special Qualities*: air temperature within 30 FT is +25 degrees, grows 50% if attacked by electricity/lightning (damage +2 per growth), immune to air magic, immune to chemical poisons, suffers double damage from fire magic; AL None; *Attributes*: Agil 4, Int 6, Stam 25, Str 6, Will 15; *Description*: A mustard-yellow coating between 150 square ft and 400 square FT, 2 inches thick, covered with numerous knobs or bumps spaced at 10 to the square inch.

Mold Mite; HD0-1; AC16-24; *Attacks*: Bite hp 1; *Special Abilities*: Airborne Mold (blue cloud, range 6 FT, breathing causes paralysis 3d20 minutes, save 1d20 GTET [28-Stamina]), Mold Infection (GTET 5 bites, reduce Agility/Strength 5 points, save 1d20 GTET [32-Stamina] each bite, affect 1d100*1d20 minutes); Agility 9-11 ground 13-16 airborne; *Description*: A six-legged insect 5-8 inches long, having two large yellow compound eyes and four black mandibles, brown hook-like structures on each foot, and a very hard mustard-yellow exoskeleton with small blue spots on its back and a blue streak on underside; *Other*: jumps 8 FT, anesthetic in bite may not feel bite from ambush; Number 2d20 swarm.

BESTIARY: MONKEY TO MUMMY

Monkey; HD0-3; AC8-12; *Attacks*: Bite hp1 Punch 1d4 Strangle 1d10 Weapon (stick, rock); *Special Abilities*: low-light vision, +1 TH throwing; Agility 12-16; *Description*: A bipedal primate 4 FT tall, having a round flat face with small nose, thick brows over dark brown eyes, a small forehead, fleshy palm with five fingers, very short stubby tail, and broad foot; it's pelt is dark brown hair (back hands/feet); statistics: Intelligence 1d6+5, Strength 1d10+13, Will 1d4+6; *Other*: 75% undetected in jungle environment (limited invisibility), excellent/fast climber, distinctive hooting call, not aggressive but easily spooked, territorial, afraid of feline predators; Number: 2d12+6 troop, 1d8 hunting.

Howler Monkey: to 5½ FT, green eyes, white ring around neck, dark red fleshy palm, white rump, HD2-8, AC14-20, Agility 13-18, Intelligence 1d6+7, Strength 1d10+14, Will 1d6+4, Bite 1d3, 2*Punch 1d6, Deafening Howl (1d4, range 50 FT, deafen 2d20 hours, save 1d20 GTET [26-Stamina], recharge 5 rounds), 90% undetected in jungle environment.

Spider Monkey: six-legged, 3-4 FT tall, dark blue eyes, tan/light brown pelt, flexible tail 4-6 FT, HD1-4, AC10-16, Agility 14-19, Intelligence 1d12, Strength 1d8+8, Bite 1d4, 4*Punch 1d6+1, web gland (quarter-inch, 10 FT/round), distinctive warbling call, 95% undetected in jungle environment, immune to spider venoms.

Mormo; HD4-8; AC16-22; *Attacks*: Bite 1d3 2*Punch 1d4+1 Strangle 1d12 Weapon (staff, spiked staff, spiked club); *Special Abilities*: invisible in daylight (more visible as darkens), moves through solid materials (20 FT limit, remain inside 15 minutes); Agility 9-14; *Description*: A 6 FT Undead humanoid standing with a long black beard, long grey/black hair; pale rough skin, glowing green eyes, six-fingered hands (5 inch talon), and five-toed feet with rounded talons; statistics: Intelligence 1d10+8, Stamina 1d10+10, Strength 1d10+12, Will 1d12+6; wear hooded skins; *Other*: no damage from wooden weapons, quarter damage iron/steel weapons, very aggressive, hates Elves; Number: 1d4.

Mosquito, Giant, 3d100 appearing; HD1d2; hp 1d3+5; Move: 10 FT, fly 80 FT; AC 32 [airborne] 21 [landed]; *Attack*: Bite hp1; *Special Attacks*: disease carrier (on 1d100 rolls GTET 91 [1d6: diphtheria, malaria, measles, smallpox, typhoid fever, yellow fever], save 1d20 GTET [32-Stamina]); *Special Qualities*: detect mammal (500 FT, heat sensing ability), low light vision, see invisibility 150 FT, 5/day – limited teleportation (500 FT), strike (+6 to attack), 1/day – diminish Agility (save 1d20 GTET [34-Will]); AL None; *Attributes*: Agil 19, Int 5, Stam 6, Str 4, Will 6; *Description*: A six-legged, four-winged insect 7 inches long, having an 8 inch wingspan, with a thin body with a large head, two yellow multi-faceted eyes, and a large tube-like sucker 4 inches long by ¼ inch diameter, colored black with translucent wings with fine black lines across them. Giant Mosquitos are accompanied by a shrill buzzing sound (150 FT). Giant Mosquitos are most active at night and in dark and shady places, avoid direct sunlight and high winds.

Mountain Giant; HD6-10; AC15-20 plus armor; *Attacks*: Bite 1d4 Punch 1d8 Strangle 1d12+6 Kick 1d6 Trample 1d12 Weapon (Long Knife, Metal Rod, Sling, Bow); *Special Abilities*: Boulder Throw 2d8 at 60 FT; Agility 15-19; *Description*: A 10-11 FT humanoid with thick legs and massive biceps, ash-grey skin, black-colored hair/beard and bright green-colored eyes; typical statistics are: Intelligence 1d10+12, Stamina 1d10+17, Strength 1d12+17, Will 1d10+14; found wearing light-colored shirts made from fine skins, dark-colored pants, heavy black leather boots; Mountain Giants generally wear jaunty bright wide-brimmed hats; *Other*: blend into stone (limited invisibility), 40% resist earth magic, double damage water magic, infrared/ultraviolet vision, tend to neutrality, excellent cold resistance, social and gregarious – friendly to entertainers, enjoy jokes/tricks/songs, known for brewing alcoholic drink *burrma* at 2d20 GP/quart, excellent metal smiths, often herd Giant Mountain Goats, diminished lust for treasure or domination, nomadic during summer with herds, each clan maintains a winter Castle, generally friendly with Dragons; Number camps 3d20 outdoors 1d6.

Mountain Owl; HD3-5; AC20-30; *Attacks*: Bite 1d6 Claws 1d10 (airborne) Ram 1d10 (airborne); *Special Abilities*: Infrared vision, detects good/evil 100 FT; Agility 10-13 ground 14-19 airborne; *Description*: A raptor 4-5 FT tall, wingspan 9-12 FT, having a somewhat rectangular stocky/rotund body, wide head with virtually no neck, large dark blue/brown eyes, thin short curved black beak, large pointed triangular ears on the sides of its head, a tuft tail of several long feathers, and short but powerful talons; the pelt is a dark evergreen with black talons and a white spot on each cheek; *Other*: Intelligent (1d6+8 Intelligence, 1d8+10 Will, on 1d20 GTET 7), intelligent owls speak Common, 75% blend into mountain/rock environment (limited invisibility), immune natural cold, immune cold magic, half damage Air magic, intelligent incline to good, hates Giants, friendly with Giant Eagles, excellent hearing half-mile, active all hours, distinctive 'whobby-who' call; Number: 1d8.

Mummy Lord, HD1d4+18; hp 60+1d12; Move: 40 FT; AC 53; *Attack*: Punch 1d12, Strangle 2d8; *Weapons*: heavy *Mace* +3 (silver, unholy, flaming), Shepherd's Crook (1d12, tripping), *Sling* +1 (*Bullets of Paralysis* x12, save 1d20 GTET [35-Stamina], 1d20*10 minutes, 100 FT); *Special Attacks*: rotting touch (touch, leprosy and a rotting skin infection, save 1d20 GTET [38-Stamina], a toe/finger permanently falls off [1d6 additional damage] starting on feet 2 days after contact then one/4 days thereafter, curative spells fail on 1d20 rolls GTET 9); *Special Qualities*: blends into a desert environment, command monster (50 FT, 100 HD lesser undead, 250 rounds), immune to natural flames/electricity/lightning, resists fire magic (1d12 GTET 5), telepathic communication (100 FT), 10/day — summon monster (1d12 **giant beetles**, 250 rounds), 5/day — summon monster (1d12 **zombies**, 250 rounds), 3/day —

BESTIARY: MUMMY TO NAGA

Mummy Lord, continued......summon monster (1d6 ordinary **Mummies**, 500 rounds), 1/day — shapechange (equivalent **weight of sand**, 500 rounds); AL Evil; *Attributes*: Agil 18, Int 20, Str 25, Stam 22, Will 28; *Spells*: L8 Wizard and L10 Evil Priest; *Possessions*: *invisibility oil*, *unholy water* (x4), oil flask (x3), flint-and-steel, scroll (*flesh-to-stone balm/repulsion/choke*), gold necklace and scarab (AC+12), *Ring of Shapechanging* (20, 50 FT, pillar of sand); *Description*: White or tan cloth-wrapped humanoid mummies standing between 5 FT 8 inches and 6 FT tall, with a large rounded head, glowing purple eyes, and an elongated pointed chin. Their hips are wrapped in a red or yellow kilt with black leather belt and pouch. They wield a shepherd's crook staff and heavy mace and carry a round wooden shield (*ordinary missile reflecting*).

Musk Ox; HD1-3; AC15-20; *Attacks*: Bite hp2 Horn Gore 1d6 Kick 1d4 (fore) Trample 3d8 Stampede 6d12; *Special Abilities*: Musk Spray (rear, range 30 FT, noxious odor, gag/vomit 25-Stamina rounds, save 1d20 GTET [26-Stamina], avoid blind 1d20 GTET [26-Agility], lasts 1d100 minutes, avoid roll of 01 blind persists 1d100 hours); Agility 11-14; *Description*: A large four-legged bovine 7-8 FT long and 5-6 FT at shoulders, having wide/flat heads, long drooping ears, wide cheeks, long snout, wide black nose, grey eyes, 8-10 inch horns tapering to sharp point, broad humped back (10% double-humped), short/powerful legs, cloven hoofs; they have a thick shaggy pelt over tough hide, a light brown skin with reddish-brown hair; *Other*: slow runners, excellent endurance, good cold resistance, can be trained when young, carcass 2d100+250 pounds good quality meat at 1d12 CP/pound, horns 1d10 SP, 1d12+6 ounces musk at 1d12+3 SP/ounce, not aggressive but rarely retreat from threats; Number: 2d6 herd, 1d4 bulls.

Giant Musk Ox: 10-12 FT long, 7-8 FT shoulders, 15% double hump, horns to 18 inches, dark brown hide with white patches, HD3-6, AC20-25, Bite 1d4, Horn Gore 1d10 Kick 1d6 (fore) 1d4 (hind), Trample 3d12, Stampede 10d12, Musk Spray (range 40 FT, vomit 40-Stamina rounds, save 1d20 GTET [30-Stamina], avoid blind 1d20 GTET [28-Agility], blind 2d100 minutes, avoid roll LTET 03 persists 2d100 hours, Agility 12-16, Strength 1d12+28, quarter damage cold magic, 2d100+550 pounds good meat, horn 1d12+1d8 SP, 1d12+1d6+12 ounces musk at 1d12+6 SP/ounce

Myduforyas (Officers of Asmodai), 1d4 appearing; HD1d6+20; hp 3d21+130; Move: 50 FT, fly 75 FT; AC 61; *Attack*: Bite 1d12, Claw 1d8 (x2); Weapons: silver double-bladed *Battle Axe* +3 (unholy, wounds bleed 1d6 rounds, arm cleaving), *Whip of the Silks spinner* OR *Lunar Scythe*; *Special Attacks*: *spasm* (touch, 1/day, causes uncontrollable muscle spasms for 3d8*10 rounds, save 1d20 GTET [32-Stamina]); *Special Qualities*: Standard Officer abilities, immune Prayers, infrared vision 200 FT, low light vision, resists Spells (1d12 GTET 3), 5/day — compel truth (touch, save 1d20 GTET [38-Will]), hailstorm (35 FT wide area of effect, 3d6 damage), 3/day — remove air (25 FT), wind push (outward winds push all mobile creatures back by [40-Strength]*2 FT); AL Evil; *Attributes*: Agil 18+1d10, Int 18+1d8, Stam 16+1d10, Str 16+1d10, Will 28+1d10; *Spells*: L16 Wizard and L6 Evil Priest; *Possessions*: rope (20 FT), canteen, curved golden *horn* (range 8 miles), *Rod of Mage Zap*, *Rod of Armor Lessening*, *Ring of Spell Storing* (dominate person, x10), *Charm against Air Magic*, *cure light wounds potion* (x3), silver *Charm Deflecting Arrows*, *potion*, *cure serious wounds potion* (x3), *cure critical wounds potion* (x2); *Description*: Winged bipeds 7 FT 8 inches to 8 FT 3 inches tall, they are gaunt and thin with blue-green skin, a pronounced rib cage, very long legs for their body with thick and stringy leg muscles ending in a small three-toed foot, with thick upper arms divided at a complex elbow joint to support two separate forearms which each end in a three-fingered hand. They have a pronounced bony ridge along their spine raised by at least 4 inches from their backs, a skinny neck supporting a head resembling an elongated cyclinder with a bald domed top, two small ears, three glowing green eyes set in knobby sockets spaced equally around the head, a small triangular nose, sunken cheeks, and a tapered chin (no mouth). Myduforyas have light-green colored bat-wings each spanning 5 FT Wears red pantaloons and red hide boots, and gold *Ring of Mail* (*armor of channeling*) over a pink shirt. Myduforyas command 10 squads [80 Cayyas & 10 Freppi].



Naga; HD5-8; AC25-35 reptilian 12-18 *Other* plus armor; *Attacks*: Punch 1d3 Strangle 1d10 Weapon (spear, trident, dirk); *Special Abilities*: low-light vision; Agility 11-15; *Description*: A composite creature with a human torso/head on a giant snake's body, stand 7-8 FT tall with additional 6-9 FT snake body; males bearded with short straight hair or bald; females have very long hair worn 3-5 braids or curled like turban; hair is dark brown or black; they have thin gold/silver oriental eyes, small rounded noses, small ears, weak chins, no eyebrows, orange/yellow eyes; statistics: Intelligence 1d10+12, Stamina 1d10+12, Strength 1d10+12, Will 1d10+14; both genders wear long colorful robes and carry one/two leather bags/pouches; *Other*: Water Wizard L1d8 on 1d20 roll GTET 17,

BESTIARY: NAGA TO NERIED

Naga, continued...70% resist Water magic, most incline to neutral (one-third good), detect snakes 500 FT, control to 30 snakes in 100 FT, immune to reptile venoms, move silently rocky/sand environments; Number: 1d3.

Nanwold; HD3-6; AC12-15 plus armor; *Attacks*: Bite hp1 Punch 2*1d3 Strangle 1d12 Weapon (hammer, mace, dirk); *Special Abilities*: Talon Attack (hit versus Gnome 1d6, 750 XP AND 1 Agility AND 1 Will statistic permanently removed Gnome only, save 1d20 GTET [30-Will]/hit); Agility 10-14; *Description*: Small bipedal male Undead humanoid 2-2½ FT tall, having translucent bodies, two double-jointed left arms, no right arms, five-finger top hand, four-finger lower hand, both with jet black talons; they have bald heads, long white beards, wide hooked noses, dark grey/silver eyes, bushy white eyebrows, long droopy ears, very thick lips; they have 12 extremely sharp teeth (6 upper jaw/6 lower); statistics: Intelligence 1d10+4, Stamina 1d8+10, Strength 1d6+10, Will 1d6+8; they wear rough dark brown woolen garments cut from grave cloths; *Other*: suffer hp1 damage from iron/steel weapon/normal damage silver weapon/double damage adamantite weapon, generally avoids groups without Gnomes, detects Gnomes 800 yards, killed Gnomes revive as Nanwold in 60-90 days; Number: 1d6.

Narockopede (Bedel's Bug); HD0-2; AC70-80; *Attacks*: Bite 1d4 Pincers 1d10; *Special Abilities*: Metals Destruction (no attack against organic until all metal is destroyed, hit either destroys weapon or permanently reduces metal armor by AC1d10), ultraviolet vision; Agility 15-18; *Description*: A thin/flat multi-legged insect 18-30 inches long by 6-9 inches wide with a very hard segmented glossy electric-blue upper shell with grey/light blue underside, small pointed black head, a pair of black crab-like pincers forward of the head, 10-30 pairs of small legs, 3-5 additional pairs of pincers located along its sides; it has three small blue oval eyes on its front end and a small slit-like mouth with razor teeth; *Other*: can take divot of any material excepting adamantite/mithril, metal weapons inflict hp1, blunt wood weapons inflict 1d10, double damage cold magic, very excitable, aggressive in large numbers; Number: 3d100 swarm.

Narwhale; HD3-8; AC40-50; *Attacks*: Bite 1d4 Impale 1d10 (horn) Tail 1d6 Ram 2d8; *Special Abilities*: Enchanted Horn (3d30+30 healing charges 1d20, touch neutralizes venom sea creatures, absorbs 1d20 basic water magic spells, carrying piece GTET 20 inches allow breathing underwater and protects from Sirens); Agility 14-19; *Description*: A whale-like creature to 15 FT with six large flippers, a rounded head with large black eyes, a large horizontal tail, and 4-6 FT yellow-white ivory spike-like spiral-horn sticking out from it's forehead; the tail is divided into two curved/pointed flukes; it's body is dark grey/dull black and light blue/white on undersides; *Other*: carcass 3d100+250 pounds good quality meat at 1d12 CP/pound, 2d100+200 pounds blubber at 1 CP/10 pounds, horn 1d100+50 GP, not aggressive, capable of puncturing small boats; Number: 1d6 pod.

Nauti; HD12-16; AC80-90; *Attacks*: Beak 2d8 Claw 1d10 (fore) Tail 2d8 Ram 5d10; *Special Abilities*: Steam Breath (2d10, 20 FT cone, 8/day, recharge 6 rounds, half damage 1d20 GTET [28-Agility]), see invisible 100 FT, see ethereal 30 FT; Agility 14-18 land 20-26 airborne; *Description*: A four-legged winged creature 25-30 FT long, stands 15-18 FT tall, wingspan 22-26 FT, having the head/foreparts of an eagle and the torso/tail of a dragon, white feathered head, orange beak streaked in brown, bright orange eyes, white feathered neck, dark brown feathers on the chest/forelegs, the draconic parts are mottled brown/green with two rows of 10-inch bony plates along its spine/tail, large three-toed hind claws, additional 10 FT of tapering tail; statistics: Intelligence 1d10+12, Stamina 1d10+16, Strength 2d10+16, Will 1d12+11; *Other*: immune Air magic, 75% resist Fire magic, speaks Common language, extraordinary hearing, carcass 1d20*10 ounces blood 1d12 SP/ounce, 3d20 pounds feathers at 1d4 CP/pound, 3d100+500 pounds poor quality meat, tend to neutrality (20% evil), often found commanding 2d20 giant birds; Number: 1.

Nautilus; HD2-3 [hp2d8+40]; AC8-14 body 60-70 shell; *Attacks*: 1d6*Tentacle hp1 Bite 1d12 2*Pincer 1d6; *Special Abilities*: Tentacle Wrap (on TH roll GTET 14, avoid 1d20 GTET [32-Agility], break free 1d20 GTET [32-Strength], pulls to mouth), infrared vision, ultraviolet vision; Agility 9-11; *Description*: A soft-bodied creature living inside a 8-10 FT translucent/pearl-white spiral shell (only tentacle/eyes/pincers visible); it has a 6-9 FT black/dark grey sac-like body with light grey at mouth/eye stalks, four large black eyes 2-3 FT stalks, 5-8 tentacles (4-7 FT, sucker pads, white underside), and two 1-2 FT pincers mounted on 4 FT flexible; *Other*: 50% resist Water magic, 10% resist all *Other* magic, shell 3d12 GP, often aggressive, moves by water-jet; Number: 1d4.

Neried; HD4-9; AC15-20 plus armor; *Attacks*: Bite hp1 2*Tentacle 1d4 Ram 1d10 Punch 1d3 Strangle 1d12 Weapon (dirk, spear, trident, dart thrower); Agility 15-20 underwater; *Description*: A bipedal fish-headed humanoid, 5-5½ FT tall, having two arms and two tentacles; it's head is wide at shoulders and thin, large glowing green eyes, wide mouth (Bass), having a dorsal fin on spines and a small triangular fin on each forearm, and large duck's feet; their bodies are dark blue with light blue face/fins/palms; statistics: Intelligence 1d8+10, Stamina 1d8+12, Strength 1d6+9, Will 1d10+9; *Other*: Water Wizard L1d4+2 on 1d20 GTET 8, immune Water magic, immune Air/Fire magic (basic spells only), cannot speak in air (telepathy, 50 FT, 6 person limit), detect untruth 75%, must retain contact with water at all times (banish to Water Plane in 1d100 rounds), locate pearls 500 FT, tend to neutrality, disdains air-breathers, love gambling, common on Plane of Water/uncommon on Material Plane; Number: 1d8.

BESTIARY: NEWT TO NIMIDORYAS

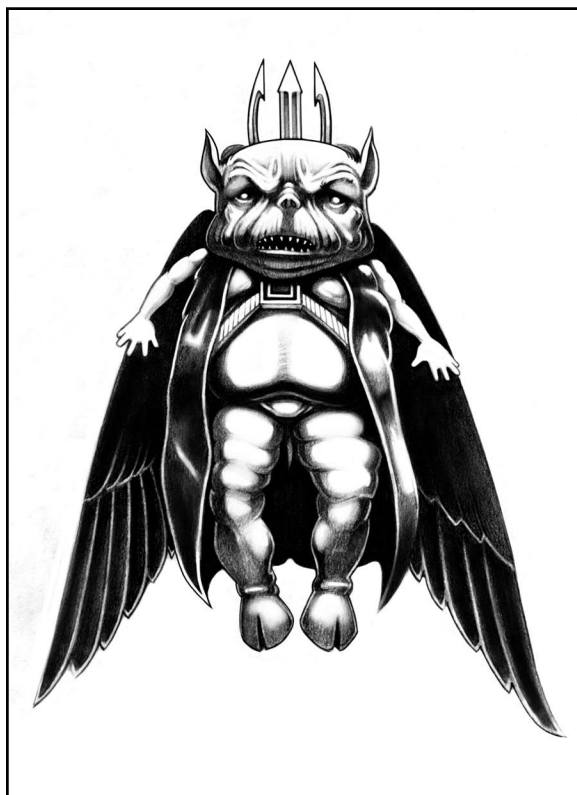
Newt; HD0-1; AC8-14; *Attacks*: Bite 1d4 Tail 1d3 Ram 1d8; *Special Abilities*: low-light vision; Agility 14-18 land 9-12 swimming; *Description*: A four-legged lizard-like creature with a long tapered body 5-7 FT long with a slender tail (additional 8-10 FT), having a rounded head with bulging blue-green eyes at the top of head, a long thin tongue, horizontal legs then down vertical to four-toed foot with sucker pads (body 1-2 FT off ground); comes in a variety of shades of green/red/black, can be mottled; *Other*: excellent climber, fast sprinter, swimmer, tail 1d12 pounds good quality meat at 1d6 SP/pound, active in daylight, not aggressive; Number: 1d12.

Fire Newt: body 9-12 FT, tail 8-10 FT, purple eyes, black hide with red tail stripe, red feet, HD2-4, AC20-30, Agility 16-22 land, Bite 1d6, Tail 1d8, Fire Breath (1d12, range 15 FT, half damage 1d20 GTET [28-Agility], recharge 10 rounds), immune Fire/Water magic (basic only, 50% resist lesser magic), aggressive and easily provoked.

Nightshade; HD not applicable [hp1d10]; AC6-10; *Attack*: Thorns 1d10 (body contact), *Special Abilities*: Sweet Poison Scent (muscle toxin, range 35 FT, first effect in 1d100 minutes – 3d20 hours muscle tremors, save 1d20 GTET [30-Stamina]; second effect 1d100 hours creeping muscle paralysis – save from death {lung paralysis} 1d20 GTET [26-Stamina] checked every 6 hours, recovery 1d20 days); Agility 10-14; *Description*: A large woody bush with 2d20 large purple-and-black flowers, flowers are cup-shaped with a waxy purple exterior and soft black interior of closely overlapping petals; the flower center has a short green spiral; each bush has many sharp thorns; each bush covers an area up to 20 ft² and can be 4 FT tall; *Other*: immune cold magic, immune ordinary cold, burning causes toxic blue smoke (blinded 1d20*15 minutes, save 1d20 GTET [30-Stamina], 1d8 damage/round breathing), bloom 1d6 GP, bush 3d100 thorns at 1CP/5 thorns; Number: 1d10 in area 200 FT across.

Ningyo; HD1d6+3 [hp1d10+18]; AC14-18 plus armor; *Attacks*: 2*Claw 1d3 Ram 1d10 Trample 2d10 Strangle 1d8 Weapon (shark spear, curved dirk, throwing star, hooko stick, bolt gun); *Special Abilities*: ultraviolet vision; Agility 14-20; *Description*: A composite aquatic creature with an armored humanoid head/torso/arms and lower parts of a shark and; fish parts have rough grey/white rough-and-rubbery shark hide with a vertical two-lobe tail; humanoid parts have a tall flat face, thin slit mouth, two large red eyes on 5-inch eye stalks, segmented plumes behind each ear, covered by a bumpy bright blue shell-like material; they have two long arms end in webbed eight-fingered hands; statistics: Intelligence 1d8+11, Stamina 1d6+14, Strength 1d10+10, Will 2d6+7; wears bright/shiny shirts or (female) blouses of interconnected fish scales and carrying leather pouches; *Other*: 1 in 200 male Priest L1d6+4, 1 in 400 female Wizards L1d8 {75% Water, 25% Shaman}, cannot breathe air, 40% good/30% neutral/30% evil, female-led tribal confederations, raise/train giant turtles, deity Thuffessonome is part shark-part turtle; Number: 1d12+6.

Nimidoryas (Officers of Paimon), 1d8 appearing; HD1d6+18; hp 2d20+105; Move: 55 FT, fly 70 FT; AC 48; *Attack*: Charge 1d12 (trample); *Weapons*: black *Trident* +2 (paralysis 2d20 rounds, save 1d20 GTET [25-Stamina]), Throwing Star x6, smoke grenade x3; *Special Attacks*: *heaviness* (touch, 1/day, doubles the victim's effective weight, save 1d20 GTET [34-Stamina], 3d20*10 minutes), *stasis* (touch, 1/day, stasis for 3d20+10 days, save 1d20 GTET [35-Will]); *Special Qualities*: Standard Officer abilities, control temperature (50 FT), freezes water (30 FT), infrared vision 200 FT, low light vision, resists Prayers (1d12 GTET 3), resists Spells (1d12 GTET 5), suffers one-quarter damage from cold magic; 5/day — summon monster (**giant boar**), 3/day — summon monster (**undine**), 1/day — cold ray volley (5 rays spaced over 90 degree arc, 70 FT, each ray 2d8), ice tomb (encase in ice, 4d12 cold damage, break out 1d20 GTET [36-Strength]); AL Evil; *Attributes*: Agil 13+1d6, Int 18+1d10, Stam 16+1d6, Str 14+1d6, Will 1d8+27; *Spells*: L14 Wizard and L8 Evil Priest; *Possessions*: curved golden *horn* (range 8 miles), Ring of Spell Storing (*cold blast* x10, *blizzard* x4), *Spectacles of Medasae*, Ring of Priest Biting, leather *Gauntlets of Barriers*, *cure light wounds potion* (x3), *cure moderate wounds potion* (x3), *cure serious wounds potion*, *Rod of Goblin-Making*, *Pipes of Rat Charming and Calling*, *Elemental Gem*; *Description*: A grossly fat winged humanoid standing 5 FT 2 inches to 5 FT 10 inches tall. Nimidoryas have thick rounded bodies, small arms ending in child-sized hands, short legs ending in cloven hooves, a short bare curled tail, rounded faces with a light cover of short brown hair, triangular sow-like ears, fat hanging jowls, a short rounded nose, a small mouth full of sharp teeth, a sparse brown brow over bright yellow eyes with drooping eyelids, and a triple-chin. Nimidoryas have pink swallow wings each spanning 4 FT, pale pink faces and arms, and light tan torsos and legs with brass hooves. They dress in a dark grey toga (AC+12) woven throughout with gold threads. Ninidoryas command 10 squads [80 Etvaras & 10 Assura].



BESTIARY: NIXIE TO ODURU

Nixie; HD3-5; AC10-14 plus armor; *Attacks*: Punch 1d3 Strangle 1d12 Weapon (dirk); *Special Abilities*: Dominate Person (range 500 FT, save 1d20 GTET [26-Will]), limit 3 persons, compel air breathers into water), Dreamers (water-filled dreams, half-mile range); Agility 11-16; *Description*: Pale white humanoids 6½-7 FT tall with long blond hair [often waist-long], green eyes/finger nails/lips/eye lids, and webbed toes; statistics: Intelligence 2d8+6, Stamina 2d4+6, Strength 2d6+6, Will 2d6+8; often seen barefoot in long white robes/tunics; *Other*: 70% blend into water environment (limited invisibility), no surface ripples, cannot leave water, always evil, speak many air-breather languages, generally cowardly; Number: 1d10 (mostly males).

No-See Swarm; HD not applicable; AC not applicable; *Special Abilities*: Swarm Attack (1d3/round, surround 1d100+1d20 rounds); Agility 17-20; *Description*: A hazy/indistinct mass continually changing shape accompanied by loud teeth-chattering buzzing sound; the Swarm made up of thousands of individual six-legged silvered insects each one-half inch; individuals have single large compound silver eye, small triangular head with a large jaw, prominent chewing teeth (like locust), thin neck, four body segments, thin whipping tail stinger; *Other*: avoids large fires/water (unaffected smoke), requires 1d20 roll GTET [30-Intelligence-Level] to realize swarm is attacking, active in afternoon and evening; Number: 1.

Nyama; HD1d6; AC50-60; *Attacks*: Bite/Claw/Ram per animal; *Special Abilities*: Flying (10 mph limit 4 hours, any animal), [Limited] Alter Reality (1/day, only if humanoid sees them first without being seen, must be used before sun rises/sets); Agility 14-18; *Description*: Appears as an ordinary animal distinguished by silver facial markings on their face and gold bands on feet/ tails; *Other*: Wizard of Level = HD (Air and Shaman), immune mental attack/hold/paralyze, moves silently any environment, move through solid wood/stone to 4 FT, never leave tracks, speak with any humanoid, Good (squirrel, rabbit, fox, cat), Neutral (mouse, bear, wolf, owl), Evil (crow, weasel); Number: 1. Beast Type 1d10: (1) Squirrel, (2) Mouse, (3) Rabbit, (4) Bear, (5) Weasel, (6) Fox, (7) Wolf, (8) Cat, (9) Crow, (10) Owl

Ocelot; HD1-4; AC10-20; *Attacks*: Bite 1d4 2*Claw 1d4 (fore); *Special Abilities*: Infrared vision; Agility 15-20; *Description*: A spotted four-legged feline 3½-5 FT long with 2-4 FT thin flexible tail, having a small furry face, a small rounded snout, thin orange slit-like eyes, large thick white whiskers, large pointed ears, and small sharp incisor teeth; the pelt is orange with numerous small brown triangular rings and a brown tail tip; *Other*: excellent climber, good swimmer, good sprinter, jump 12 FT standing 20 FT horizontal 10 FT vertical running, pelt 2d20 SP; Number: 1d20 den 1d6 hunting.

Octopus, Common; HD2-6; AC15-25; *Attacks*: Beak 2d8 8*Tentacle 1d4; *Special Abilities*: Wrap/Drag (tentacle hit TH roll GTET 17, pulled to beak in 1d4 rounds, break free 1d20 GTET [32-Strength]), Ultraviolet vision; Agility 10-14; *Description*: An amorphous sac-like creature with eight large sucker-pad tentacles, 6-8 FT body with two large pink/red lidded eyes; each tentacle is 6-7 FT with numerous sucker pads all along the underside; a 16-inch horn beak is on the body underside; it's hide is rough/rubbery skin with a thick layer of blubber underneath, in shades of black/grey with white/light brown/tan/cream underside; *Other*: generally aggressive, retreats at damage GTET 60%, opaque black ink cloud on retreat (20 FT radius, 15 minutes), carcass 1d100 ounces ink at 1d10 SP/ounce; Number: 1d3.

Giant Octopus: 10-14 FT body, tentacle 8-10 FT, 20-24 inch beak, HD 4-8, AC 30-40, Beak 3d8, 8*Tentacle 1d8, Wrap/ Drag (TH GTET 15, free 1d20 GTET [34-Strength]), retreats damage GTET 70%, prefers weak or injured prey, hunts alone.

Giant Poison Octopus: 7-9 FT body, tentacle 7-8 FT, orange eyes, 18-inch beak, grey body with orange streaks/tentacle tips, Beak 1d12, 6*Tentacle 1d6, Wrap/Drag (TH GTET 16, free 1d20 GTET [32-Strength]), Neurotoxin (inject TH roll GTET 12, effect 1d6 rounds, avoid 1d20 GTET [32-Agility], paralysis AND reduce Agility/Strength 2 points 1d20 hours/ hit, save 1d20 GTET [30-Stamina]), retreats damage GTET 80%, carcass 5d12 ounces venom at 2GP+2d20 SP/ounce, 1d100+30 ounces ink at 1d12+4 SP/ounce.

Odoru (Sergeants of Amayon), 1d6 Appearing; HD1d6+17; hp 1d20+1d12+100; Move: 45 FT, fly 65 FT; AC 44; *Attack*: Tail 1d6, Spike 1d10, Trample 2d8; *Special Attacks*: *poisoned bite* (HP1, paralysis in 2d12*half hour followed by death another 1d12*10 minutes, save 1d20 GTET [28-Stamina]), *terror touch* (1/day, save 1d20 roll GTET [30-Will], victim sees their worst fear – creating madness for 4d8 days, save 1d20 GTET [34-Will] or permanent on roll of 1); *Special Qualities*: Standard Sergeant abilities, detect good 100 FT, detect mortals 200 FT, infrared vision 250 FT, low light vision, spider climb, telekinesis (50 FT, 30 pounds), 3/day — summon monster (1d6 **incorporeal spiders**), 1/day — blindness (20 FT across centered up to 75 FT, persists 1d20+5 days, save 1d20 GTET [26-Stamina]); AL Evil; *Attributes*: Agil 15+1d6, Int 13+1d1, Stam 20+1d12, Str 13+1d8, Will 1d6+25; *Spells*: L10 Evil Priest; *Possessions*: curved silver horn (range 3 miles), *invisibility potion*, *cure moderate wounds potion* (x3), *cure serious wounds potion* (x3), *cure critical wounds potion*, *Staff of Lycanthropy*, *Sticky Oil Potion*, *Charm of Armor AC+15*, *Forever Flask of Poisons*; *Description*: A human-headed, four-legged spider, 5 FT at the head, 6 FT across, and 8-10FT long. Odoru have globe-like heads mounted on a flexible neck up to 15" long which are chalk-white in color, large oval eyes with large black pupils, a long nose which divides into two parallel parts midway along its length, thick red lips, no brows on heavy eye ridges, short dark red hair, with 4 thick red vertical horns growing from their foreheads. Odoru have two segmented jointed tails attached to their backside ending in a supple muscular tendril (resembling a scorpion tail without the stinger) and an attached eye stalk for a small black eye, a bony breastplate on

BESTIARY: ODURU TO PENGUIN



Oduru, continued...their front with three bony spikes each 16 inches long by 5 inches wide at the base. Odoru are colored black on their spider bodies except for a red hour-glass figure on their backs, red tails, and a red "sock" on each leg. They wear a yellow surcoat (AC+12) with a red flame insignia. Odoru command a troop of 8 Ladatajas.

Ohzrim; HD2-4 [2d6+8]; AC6-10 plus armor; *Attacks*: Bite hp1 2*Claw hp1 (Human, Dwarf, Gnome) 1d4 (Elf) Punch 1d2 Strangle 1d8 Weapon (spiked club; *Others* rare); *Special Abilities*: Mental Drain (Elf only; claw hit permanent 1000XP drain/no save, reduces Intelligence/Will 2 points for 2d100 hours – save 1d20 GTET [30-Will]/hit), Spell Drain (Wizard/ Shaman/ Warlock; takes away spell ability 1d100+24 hours, save 1d20 GTET [34-Will]/hit), Levitate (200 FT at 30 FT/round); Agility 9-13; *Description*: A decaying animated light blue-skinned humanoid Undead corpse (often Elves), having a partially rotted face, sunken eye sockets, sallow/fallen cheeks/chin, open toothless mouths without lips, silver fingernails, and thin silver hair; the body coherence good with little rotting of the torso/extremities; half of Ohzrim are clothed; *Other*: save at +4 versus Shaman; Number: 1d8.

Orangutang; HD2-4; AC10-20; *Attacks*: Bite 1d2 Punch 1d6+2 Strangle 1d12 Thrown Weight 1d6-1d10 Weapon (stick, rock); *Special Abilities*: low-light vision; Agility 12-15 ground 14-18 in trees; *Description*: A bipedal primate with a stocky body, very long arms, and powerful legs, standing 5-5½ FT tall, almost always fat or chunky; they have small wide faces with dark black fleshy jowls or cheeks, dark colored sunken eyes, a small nose, small mouth, large hands with a fleshy, leathery padded palm and very long fingers; their pelt is thick, long wild reddish-orange fur covering the entire body including the

backs of hands/head and feet; statistics: Intelligence 1d8+8, Stamina 1d12+8, Strength 2d8+12, Will 1d8+4; *Other*: very social, good climbers – very acrobatic, limited swimming ability, active near dawn and in morning, rarely aggressive unless protecting young or in mating season, high pitched hooting call; Number: 1d20 troop, 1d6 male group.

Otter; HD0-2; AC6-12; *Attacks*: Bite hp2 2*Claw 1d3 Ram 1d8 (swimming); *Special Abilities*: low-light vision; Agility 14-17 land 16-20 swimming; *Description*: A supple four-legged furred creature, 3-4 FT long with 1-2 FT tails, with a long body, short legs, and bushy tail, having tapered rodent-like faces with a long and pointed snout, bushy whiskers, small ears flat against heads, small black eyes, and a small jaw with many small teeth, small legs close to the body (hind are webbed); their pelt is a deep chocolate brown glossy (water-repellent) with black patch/patterns on legs/tail; *Other*: outstanding swimmer/diver, good climbers, running jump 8 FT horizontal 6 FT vertical, social/playful/curious, rarely aggressive unless den threatened, pelt 2d12+20 SP; Number: 1d12 den, 1d3 hunting.

Giant Otter: 4-6 FT with 2-4 FT tails, red-brown to light orange fur, Bite 1d4, 2*Claw 1d6, Claw Rake 2d8 (swimming), Ram 1d12 (swimming), Infrared vision, pelt 2d12+50 SP.

Paralysis Flowers (Pelk's Plant); HD0 [hp1d8]; AC2-8; *Special Abilities*: Paralysis Zone (2d12 hours paralysis, save 1d20 GTET [28-Stamina], permanent loss of 1 point Stamina on save roll of 1, range 40 FT); Agility 8-12; *Description*: A small red flower growing from a 20-40 FT thick woody vine winding around trees/rocks/buildings; the Flower is 3 inches across with overlapping pink oval growing from a 4 inch stem, having a pungent distinctively sweet perfume; *Other*: persons unable to smell the perfume are unaffected, produces 1d12 ounces of petals at 1d6+10 GP/ounce; Number 1d4.

Peacock; HD0-1 [1d6+4]; AC6-10; *Attacks*: Beak 1d3; Agility 11-13 ground 13-16 airborne; *Description*: A moderate two-legged bird standing 2½-3 FT tall, body to 28 inches across, having a short/narrow neck topped by a small oval head, straight beak up to 1 FT, bright blue eyes, blue comb/wattle (crest over its head and throat sack), small spindly black legs with a four-toed foot, tails 4-6 FT long which can be spread like a large fan to 5 FT and raised; they are a bright blue/green with elaborate multi-colored patterns on the tail (fan seen 100 yards); *Other*: slow flier, carcass 2d20 bright feathers 1d12+4 CP, 1d20+30 pounds average meat at 1d6 CP/pound, males are easily provoked; Number: 1d12 flock.

Penguin; HD0-2; AC10-20; *Attacks*: Beak 1d3 Ram 1d10 (swimming) Stampede 4d10; *Special Abilities*: low-light vision; Agility 9-11 land 16-22 swimming; *Description*: A streamlined torpedo-shaped bipedal bird, 3-4 FT tall, having a bullet-shaped rounded head with no apparent neck, large blue lidded eyes, thick black whiskers, a straight stubby beak, very short rear legs with wide orange

BESTIARY: PENGUIN TO POISON

Penguin, continued....webbed feet, two large flippers (arms); it's body is black with a wide white stripe on the underside and lower face; *Other*: immune cold magic, immune Water magic, quarter damage Air magic, very fast swimmer, aggressive when hunting; Number: 5d100 breeding grounds 1d6 hunting at sea.

Blue Penguin: glossy royal blue feathers with light blue strip on chest, 3-5 FT tall, HD1-3, Beak 1d4, Ram 1d12 (swimming), hide 1d8 GP.

Emperor Penguin: 5-8 FT tall, glossy purple-black feathers with tan/white stripe on chest/face, HD5-8, AC30-40, Beak 1d10, Ram 2d8+2 (swimming), hide is worth 1d12 GP.

Greater Penguin: HD2-4, AC15-25, Beak 1d6, Ram 1d12+1d6, hide 1d6 GP.

King Penguin: glossy red feathers with light grey/tan stripe on chest/face, 5-7 FT tall, HD3-6, AC 25-30, Beak 1d8, Ram 2d8 (swimming).

Pepper Plant; HD not applicable [1d18+2 plus hp3/pod]; AC6-10; *Special Abilities*: Explosive Seeds (range 40 FT, 1d100 seeds/pod, each seed releases cloud red pepper dust in volume 25 FT across, breathing pepper dust 1d6 lung damage/round exposure, save 1d20 GTET [28-Stamina]/round, persists 1d20 rounds), Agility Leech (dust exposure reduces Agility by 3 points, 1d20 hours, save 1d20 GTET [30-Stamina]); Agility 9-13; *Description*: A group of 1d20 red woody stalks to 3 FT tall close together in a clump 10-18 inches across, each stalk a dozen/more large green leaves and 2d20 large red green-capped; each pod 5-8 inches long with a cylindrical body, rounded cap, and a tapered and curved bottom end; *Other*: pepper dust is explosive (3d10 cloud, quarter damage 1d20 GTET [30-Agility]), immune normal fire, immune Fire magic, pods 2d20+6 SP/each; Number: 1d10 in area 500 FT across.

Petradon; HD2-5; AC30-40 body 10-16 wings; *Attacks*: Bite 1d6 2*Claw 1d10 (airborne); Agility 10-13 ground 15-20 airborne; *Description*: A slender winged reptile 9-12 FT long, 3-5 FT across, having translucent multi-jointed wings to 14 FT, a long and narrow crested head (wedge), triangular jaw with many small teeth, large black eyes, three nostril holes, small spindly neck, short rear legs with a large grasping six-toed foot (talons); each wing has a small grasping four-digit claw along the wing surface about 8 FT from the body; the 3-5 FT crest is curved backward; the hide is dark brown/green with tan/white underside and light green wing; *Other*: excellent sight, poor hearing, good sprinter flying, active during daylight, aggressive in large numbers, easily frightened off; Number: 3d20 flock.

Piranha, 10d20+20 appearing; HD1d4; hp 1d4+10; Move: swim 100 FT; AC 32; *Attack*: Bite 1d2 (x3/round for a single fish; *Special Attacks*: *berserk fury* (+4 to hit triggered by exposure to blood, double number of attacks on alternate rounds, 1d100+30 rounds, 10/day); *Special Qualities*: detect blood (in water, half mile), detect warm-blooded creature (500 FT), extraordinary hearing (one mile), underwater scent (quarter mile), 1/day — extraordinary damage (1d6*bite damage for 2d12 rounds); AL None; *Attributes*: Agil 18, Int 5, Stam 14, Str 9, Will 11; *Description*: A thin fish 1d12+20 inches long by 10 inches tall by 4 inches thick, having two fan-shaped fins behind its head and gills, a wide mouth of very sharp teeth, small dark eyes in bony ridges, a ventral fin, and two-lobed vertical tail. It is pale yellow with grey or pale purple spots on the head and tail. The fish is aggressive in large groups. When exposed to blood in the water the fish is driven into a berserk feeding frenzy. Both warm-water and cold-water varieties exist.

Pixie; HD1-4; AC4-10 plus armor; *Attacks*: Punch 1d3 Strangle 1d10 Weapon (wood – staff, cudgel, club, blowgun, shell dirk); *Special Abilities*: Spells (1/day each: *Acid Slime*, *Breathe Poison Fumes*, *Disperse Magic*, *Fog Bank*, *Hailstorm*, *Open Lock*, *Putrid Scent*, *Remote Push*, *Sense Prying Ears*, *Sound Blast*, *Slippery Surfaces*, *Telekinesis*), low-light vision, Infrared vision; Agility 11-18; *Description*: Green-haired men 6-7 FT tall, having small noses, dark blue/green eyes, thin/arched eyebrows, long curved ears, prominent square jaw, and long flowing green hair (braided gold cord and polished gemstones); often have large bushy green moustache; statistics: Intelligence 1d8+7, Stamina 1d8+6, Strength 1d10+10, Will 1d8+7; wear loose-fitting wide pantaloons, moccasins/slippers, a wide vest with many pockets, wide fabric/leather waist belt/sash with pouch/purse, many wear gold earrings; *Other*: 50% resist Shaman magic, do not sleep, additional +30% damage Water magic, vain-taunting-mischievous-bravado, always evil, will proposition female Human/Elf, cannot enter water; Number: 1d12+6 band.

Poison Flowers (Gaisson's Flower); HD0 [hp1d10]; AC2-10; *Special Abilities*: Spore Attack (1d12/round lung damage, half damage on save 1d20 GTET [32-Stamina], Dwarf applies +3 save, range 30 FT); Agility 8-12; *Description*: A dainty pink/white spiral flower on a 12-14 inch stem with a thin delicate petal that winds upward in a clockwise direction 4-6 inches from the central bulb, with a black thin wire-like stamen in the center; four dark green leaves attach to the dark green stem, each leaf three wide rounded lobes, with white spots on the underside; the Poison Flower grows from a large pink bulb similar to that of a tulip; Number 1d10.

Poison Hemlock; HD not applicable [hp1d8]; AC6-10; *Special Abilities*: Water Transform (range 25 FT, transmutes good water to fatal poison, save 1d20 GTET [26-Stamina]/drink), Fog Cloud (white smoke when plant touched, breathing causes loss 1d6 points Stamina and Strength 2d10 days, save 1d20 GTET [28-Stamina]); Agility not applicable; *Description*: A low evergreen shrub with short and densely-packed needles, to 3 FT tall and 5-8 FT, having 2d8 short twisted branches, each with 120-150 twigs, each twig

BESTIARY: POISON TO PRETA

Poison Hemlock, continued...with 2d20 blue-green needles; it often has a strong tar-like aroma with a hint of a sweet perfume; it has a knotty thick dark brown bark with twigs a lighter shade; *Other*: Dwarf has 50% chance unaffected by hemlock (permanent), boiled sap creates 1d10+6 ounces resin at 2d8+20 SP/ounce; Number: 1d12 shrubs in area 500 FT across.

Poison Ivy; HD not applicable [hp1d6]; AC6-10; *Special Abilities*: Skin Rash (bright red hand rash plus 1d20% of body in 1d6 hours, after 1d10 hours white boils in rash followed 1d4 hours frequent strong itch/scratch, 3d100 hours, affected temporary lose 1d3+2 Agility and apply TH-3 modifier, save 1d20 GTET [28-Stamina], range mid-Spring to late Summer 20 FT, late Summer to late Autumn must break leaf for effect); Agility not applicable; *Description*: Any of several species of large fern-like plants with a light green central stalk 1-2 FT tall with 1d12 dark green branches to 3 FT long; each branch has 1d12 large three-lobed pointed mottled green leaves; leaves have characteristic “waxy, oily” feel, mint aroma when leaves/branches are crushed; *Other*: Elf has 50% chance of immunity (permanent), exposure to smoke from burned plant has same effect plus 1d10 lung damage (save 1d20 GTET [30-Stamina]), leaves are poisonous to consume (fatal, save 1d20 GTET [24-Stamina]), inactive late Autumn to mid-Spring; Number: 2d20 in area 300 FT across.

Poison Pollen; HD not applicable [hp1/flower]; AC1-4; *Special Abilities*: Purple Pollen (range 50 FT each flower, 1d6/day, recharge 10 rounds, intoxication – reduce Agility/Intelligence 1d6 points AND 1d8 lung damage AND become enraged/ violent AND 1d20 hours paralysis {save 1d20 GTET [24-Stamina] check one/hour}, avoid pollen mist 1d20 GTET [32-Agility], save pollen 1d20 GTET [30-Stamina]); Agility not applicable; *Description*: Clusters of 3d20 yellow and purple flowers on 1 FT red-purple stalks, flowers 5-7 inches across with a tapering bulb rounded at the bottom with a base of short purple leaves with four yellow top fronds; *Other*: cold magic causes immediate hibernation, allergic persons suffer fatal heart seizure (save 1d20 GTET [35-Stamina]); Number: 2d12 in area 100 FT across.

Poison Sponge; HD not applicable [hp1d8+3]; AC20-30; *Special Abilities*: Contact Poison (save 1d20 GTET [26-Stamina], leg cramps in 1d10 minutes {reduce Agility by 4 for 3d8 hours}, purple rash 1d8 days developing crust, 1d10 skin damage – save 1d20 GTET [28-Stamina], nausea/vomiting 1d12 hours); Agility 7-10; *Description*: A long tubular shape with a main trunk and many branches/fingers (tree/bush structure); main trunk is 7-8 FT by 6-9 inches diameter, anchored in sea bottom; branches are 3-5 FT to 4 inches diameter, secondary branches to 2 FT length; has soft porous pink/yellow-red body coated with secreted pale yellow slime/goop/jelly (poisonous); *Other*: persons allergic to poison suffer fatal seizure (save 1d20 GTET [32-Stamina]), 1d12+5 ounces gel/sponge at 1d20+10 SP/ounce, sponge body is poisonous (safe if well cooked in alcohol); Number: 3d20 in area 150 FT across.

Poison Swarm; HD not applicable; AC not applicable; *Special Abilities*: Swarm Attack (hp1 direct damage/round, poison inject – save 1d20 GTET [26-Stamina], green skin welts 1d10 days, joint swelling 1d6 days {reduce Agility by 1d3}, mild fever 3d20 {spell/prayer requires 1d20 GTET [28-Will]}, body chills, 1d10 hours paralysis – save 1d20 GTET [22-Stamina], surrounds 3d12+10 rounds); Agility 9-12; *Description*: An amorphous dark green to 25x25x15 FT volume, accompanied by loud “chittering” sound; swarm consists thousands of individual six-legged dark green winged insects each 2 inches; individuals have egg-shaped head, four small conical horns, 3 silver compound eyes, slit mouth with two silver tentacles, three-segment body (one leg per), two pairs of light brown wings, two hooked tentacles from orange sac underneath third segment; *Other*: avoids fire/smoke/large water, vulnerable to sound-based attack, allergic persons die of burst artery (save 1d20 GTET [28-Stamina]); Number: 1.

Poison Urchin; HD not applicable [hp1d8+5]; AC25-35; *Attacks*: Contact hp1/spine (contacts 1d8 if within 5 FT, avoid 1d20 GTET [26-Agility]); *Special Abilities*: Spine Poison (save 1d20 GTET [26-Stamina] checked each spine, affected: 1d3*Needles hours muscle cramps {reduce Agility by 3, Strength by 4}, disfiguring blue rash on head/eyes 1d10 days; causes poison allergies for 1d12 days); Agility not applicable; *Description*: A rounded pink/red/yellow/orange ball-like creature to 4 FT diameter, covered in numerous sharp needles to 1 FT; generally attached to a solid surface; *Other*: allergic persons fatal heart attack (save 1d20 GTET [24-Stamina], check each spine), carcass 3d8 ounces venom at 1d3 GP/ounce; Number: 1d20 in area 100 FT across.

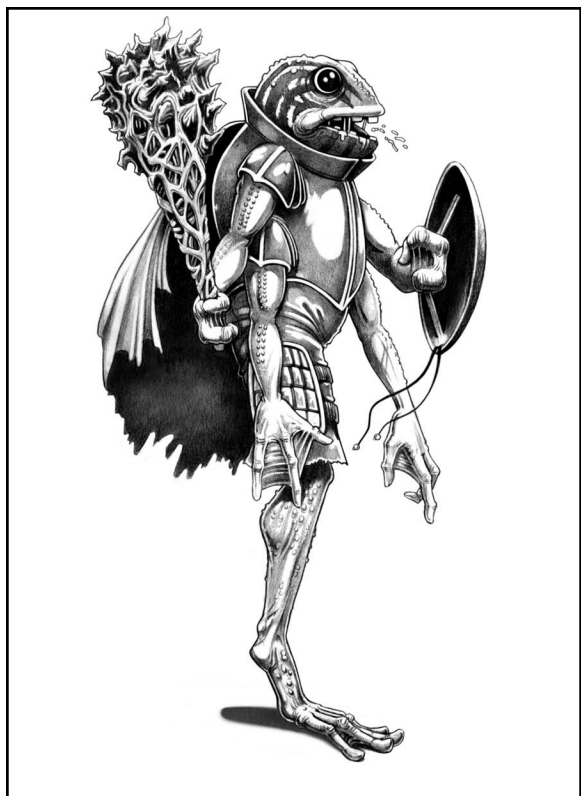
Polcate; HD1-3; AC10-16; *Attacks*: Bite 1d4 2*Claw 1d2; *Special Abilities*: low-light vision; Agility 15-19; *Description*: A four-legged rodent-like animal 4½-5 FT long with a long tapered head and a long whip-like tail, a long thin pointed snout with small black nose, thin jaw with small tearing teeth, small beady black eyes, small triangular ears with a black fringe, short legs with six-toed foot and 3-inch front claws; the pelt is dark glossy brown fur with black feet; *Other*: 50% chance blend into savanna environment (limited invisibility), swimmer, good climber, moves silently in prairie environment, active dusk to dawn; Number: 1d12 den, 1d4 outdoors.

Preta, 1d10 appearing; HD1d4+14; hp 2d20+65; Move: 55 FT; AC 22; *Attack*: Punch 1d4; *Weapons*: Club, Rocks; *Special Qualities*: detect mortals 100 FT, extraordinary hearing 200 FT, low light vision, resists Spells (1d12 GTET 11); AL Evil; *Attributes*: Agil 13+1d8, Int 13+1d8, Stam 30+1d10, Str 18+1d8, Will 1d4+14; *Description*: Androgynous humanoid figures 4 FT 8 inches to 5 FT 6 inches tall, with dark red skin, bald heads, small ears, thick eye ridges and pronounced noses, long tapered chins, and a few

BESTIARY: PRETA TO PYGMY

Preta, continued...rotted teeth, dressed in black knee-length sackcloth tunics. Preta are perpetually angry, attacking whenever an opportunity presents but showing intelligence in how they go about it. Preta are evil deceased souls but (unlike Manes) because of some achievement or status in life they retain their memories and speech ability. While not very sensitive to heat or cold they are sensitive to the kind of pain delivered by spears and pointed weapons. When killed Preta are recreated at Minos' complex on the Second Circle.

Pronghorn; HD1-4; AC20-30; *Attacks*: Bite 1d2 Head Butt 1d8 Kick hp2 (fore) 1d6 (hind) Trample 2d8; *Special Abilities*: low-light vision; Agility 13-17; *Description*: A moderate four-legged antelope to 5 FT long, 3-4 FT at the shoulder, with a large head with two forward curved horns, narrow long muzzle, long pink tongue, pink/light red eyes close together under a bony eye ridge, large flared black nose, prominent molar teeth, small floppy ears, short/thick neck, stocky body, muscular hoofed legs with narrow cloven hoof; horns taper and curl in a tight spiral pattern; the wiry-hair hide is light grey/tan color; males have a rough thin mane; *Other*: excellent in rough terrain, jump 14 FT horizontal 9 FT vertical, good sprinter, carcass 1d100+25 pounds good quality meat at 1d6 CP/pound, horn 1d20+4 SP, hide 2d8 SP; Number: 1d10.



Pruddin (Foot Soldiers of Gaap), 1d10 appearing; HD1d3+7; hp 1d10+38; Move: 25 FT, fly 50 FT, swim 60 FT; AC 36; *Attack*: Bite 1d6, Tongue 1d4, Claw 1d8 (x2); *Weapons*: *Spiked Club* +1, Short Bow, 30 war arrows; *Special Qualities*: Standard Foot Soldier abilities, controls molds and slimes (50 FT), infrared vision (200 FT), low light vision, moves through swamps and bogs noiselessly and without a trace, immune to the venoms of salt-water creatures and poison made from such venom, resists lightning/electricity (1d12 GTET 6), remains under water without breathing 1 hour; 5/day — poisonous fumes 75 FT, 3/day — spiderweb net (slimy net 12 FT across, range 30 FT); AL Evil; *Attributes*: Agil 12+1d6, Int 13+1d8, Stam 16+1d8, Str 17+1d8, Will 1d6+22; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), vial poison (x3), vial *unholy water*; *Description*: A frog-headed humanoid 5 FT 6 inches to 6 FT tall, with four arms ending in three webbed fingers, a slimy light-green colored skin, a squat head squat rounded head with rounded thick black eye sockets, stubby ears, and a wide toothed mouth. Pruddin have long thick thighs and a wide webbed foot. Pruddin are typically dressed in pale blue leather armor with a blue leather covered wood shield. Found in troops of 8 led by a Beng.

Pudding, White, 1 appearing; HD1d4+2; hp 1d12+25 body 1d10 pseudopod; Move: 18 FT (vertical 8 FT); AC 26; *Attack*: Pseudopod 1d6+1 (x2); *Special Attacks*: *absorption* (when the pudding completely covers a body it absorbs mass at 2 pounds/round), *cold zone* (12 FT, cold damage hp1/round unless save 1d20 GTET [29-Stamina] after 12 rounds sleep [loss of body temperature] 2d10 minutes unless save 1d20 GTET [32-Stamina]), *cold pulse* (2/day, 1d12 cold damage, 15 FT, half-damage if save 1d20 GTET [29-Stamina]); *Special Qualities*: detects life (100 FT), immune to ordinary cold or cold magic, iron weapons become brittle due to cold [break on natural rolls LTET 5, enchanted

weapons on natural rolls of 1], pseudopods are affected by edged weapons/body is unaffected by edged or piercing weapons, resists Prayers (1d12 GTET 9), resists Spells (1d12 GTET 5), suffers double damage from fire magic; 3/day — cold blast (25 FT, 4d8); AL None; *Attributes*: Agil 12, Int 6, Stam 12, Str 12, Will 9; *Description*: A pale white colored mass between 1d6+6 FT long by 4 FT wide by GTET 2 FT tall, with a glossy, very tacky, and sticky surface texture in which many small ½ -inch spheres are embedded; a White Pudding pulsates. A White Pudding is supernaturally cooled (range 12 FT) and the area around is at 30°F. A White Pudding compresses or stretches its substance to pass through very narrow or very thin holes.

Pygmy Elephant; HD4-6; AC20-30; *Attacks*: Tusk 1d10 (two opponent), Kick 1d4 Trunk 1d6 Trample 3d8 Stampede 6d12; *Special Abilities*: low-light vision; Agility 12-16; *Description*: A very large four-legged mammal to 6 FT tall with brown colored thick leathery skin, and a bulky body on short thick legs with large rounded floppy ears, a short wiry tail, and an elongated 8 FT trunk growing out of its face; the trunk is a very flexible and sensitive organ capable of wrapping around objects and manipulating them; during the fall and winter a wiry coat of hair grows on back/flanks; males have two large ivory tusks with sharp tips - the tusks may extend out 4 FT or more; females have 2-3 FT tusks; statistics: Intelligence 1d8+8, Strength 1d10+16, Will 1d8+14; *Other*: good hearing-smell sense, moderate sprinter, excellent running endurance, swimmer, 1200 pounds meat/carcass, tusks 6d8+100 GP, dislike large predator cats, can be trained if young then very loyal, good cold tolerance; Number 1d10 Bull Party 1d8 Bull with family.

BESTIARY: PYTHON TO RAT FISH

Python; HD2-4; AC20-30; *Attacks:* Bite 1d3; *Special Abilities:* Constriction (coils around victim on TH roll GTET 14, 1d6/round crushing, break free 1d20 GTET [30-Strength]); Agility 11-14; *Description:* A snake to 20 FT by 2 FT diameter, having closely-spaced blue eyes, small curved fangs, copper/glossy tan smooth skin with colorful diamond patterns on back, and a slender tapered tail; *Other:* 40% blend into jungle environment (limited invisibility), climber, swimmer, submerge 10 minutes, carcass 2d100 pounds good quality meat at 2 CP/pound, hide 5 SP+1d20 CP, fangs 1d6 SP, only aggressive when hunting; Number: 1d2.

Giant Python: to 35 FT, gold hide, green eyes, black fangs, silver and gold band on tail, Agility 13-16, Bite 1d6, Constriction (on TH roll GTET 12, 1d10/round, break free 1d20 GTET [33-Strength]), 65% blend into jungle, excellent climbers, hide 20 SP+1d20 CP, fangs 1d20 SP.

Quivaras (Sergeants of Samael), 1d6 appearing; HD1d6+22; hp 2d2+140; Move: 35 FT, fly 55 FT; AC 64; *Attack:* Horns 1d12 (gore), Bite 4 damage, Claw 1d6 (upper, x2); *Weapons:* *Scythe* +3 (limb cleaving), *Javelin* +2 x4 (unholy, poisoned on 1d12 GTET 8 – save 1d20 GTET [35-Stamina]), silver *Dirk* (unholy, wounds bleed 1d6 rounds); *Special Attacks:* *poisoned claw* (1d3, lower x2, poison mimics heat stroke, after 1 hour fatal due to high body temperature and fever for next 1d12+5 hours – save 1d20 GTET [28-Stamina] checked every hour); *Special Qualities:* Standard Sergeant abilities, extraordinary hearing 200 FT, fly (30 FT altitude), immune to mental control-subjugation-compulsion, infrared vision 200 FT, low light vision, moves through sand (8 FT thick); 3/day — *mezmerize* (10 FT, 1d20*10 minutes plus post-hypnotic suggestion and trigger persists 1d20 days, save 1d20 GTET [33-Will]), 1/day — *mass illusion* (30 FT, 3d10*10 minutes, save 1d20 GTET [29-Will]), *mass mesmerize* (30 FT, 1d10*10 minutes, save 1d20 GTET [34-Will]); AL Evil; *Attributes:* Agil 12+1d6, Int 17+1d8, Stam 15+1d12, Str 18+1d10, Will 25+1d8; *Possessions:* curved silver *horn* (range 3 miles), scroll (*bar good* x2), *cure moderate wounds potion* (x4), *cure serious wounds potion* (x2), *cure critical wounds potion*, *invisibility potion*, scroll (*deep slumber/hold person/ lightning bolt*), scroll (*magic grenade* x4/*mass hold person/ blindness*), *Magic Arrow Wand*, *Sandstorm Dust*; *Description:* A human-headed snake with four arms and four reptilian legs, 8-9 FT tall, up to 12 FT long. Quivaras have bald rounded heads with sagging red cheeks, double chin, thick white brows over glowing yellow eyes, long upturned nose (often over a thick white handlebar moustache), wide ears (usually with silver earrings), four thick white vertical horns growing from the forehead, and a single yellow lidded eye mounted in a thick brow-less socket in the center of the back of their head.



Quivaras have upper and lower pairs of highly flexible arms which can reach behind as well as in front, ending in seven-fingered hands with 6-inch long nails on each finger (the nail material is very strong and hard and is often filed to a dangerous point).

Quivaras have small overlapping scales colored along its length in thick horizontal bands (yellow, blue, green, red, orange, purple), the legs are short but with massive muscles four clawed toes on each massive foot, with a tapered rattlesnake tail at least 24 inches long and 4 inches in diameter. They typically wear a black surcoat (AC+14) blazoned with a white skull and a black cape with a silver border. Quivara lead 8 Jinguma.

Ram, Golden, 1d4 appearing; HD1d4+4; hp 1d12+35; Move: 75 FT, fly 55 FT, swim 30 FT; AC 33 [39 running]; *Attack:* Bite 1d3, Hoof 1d6 (x2), Rear Kick 2d6+4, Head Butt 1d12 (3d8+3 when charging); *Special Attacks:* *head-butt* (knocked off feet 1d8 rounds, avoid 1d20 GTET [30-Agility]); *Special Qualities:* extraordinary hearing 1000 FT, extraordinary sight 2500 FT, indistinct image (AC+6), low light vision, resists animal control magic (1d12 GTET 8), smells water 1200 FT, unaffected by plant-based poisons, 3/day — fly (100 rounds), sparking hooves (give off sparks against rocks, 1d8 at 6 FT), 1/day — *duplicate image* (200 FT, 200 rounds, disbelieve 1d20 GTET [30-Will]); AL Neutral; *Attributes:* Agil 22, Int 12, Stam 18, Str 17, Will 14; *Description:* A ram 8 FT long, standing 5½ FT tall, with a thick curly golden pelt (1d20*100 GP), curved golden horns (each 4d100 GP), glossy black hooves, and slender dark yellow tail; the ram has a dirty grey beard hanging from its chin, grey eyes, and streaks of grey on its neck.

Rat Fish; HD1-3; AC15-20 body 6-10 head; *Attacks:* Bite 1d3 Ram 1d6; *Special Abilities:* Swarm (3d6/round); Agility 6-9 land 12-16 swimming; *Description:* A moderate brown fish to 4 FT, having a rodent's head, two small front flippers tipped (2 small claws each), two large rear flippers, a small horizontal tail; the head has a tapered/pointed snout tipped by a small rounded black nose, small beady green eyes, small rounded ears, and upper fangs; the body has light grey scales, darker on underside (head has dark grey fur); *Other:* can survive 4 hours air, cowardly unless in swarm; Number: 1d100 swarm 1d8 hunting.

BESTIARY: RATTLESNAKE TO RINDO'MAKETH

Rattlesnake Weed; HD1-2; AC10-15; *Attacks*: 1d3*Vines/person 1d4; *Special Abilities*: Paralyzing Sap (injects on TH roll 20, in 1d6 rounds lasting 3d100 minutes, save 1d20 GTET [30-Stamina]); Agility 9-12; *Description*: A large copper plant with a central core of 3d20 large vertical 2 FT leaves (curve outward), a central silver cylinder is 3 FT; 1d8 10 FT copper vine appendages (similar to rattlesnake with triangular head and large fang-like thorns); *Other*: 1d6 ounces poisonous sap/plant at 1d10 SP/ounce – deteriorates in 1d20 hours unless stabilized by Alchemist; Number: 1d20+10 in area 500 FT across.

Razor Grass; HD not applicable; AC3-10; *Special Abilities*: Swimmer's Hazard (1d20 fronds/50 FT travel, avoid on 1d20 roll GTET [30-Agility] checked per frond, 1d6+3 rounds are required to extricate, hp1d3/entangle-round); Agility not applicable; *Description*: Long thin aquatic grass fronds with 2d10 fronds growing from a single base; individual fronds 4 inches wide by 20 FT long, has a wiry texture with an extremely hard and sharp edge, colored green-yellow with yellow edges and blue strip; *Other*: very difficult to cut, thick growths stop small boats [to 10 tons], often found around wrecks and underwater caves; Number: grows in thickets 50 yards across.

Red Hot Cattail; HD not applicable [hp2/stalk]; AC3-10; *Special Abilities*: Flame Attack 1d6 (approach within 3 FT, avoid 1d20 GTET [30-Agility]), Blindness (4d20 minutes if looking at exploding cattail, save 1d20 GTET [34-Stamina]); Agility 13-15; *Description*: Appears as a clump or heap of reddish-brown leaves and vines out of which grow 2d12 thick stalks of 3-5 FT height, each one of which is topped by a 8 to 10 inch by 2 inch diameter cattail or rush; the stalks are a yellow-tan color and the cattail is a deep rich brown color; a sweet burnt odor is noticeable near each clump; each heap of vines is warm to the touch (even in winter) and gives off a warmth equivalent to a small fire; *Other*: makes good firestarter, makes minor explosive 1d4 damage in 3 FT radius; Number 3d10.

Red Hot Lily; HD not applicable [hp1d8]; AC3-10; *Special Abilities*: Heat Wave (2d12, range 25 FT, quarter damage save 1d20 GTET [28-Stamina], recharge 1d6 rounds); Agility 8-11; *Description*: A red reeds/lily to 4 FT tall, 2d20 stalks/clump; it has dark brown stalks topped by wider orange-brown cylinders, around the base are bright-red diamond leaves with black spots; *Other*: immune fire, immune Fire magic, found near water; Number: 2d20 clumps in 100 FT area.

Reindeer; HD0-1; AC8-16; *Attacks*: Bite hp1 Gore 1d8 (antlers, to 3 opponents) 2*Kick 1d4 (fore, rearing) 1d6 (hind) Trample 1d12 Stampede 1d100 (avoid 1d20 GTET [32-Agility]); Agility 13-16; *Description*: A four-legged bovine 5-6 FT long, 3½-5 FT shoulder, 7-8½ FT at antlers, having a slender body, short flap tail, slender legs ending in wide cloven hoof, wide neck with dark brown mane, a long rounded snout with wide black nose, small rounded forehead, widely-spaced golden-brown eyes, small chin, large triangular ears, two multi-branched/curved cream/white ivory antlers (permanent); pelts are reddish-brown/copper-brown with tan/light brown/white on chest/underside/rump, inside legs; *Other*: tenth damage cold magic, good sprinter, long distance endurance, sure foot in snow environment, carcass 2d100+50 pounds good quality meat at 2 SP+1d12 CP/pound, antler 1d20 SP+1d12 CP, hide 1d12 SP, active in daylight, easily domesticated; Number: 3d20+10 herd 1d12 buck group.

Giant Reindeer: to 10 FT at antlers, to 7 FT long, blue eyes, grey snout, Agility 15-19, HD2-3, AC25-35, Bite 1d4 Gore 1d12+3 (to 5 opponents) 2*Kick 1d8 (fore, rearing), Kick 1d10 (hind), Trample 2d12, Stampede 2d100 (avoid 1d20 GTET [36-Agility]), twentieth damage cold magic, half damage Earth magic, 3d100+250 pounds high quality meat at 1d20+10 CP/pound, hide 1d20+15 SP, antlers 1d6 GP+1d12 SP..

Remora; HD0-1; AC10-20; *Attacks*: Bite hp1; *Special Abilities*: Body Attach (on TH roll GTET 16, hp1 damage every 1 attached from blood loss); Agility 9-11; *Description*: A silver fish with black tips on fins/tail, boxy black striped flat head, to 5 FT long, having oval black eyes, small jaw, round red sucker-pad on nose four small fins near its head (two each side), a small dorsal fin, and a vertical fan-shaped tail orientated vertically; often attached to a larger animal; *Other*: stealthy, numbing agent to prevent detection, eggs under host's skin, low quality meat; Number: 3d20 school.

Rhemma; HD3-5; AC60-70; *Attacks*: Weapon (incorporeal single-blade axe, 1d3, 1d10 versus Dwarf, reduce Stamina by 1 {Dwarf only, 10 hours, save 1d20 GTET [30-Will]}); Agility 12-15; *Description*: An incorporeal Undead creature resembling a softly glowing yellow Dwarf dressed in leather tunic/legging/boots with long flowing gold beard, wild yellow eyes, braids in hair; *Other*: ordinary weapon inflicts only hp1 {normal if Dwarf-made or enchanted}, double damage Fire magic, Dwarf Priest +1 to turn/destroy, Dwarf killed becomes Rhemma 1d12 days {prevent by burning in coal same day}, cannot pass through silver-lead-electrum, Rhemma Knife has 50%/hit to destroy (special Dwarven weapon, very rare, two-point curved copper knife in ash handle); Number: 1d6.

Rindo'maketh; HD4-7; AC30-40; *Special Abilities*: Touch (Human-Dwarf-Gnome hp1, Elf only 1d6 AND remove 4000XP on fourth touch, save 1d20 GTET [34-Will]), Elven Dreams (range 2 miles, dominates unless 1d20 GTET [28-Will]), sleepwalks to lair), Body Steal (touch versus sleeping Elf, occupies body 1d6 days, save 1d20 GTET [40-Will-Level], permanent reduce Stamina by 1); Agility 13-16; *Description*: An incorporeal hunchbacked Undead humanoid to 6 FT tall with long braided hair, pointed ears, a

BESTIARY: RINDO'MAKETH TO RUSULKI

Rindo'maketh, continued...wide, prominent nose with upward hook, deep sunken sockets without eyes, thin bony arms, a six-fingered hand; statistics: Intelligence 1d8+8, Stamina 1d8+8, Strength 1d8+5, Will 1d8+16; dressed in loose-fitting togas; *Other*: always evil, often trade information to devil/demons, often command 1d10 *Other* creatures; Number: 1.

Roa'ne; HD1-4; AC6-10 plus armor (14-20 seal); *Attacks*: Punch 1d2 Strangle 1d10 Weapon (short sword, cutlass, dirk, bullwhip, axes, short sword); *Special Abilities*: Shapechange (bull seal for 20 hours); Agility 13-22; *Description*: Appears as ordinary human to 6 FT with long thick glossy black hair, small ears, narrow grey eyes with bushy eyebrows, small/ rounded nose, thin dark red lips, and small/narrow chin; statistics: Intelligence 1d12+8, Stamina 1d10+11, Strength 1d12+9, Will 1d10+10; dress in dark leather; *Other*: talk to marine mammals, tenth damage Water magic, 30% blend into sea/coast environment (limited invisibility), incline to good (10% evil), if killed in biped form and thrown into sea within 3 hours 50% chance resurrection, enemies of Orca, excellent leather workers, dislike hot climates; Number: 1d20+4 crew.

Romatyas (Foot Soldiers of Zimidar), 1d12 appearing; HD1d4+14; hp 2d12+66; Move: 40 FT, fly 50 FT; AC 53; *Attack*: Bite 1d6, Claw 1d10+1 (x2); *Weapons*: Short Sword (unholy, cold blade), heavy Morning Star +2 (2d8); *Special Attacks*: fowl cackle (sound attack, 3/day, save 1d20 GTET [26-Will]), affected creatures slow to one-quarter movement, 1d20+4 rounds); *Special Qualities*: Standard Foot Soldier abilities, detect good 100 FT, infrared vision 300 FT, low light vision, resists fire/electricity magic (1d12 GTET 5), 10/day — evil awe (20 FT, save 1d20 GTET [32-Will]), 5/day — control winds (50 FT), limited teleportation (50 FT), symbol of persuasion (30 FT, save 1d20 GTET [32-Will]), 3/day — symbol of fear; AL Evil; *Attributes*: Agil 15+1d6, Int 14+1d8, Stam 13+1d6, Str 11+1d6, Will 18+1d6, *Spells*: L4 Evil Priests; *Possessions*: cure light wounds potion (x2), cure moderate wounds potion (x2), berserker's potion, Immovable Rod, Bracers (AC+10), Spectles of Far Seeing; *Description*: A bird-like biped creature standing 7 FT 8 inches to 8 FT tall. Romatyas have feathered parrot-like blue faces with long curved beaks, a feather crest, wide ears, and glowing orange eyes, dark blue feathered wings which fold up against their backs and two long and supple arms ending in four-talon claws, and three-toed clawed feet. They typically wear pocketed kilts with a purple background, black and red stripes, and a gold border, and carry an oval shield (AC+8, Prayer reflecting 1d20 GTET 6) with a purple cover blazoned with eight gold circles. Romatyas are found in troops of 8 led by an Iblis.



Rotting Dragon, 1 appearing; HD1d4+8, hp 1d20+100; Move: 50 FT, fly 75 FT; AC 53 [67 airborne]; *Attack*: Bite 3d8+4, Claw 1d10+2 (x2); *Special Attacks*: Rotting Touch (body part immediately withers/rots/falls off after 1d100 hours, save 1d20 GTET [34-Stamina], reduce Stamina and Agility statistics by 1 point for every 2 rotted body parts, if rot not cured after 2d100 minutes cannot be cured, wood and leather is immediately destroyed by rot); Grave Mist (Breath x4/day, cone 25 FT, unconscious 1d100+30 minutes, save 1d20 GTET [36-Stamina]); *Special Qualities*: aura of awe, bar good (20 FT), destroyed by immersion in water 2 minutes (save 1d20 GTET [36-Stamina], detects good 400 FT, detects mortals 1000 FT, edged weapons inflict only hp1 damage/hit, infrared vision 75 FT, resists Prayers (1d12 GTET 5), resists Spells (1d12 GTET 7), 1/day — command undead (30 HD, 250 FT, 30 minutes), incorporeal form (30 minutes); AL Evil; *Attributes*: Agil 18, Int 12, Stam 18, Str 22, Will 17; *Description*: A large skeletal reptile 1d20+20 FT long, standing 1d8+12 FT high, with a bat-like wing structure 25 to 30 FT long, a dragon's skull with glowing red eyes and bright red fangs, glossy black talons, pieces of rotted and decayed flesh sticking to its legs and rib cage, and torn strips of grey leather attached to the wing structure (the wings remain functional regardless of how much flesh is removed).

Rusulki, 1d8 appearing above water, 1d20 in underwater cavern or buildings; HD1d6+4; hp 2d8+30; Move: 35 FT, swim 80 FT (burst of speed: 175 FT/round, limit 25 rounds, 5/day); AC 30 [land] 35 [underwater]; *Attack*: Punch 1d4, Strangle 1d12; *Weapons*: gold Comb +3 (slash 1d8), Trident (AC+12 while held, Spellblade: command monster [aquatic, 250 FT, save 1d20 GTET [28-Will]), silver Dirk +1 (unholy, incorporeal slayer, save 1d20 GTET [36-Will]), Sling and 20 stone bullets; *Special Attacks*: amnesia touch (forgets previous 2d20*half hour, save 1d20 GTET [38-Will]), charming touch (10 hours, save 1d20 GTET [36-Will]), affects males only); *Special Qualities*: detect good (50 FT), dives to 200 FT, GTET 1 mile from water Rusulki dehydrate at hp1/round*(distance FT/2500), immune to water magic, infrared vision (125 FT), low-light vision, magic arrow (25 FT, 1d6), provides water breathing ability while maintaining skin contact, speak with animals (underwater only), suffers double damage from fire magic, regenerates

BESTIARY: Rusulki to Scolaphorar

Rusulki, continued....hp2/round (in water), water breathing, +10 bonus to remain hidden underwater; 10/day — limited teleportation (between waterfalls, 25 miles), create water (10 gallons), 5/day — comprehend languages, 1/day — shapechange (1 hour, underwater creatures); AL Neutral or Evil; *Attributes*: Agil 22, Int 16, Stam 19, Str 17, Will 22; *Spells* L4 Priest or L5 Wizard; *Possessions*: Wand (*hold person* or *zone of silence* or *spiderwebs*), *Ring of Dominate Person* (50 FT, save 1d20 GTET [34-Will], 34 charges), *cure light wounds potion* (x3), *cure moderate wounds potion* (x2), *invisibilty potion*; *Description*: Tall female humanoids with long golden-yellow hair standing 5 FT 10 inches to 6 FT 5 inches tall, having long and narrow faces, oval grey eyes, a small upturned nose, small rounded ears, rosy cheeks, deep red lips, and a small cleft chin. Rusulki have slender athletic frames with smaller busts, long arms, hands with very long fingers with light blue fingernails, long slender legs and small delicate feet. They wear beautiful flowing gowns, light blue in color, that tightly hugs their bodies. Rusulki may entice male sailors or fishermen for an evening of lust: the man awakes the next morning with only a very hazy memory of being with the girl and finds a leather pouch of 3d20 silver pieces). Rusulki live around fresh and salt waters and tame and ride large freshwater turtles or large ocean sea horses. Rusulki speak their own language and have a 20% chance each to speak Common, Elvish, Sailor's Cant, and Arraya.

Sand Mouth, Typically found alone or a mated pair; HD1d6+14; hp 2d20+250 (body), 1d10+30 (each tendril); Move: 5 FT (tunneling), 18 FT (above ground); AC 64 (Body) 28 (Tendril); *Attack*: Bite 3d10+6 (swallows whole on natural roll of 20), Claws 2d8 (x6, above ground), constriction 1d12 (tendril), trample 5d12 (above ground); *Special Attack*: *subliminal siren's song* (4/day, 25 rounds, 200 FT, affected person moves toward the monster without caution, save 1d20 GTET [37-Will]); *Special Qualities*: body regenerates hp5/round while underground, detects mortals (400 FT), extraordinary vibration sensitivity (1500 FT), infrared vision (250 FT), low-light vision, tendrils regenerate hp3/round, receives telepathic signals (900 FT), resists fire magic (1d12 GTET 5), resists lightning and electricity (1d12 GTET 3), *see invisible* (30 FT), ultraviolet vision (200 FT); AL Neutral; *Attributes*: Agil 14, Int 14, Stam 30, Str 27, Will 23; *Description*: A circular mouth 8-9 FT in diameter inside a thick bony ridge, filled with 6 rings of conical dagger-like teeth pointing inward to immobilize prey. Around the mouth are thin triangular leather flaps that can cover the mouth completely. A total of six 15 FT tendrils covered by 3-inch suckers along the underside attach to the body on the left and right sides of the mouth. Four round orange eyeballs mount on 4 FT fleshy stalks equidistant along the bony mouth rim. The bulk of the body is an 18 FT diameter globe located underneath the mouth covered by thick overlapping bony plates. Six thick elephantine legs with natural iron digging claws attach underneath the body. It lurks a few inches beneath the sand covering its maw with flaps, so prey falls through the thin sand layer to be trapped in its mouth; prey avoiding the mouth is grabbed by tendrils.

Sand Tiger; HD4-6; AC; *Attacks*: Bite 1d8+4 Tail 1d6+4 Ram 1d10; Agility 12-16; *Description*: A streamlined fish to 7 FT, having a sloped/tapered head ending in a rounded tip and beak-like jaw, widely separated bright blue eyes, two large flukes on underside near head, small dorsal fin, large vertical two-lobed tail; it's thick hide is like sandpaper colored pale white/light grey with irregular diagonal dark grey strips on its back and flanks; *Other*: hides in bottom sand, TH+3 from ambush, generally aggressive, active in daylight; Number: 1d6.

Scimitar Oryx; HD1-3 [hp1d12+4]; AC10-20; *Attacks*: Bite hp1 Gore 1d10 Kick 1d6 (fore) 1d8 (hind) Trample 1d12 Stampede 8d12; *Special Abilities*: low-light vision; Agility 14-18; *Description*: A four-legged antelope 4-5 FT, 4-5 FT at the shoulder, having a small thick neck with short/wiry mane, long snouts, thick lips, a very long tongue, sunken cheeks, widely separated dark brown eyes with thick eye ridges and clear eyelids, long thin ears back from the head, wide cloven feet, wiry 3 FT tail; their long curved horns grow back from heads to 4 FT with numerous rough circular rings and very sharp tips; the hide is dark brown with white streaks on face/neck/flanks/legs; *Other*: double damage cold magic, 50% blend into savanna environment (limited invisibility), fast sprinters, poor distance endurance, detect water at half-mile, detect underground water 200 yards, carcass 1d100+400 pounds high quality meat at 1d6 SP/pound, horn 2d20+16 SP, hide 3d20+15 SP, not aggressive but easily spooked; Number: 2d20+10 herd 1d12 buck group.

Scolaphorar (Scorpion Men); HD1-6; AC40-50 shell 10-16 torso; *Attacks*: Bite 1d2 2*Pincer 1d4 Stinger 1d6 Trample 1d12 Punch 1d3 Strangle 1d12 Weapon (spear, trident, pole-arm, halberd, dirk, scimitar); *Special Abilities*: Paralyzing Poison (stinger, inject TH roll GTET 7, affect 1d10 rounds last 1d100 minutes, save 1d20 GTET [30-Stamina]), Infrared vision; Agility 10-16; *Description*: A composite creature with an oval horizontal ant's head (football shape), round mouth, a set of mandibles, two cylindrical ears, four feathered antennae, large brown eyes, human's neck/torso/arms, eight-legged scorpion body with eight bony legs (four jointed segments), four skeletal bumps (breathing holes); two 10-inch pincers on 2 FT stalks are located at body front, and flexible 4-5 FT tail ending in 9 inch stinger; statistics: Intelligence 1d12+11, Stamina 1d8+9, Strength 1d12+12, Will 1d12+7; wears yellow tunics with copper/brass plates (uppers); warriors wear metal helms/breastplate with leather leg/back cover, carry large shields; *Other*: L1d6 Priest for every 10, L1d8 Earth Wizard for every 30 (25% also Shaman), tenth damage Earth magic, +25% damage lightning, 50% blend desert environment (limited invisibility), mostly evil (5% good), fanatical devotion to High Priest-King; Number: 1d10.

BESTIARY: SCORPION TO SEA

Scorpion, Dire, 1d8 appearing or 2d10 in an underground den; HD1d4+3; hp 1d12+32; Move: 45 FT; AC 46; *Attack*: Bite 1d6+2, Pincers 1d12+3 (x2), Stinger 1d12; *Special Attacks*: *stinger venom* (paralysis after 1d4 rounds, lasting 3d12*half hour, save 1d20 GTET [32-Stamina]), venom allergy on natural save roll of 1 or 2 – fatal after 2d12 rounds, save 1d20 GTET [37-Stamina]), *vorpall pincer* (decapitates opponent on a natural roll of 20, avoid 1d20 GTET [30-Agility], 3/day); *Special Qualities*: blends into desert or stone backgrounds, detects vibrations (250 FT), immune to ordinary fire, infrared vision (150 FT), +4 save versus fire magic; AL None; *Attributes*: Agil 22, Int 4, Stam 21, Str 19, Will 11; *Description*: A six-legged armored insect 6 FT long, 36 inches tall at its back, with a narrow and pointed head with three large spiny feelers facing forward, two small beady black eyes, and a small slit-like mouth. The Dire Scorpion has two large forward pincers attached to 60 inch long arms, its back is covered with an irregular pattern of a hard bony material resembling granite colored a red-brown color with small mottles or patches of grey, green, or pink on its back, and it has flexible, segmented, armored tail ending in a 7 inch bony sharp stinger with a sharp tip. It is most often active at night or in shadows or underground, and is highly aggressive.

Scorpion Fly, 1d10 appearing; HD2; hp 1d3+8; Move: 12 FT, fly 65 FT; AC 28; *Attack*: Bite hp2; *Special Attacks*: *Tail Stinger* (1d6, paralyzing venom, effect 1d8 rounds and persists, 1d100+30 minutes, save 1d20 GTET [27-Stamina]); *Special Qualities*: burst of speed (120 FT, 2d20 rounds, 2/day), detects body heat 250 FT, extraordinary hearing 500 FT, low-light vision; AL None; *Attributes*: Agil 15, Int 7, Stam 11, Str 8, Will 8; *Description*: A four-winged, six-legged, insect with a 14 to 18 inch body, a rounded head slightly larger than its body with several long feathery antennae, two large glowing compound eyes on the side of its head, a pincer-like jaw structure, a flexible horn-like sucking tube attached under its jaw, two circular wings each spanning 12 inches, and a 6 inch curved, flexible, jointed tail ending in a sharp pointed stinger. The Scorpion Fly typically has a brown or sandy-tan colored body with chitin plates on its back and black feet, tan colored antennae, and the Scorpion Fly's wings are tan with irregular red or dark brown patterns on the top surfaces.

Scorpion Weed; HD1-2; AC10-14; *Special Abilities*: Contact (1d8 spikes, hp1/spike, spike injects poison on 1d20 GTET 14/spike, reduce Agility 1 for 3d100 minutes/spike with strong skin itch, save 1d20 GTET [28-Stamina]); Agility 9-12; *Description*: A group 1d12 bright yellow flowers on brown 2 FT stalks with numerous large purple leaves at base, smaller purple leaves on the stalks below flowers, 1d20 flower-less stalks; flower is 7 inches with many small rounded petals and a purple center spot; each flowerless stalk is tipped with a small purple sac and a curved spike; has a somewhat sour aroma; *Other*: fatal heart attack from venom if allergic (save 1d20 GTET [36-Stamina]), sacs have 1d12 ounces purple sap at 1d8+3 SP/ounce, leaves useful for dye and poisons (leaf 2d12+10 CP/pound); Number: 1d20 in area 200 FT across.

Sea Anemone; HD not applicable [hp1d6+2]; AC4-10; *Special Abilities*: Tentacle Sting (contact, 1d10, cause inflamed rash/pain 2d20 hours; fatal reaction if allergic, save 1d20 GTET [26-Stamina]); Agility 9-11; *Description*: A round creature with a central core to 30 inches across with 6d20 thin tentacles each to 32 inches; brightly colored in shades of yellow/pink/orange/blue/green; *Other*: fixed to solid surfaces; Number: 4d20 in area 50 FT across.

Seadragon, 1 appearing; HD1d6+12; hp 3d20+245; Move: 150 swim FT (200 FT for 20 rounds/day); AC 68; *Attack*: Bite 4d8, Claw 2d8 (x2), Crush 2d8, Wings 1d10, Tail Slap 2d6+3; *Special Attacks*: *Breath* (scalding steam, line 40 FT, 10d8, avoid 1d20 GTET [37-Agility]), *frightful presence* (extreme panic, 4d12 minutes, save 1d20 GTET [37-Will]); *Special Qualities*: comprehend languages, immune to sleep, infrared vision 300 FT, low light vision, regenerates hp3/round while whole body is underwater, resists Prayers (1d12 GTET 8), resists Spells (1d12 GTET 5), sound mimic, suffers double damage from fire magic, water breathing, -6 save versus stoning/paralysis, 5/day — *control weather* (create, dispel thick fog, 1d20*1000 rounds), *purify/putrefy water*, *shapechange* (**Crab Beetle**, **Giant Dolphin**, 1 hour), 3/day — *create water*, *double image* (creates 2 identical images of the dragon, 500 FT, disbelieve 1d20 GTET [34-Will], 100 rounds), *hold person* (25 FT, save 1d20 GTET [32-Will]), *hold monster* (35 FT, save 1d20 GTET [34-Will]), *summon monster* (1d10 **sharks** or **octopus**, half hour), *ventriloquism*; AL Neutral; *Attributes*: Agil 12, Int 16, Stam 21, Str 29; *Spells*: L1d3+10 Wizard; *Possessions*: None; *Description*: A four-legged, winged, reptile 1d20+30 FT long by 6 FT thick, having a large head with prominent white snout with protruding black fangs, two royal-blue eyes set into thick bony sockets, a crest of fifteen spikes on the back of the head, and a white leather mane running down its neck and back. It has hard sea-blue scales on its head, back, legs, and flanks, and tough white sandpaper hide on its underside. Each leathery wing spans 14 FT but is not functional for flying. Each foot has six large curved white talons. They speak with whales. These dragons are interested in rare and exotic pearls, in acquiring examples of fine arts and crafts (especially of a nautical theme), They do not get along with Red Dragons. They often live in large underwater caverns.

Sea Horse; HD2-3; AC20-30; *Attacks*: Bite 1d2 Tail 1d4 Ram 1d8; Agility 12-16; *Description*: A thin long creature, 5-7 FT tall, having a long head, golden-yellow eyes close together, long cylindrical snout, small mouth with many small teeth, small triangular ears, two small fan-shaped fins behind the head, and two large fins located mid-body; its hide is tough/leathery with bumps/horizontal ridges, almost any shade of brown/tan; Strength 1d12+16; *Other*: good sprinter, detects sharks quarter-mile, rarely aggressive, colts can be domesticated; Number: 1d12+3 wild herd.

BESTIARY: SEA TO SERAPHIM

Sea Hydra; HD5-9 [hp3d10+100]; AC60-70 body 30-40 head; *Attacks:* 2*Bite (lift off ground roll GTET 18) 1d10 2*Claws 1d8 (underwater) Ram 4d10 (swimming); *Special Abilities:* Steam Breath (each head, 10/day, range 40 FT, 2d8, half damage 1d20 GTET [30-Stamina], recharge 6 rounds); Agility 12-16; *Description:* A six-limbed creature 20-25 FT long with a body 10-15 FT across, a short curly tail, two 10-12 FT serpentine necks each with 4 FT snake's heads; heads have four 2 FT fangs, three close glowing blue eyes, small conical ears, spiked manes on neck, an expandable pouch/sac under chin; upper fins at front shoulder have three 6-inch fingers (3-inch talon), front lower fins are 3-5 FT long, 5 FT rear fins on short stubby legs/stalks; heads/upper neck are copper-colored, mid-neck has stripes of copper and grey, lower necks/body dark grey/silver, fin tops are silver, undersides are white; *Other:* half damage lightning, tenth damage Water magic, lairs in air-filled underwater caves, carcass 1d100+200 pounds good quality meat at 1d10 CP/pound, 1d100+50 ounces blood at 4 SP/ounce, eating tail supposed to give water breathing ability (false); Number: 1.

Sea Leech; HD1-3; AC4-10; *Special Abilities:* Attachment (successful bite, numbing chemical, hp1 every 4 hours, transmits dehydrating disease on 1d10 roll 10, save 1d20 GTET [28-Stamina], coma 1d20+Stamina+70 hours then death 1d4*Stamina hours); Agility 8-10; *Description:* A soft blubbery slug-like creature to 16 inches, having a small, slit-like mouth at the front and numerous small sucker pads on its underside, it's body has a soft rubbery consistency and secretes slimy/oily liquid; it is pale green (may have darker green top) with light grey/ white underside; *Other:* sweet succulent meat is poisonous; Number 1d4 in cube 3 FT long.

Sea Lion; HD1-5; AC20-30 female 45-55 male; *Attacks:* Bite 1d6 Flipper 1d3 Ram 2d8 (swimming); *Special Abilities:* Stunning Roar (3/day, range 50 FT, stuns 60-Stamina rounds, save 1d20 GTET [33-Will], deafens 5d100 minutes, save 1d20 GTET [28-Stamina]), Royal Roar (3/day, range 100 FT, induces 1d100 minutes panic, save 1d20 GTET [28-Will]); Agility 8-11 land 15-20 swimming; *Description:* A four-flipper creature 7-9 FT long, having a blubbery rotund glossy red/red-brown body, large feline head, widely-spaced grey eyes, large forehead, wide, prominent jowls, 4-6 inch fangs, and a reddish-brown mane surrounding head which is 14 to 19 inches long; rear legs are longer than front legs; Strength 1d10+16; *Other:* excellent hearing, bellows heard to 3 miles, submerge 20 minutes, bulls are aggressive, carcass 1d100+600 pounds good quality meat at 1d12 CP/pound, hide 3d20 SP, fangs 1d20 CP; Number: 3d100 mating season, 1d10 hunting.

Giant Sea Lion: to 14 FT, light black/dark grey hide, Strength 1d12+19, HD3-7, AC30-40 female 55-65 male, Bite 1d12, Flipper 1d6, Ram 3d10 (swimming), Stunning Roar (5/day, 100 FT, 100-Stamina rounds, save 1d20 GTET [36-Will], deafen 3d20 hours, save 1d20 GTET [32-Stamina]), Royal Roar (5/day, 250 FT, 3d100 minutes panic, save 1d20 GTET [32-Will]), Ultraviolet vision.

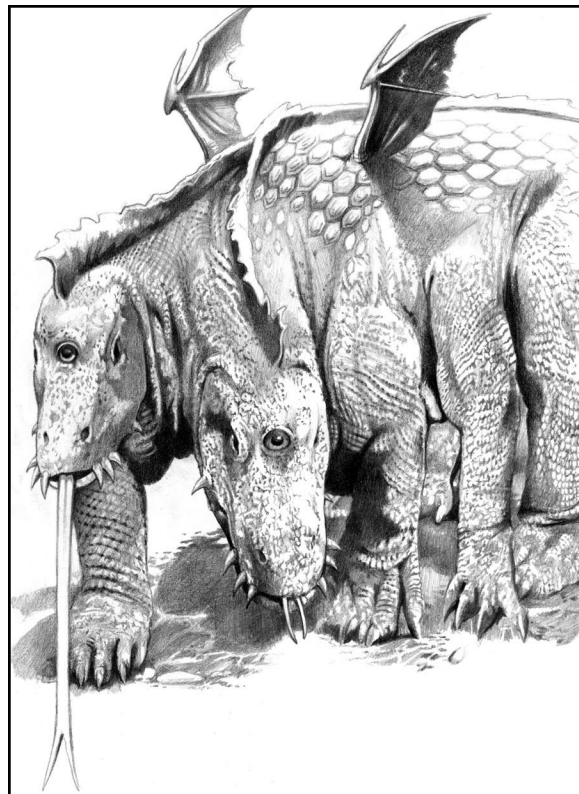
Sea Serpent; HD8-12; AC90-110; *Attacks:* Bite 2d8 (lifted in air on roll GTET 16, avoid 1d20 GTET [33-Agility]) Head Butt 1d12 (crush) Squeeze /Coil 1d12 (escape 1d20 GTET [30-Strength]) Talons 3d6 (underwater) Ram 4d10 (underwater); *Special Abilities:* Body Push (sweeps from deck/shore into water, to 4 persons, avoid 1d20 GTET [28-Agility]); Agility 15-20; *Description:* A snake-like creature to 80 FT by 6 FT, having a wedge-shaped 7 FT head with a tapered snout, prominent curved fangs, two side ear flaps, and closely-spaced dark green eyes; an elevated ridge along the head has many 14-20 inch spikes; the Sea Serpent has a horn ridge over the top of its head with many large spikes up to 14 inches long; the body is bright green with diagonal stripes of brown, gold and yellow; one set flippers one-third its length/ an *Other* two-thirds length; has a powerful shark-like vertical tail; *Other:* Intelligence 1d8+7, tenth damage Fire magic, twentieth damage Water magic, immune to animal control/hold/paralysis, tends to neutrality, submerge to 6 hours, often playful with ships, carcass 2d100+100 ounces blood at 1d8+4 SP/ounce, 6d100 scales at 1d4 SP/each, 1d12 fangs at 3d12/each, bathing in blood gives AC+200 for 1d20 days; Number: 1.

Seraphim, Lesser, 1d3 appearing; HD1d6+10; hp 1d20+60; Move: 70 FT, fly 90 FT, swim 40 FT; AC 61; *Attack:* Punch 1d10, Strangle 1d12; *Weapons:* *God's Flail* +4 (10 straps tipped with silver barbs each 1d6, disarms evil opponent on rolls 15-17, pulls evil opponent to ground on rolls 18-20, paralyzing strike {save 1d20 GTET [35-Stamina]} 6/day, undead LTET hp20 destroyed by single stoke, wielder AC+12, only usable by good alignment), Golden Torch (4x damage to cold creatures), 15 FT Gold Spear; *Special Attacks:* *petrify evil* (3/day, touch, save 1d20 GTET [28-Will], 2d100+3d20 minutes); *Special Qualities:* *comprehend languages*, destroys hp250 undead/day, *detect evil* (500 FT), detect phased creatures (120 FT), enchanted weapons GTET +2 required to injure, *infrared vision* (350 FT), *invisibility*, low-light vision, reflects ordinary missile fire, *see invisible* (100 FT), telepathic communication (200 FT), unaffected by air/water magic, 5/day — *Wall of Fire*, zone of darkness (50 FT), zone of silence (50 FT), 3/day — *Fireball* (50 FT range, 2d8+3), *Wall of Force*, 1/day — *paralyze* (50 FT radius, save 1d20 GTET [30-Stamina]); AL Good; *Attributes:* Agil 23, Int 21, Stam 25, Str 26, Will 26; *Spells:* L15 Priest and L8 Wizard; *Possessions:* *cure moderate wounds potion* (x2), *cure serious wounds potion* (x2), *cure critical wounds potion*, *holy water* (x6), scroll (*kill person/magicless zone/chain Lightning*), scroll (*knockout/cold blast*), *Lion's Shield*, *Ring of Rejuvenation* (hp2/round); *Description:* Winged, classically handsome young human men with shoulder-length black hair, standing 6 FT 3 inches tall, having big bony rectangular faces, high foreheads, wide pointed ears, thick eye ridges with dark black eyebrows over pale green eyes, a short triangular nose, high and square cheeks with a tanned complexion, small rectangular mouth with wide thick dark red lips, and a square jaw. They have short and thick necks, wide shoulders, a well-developed and muscular chest, small waists with larger hips, long muscular legs ending in over-sized feet, and slender arms ending in average-sized hands, with feathered sea-green wings 6½ FT across by 4 FT wide. They dress in a short-

BESTIARY: SERAPHIM TO SESSIN

Lesser Seraphim, continued...sleeved ankle-length dark green robe (AC+15) with silver trim and around the collar, a white rope belt, dark brown leather sandals, and a white skull cap (*true seeing*, AC+10).

Serpents, Great, of Purgatorio, 1d8 appearing; HD1d6+22; hp 5d20+335; Move: 130 FT (4/day sprints 175 FT for 3d12 rounds), swim 100 FT; AC 82; *Attack*: Bite 3d10, Claw 1d12+4 (x2), Tail 1d12+1 (blinds one eye 1d100*half hour minutes), Trample 6d12, Constrict (4d12); *Special Attacks*: *bite venom* (paralyzes heart in 1d10 rounds, save 1d20 GTET [34-Stamina]), *deafening howl* (1/day, 250 FT, 1d12*half hour, save 1d20 GTET [37-Stamina]), *wailing howl* (3/day, paralyzed by fear, 2500 FT, save 1d20 GTET [36-Will]); *Special Qualities*: chameleon skin, enchanted weapon GTET +3 required to injure, extraordinary scent tracking (1800 FT), immune to mineral-based poisons, regenerate hp5/round, resists Prayers (1d12 GTET 7), resists Spells (1d12 GTET 4), suffers half indicated damage from fire magic, suffers double indicated damage from water magic, suffers one-quarter damage from acids; 3/day — *summon monster* (1d8 **gila monster** or 1d4 **komodo dragon**, half hour); AL Neutral; *Attributes*: Agil 26, Int 15, Stam 25, Str 36, Will 30; *Description*: A two-headed, six-legged reptile between 18 FT and 39 FT (15+3d8) long with three whip-like tails each an additional 3d6 FT long, ending in a hard bony knob. Each head is triangular in shape narrowing toward its scaly muzzle with three eyes in sockets on top of its head, a wide mouth with six curved upper jaw fangs, and a raised leather crest running from the top of the head along its neck. It has hard octagonal scales occurring in a variety of colors (darker shades in front and lighter shades on haunches and tails). Its legs are short, heavily muscled, and end in a wide diamond-shaped foot with five metallic talons. They have small vestigial leather wings unable to support flight. They are very flexible and wrap around prey like constricting snakes. Found on the prairies surrounding the mountain of Purgatorio.



Serpmen, 1d3 appearing; HD1d4+7; hp 1d20+75; Move: 45 FT; AC 45 [body] 37 [head]; *Attack*: Bite 1d8+2, Tail Club 1d6, Constriction 1d12; *Special Attacks*: *sonic whistle* (5/day, 2d8, save 1d20 GTET [34-Stamina] reduces damage to 1d6, unconsciousness after 1d12 rounds [save 1d20 GTET [32-Will]]); *Special Qualities*: detect good (150 FT), immune to chemical or mineral poisons, immune to earth magic, infrared vision (100 FT), low-light vision, regenerates hp2/round, resists plant-based poisons (1d12 GTET 7), see invisible (50 FT), suffers double damage from lightning/electricity, unaffected by ordinary weapons, weapon damage is equal to weapon enchantment, suffers one-quarter indicated damage from fire magic; 10/day — *inflict light wounds*, 5/day — *diminish intelligence*, *greater sleep*, *poisonous fumes*, 3/day — *limited invulnerability*; AL Evil; *Attributes*: Agil 16, Int 18, Stam 20, Str 15, Will 18; *Possessions*: Amulet of Hypnosis (on gold neck chain); *Description*: Legless reptiles 8 FT long by 2 FT wide, with bald male humanoid heads each with a polished dome, small rounded ears standing out from the skull, heavy eye ridges with thick dark brown brows, a long hooked nose with a gold nose ring, a wide mouth with small black lips and two long blue walrus-like fangs, and a pointed chin with a small brown goatee beard. Its skin is a light blue-brown with many pentagonal scales. They speak Common, Infernal Cant, and to snakes/reptiles; 50% chance to speak one additional language.



Sessin (Sergeants of Shaitan), 1d8 appearing; HD1d4+12; hp 1d20+57; Move: 70 FT, swim 30 FT; AC 55; *Attack*: Claw 1d8, Tail 1d6, Horn 1d10 (gore); *Weapons*: Heavy Mace (soul stealer on 1d20 of 20), *Short Sword* +2 (unholy, flaming), Short Bow, 30 war arrows; *Special Attacks*: *rabid bite* (1d3, transmits fatal rabies in 1d10+4 days, save 1d20 GTET [28-Stamina]), *dominate person* (touch, 1/day, save 1d20 GTET [29-Will], victim becomes a highly devoted and loyal servant for 2d8+4 days, on save roll of 1 the effect is permanent, affected persons become neutral or evil); *Special Qualities*: Standard Sergeant abilities, *charm animal* (all canines, 50 FT), *comprehend languages* (all canines), detect good 200 FT, detect incorporeal creatures 100 FT, immune to fungus-based poisons, infrared vision 200

BESTIARY: SESSIN TO SKELETON

Sessin, continued...FT, low level vision, moves through forest noiselessly and without a trace; 3/day — *aura of heroism* (1000 FT, 1d12*10 minutes), *summon monster* (1d6 **Werewolves**); AL Evil; *Attributes*: Agil 16+1d8, Int 14+1d10, Stam 12+1d8, Str 12+1d6, Will 25+1d8; *Possessions*: curved silver horn (range 3 miles), *cure light wounds potion* (x3), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *haste potion*, *invisibility potion*; *Description*: An oversized human-headed hound 4 FT 6 inches high at the shoulder, 6 FT at the head, up to 6 FT long. Sessin have short stubby arms ending in a three-fingered claw, their head is narrow and long with a pointed snout with round purple nose, a wide mouth filled with large teeth and several prominent front canine teeth (fangs). Sessin have tall pointed ears which stand straight, two rounded eye ridges covering glowing blue eyes, a thick mane of long hair running down the center of their backs, four thick vertical horns on their foreheads, and long whip-like tails ending in a barbed ball of bone which can grasp objects. Sessin are colored orange-red with darker red stripes on their rear flanks, and legs becoming progressively darker until their paws are black. They wear a green leather hat and a green surcoat (*chameleon*, AC+12) with a white border. Sessin command a troop of 8 Ulutu.

Shark, Hammerhead, 1d6 appearing; HD1d4+6; hp 1d20+44; Move: Swim 80 ft (140 FT for 10 rounds, 5/day); AC 30; *Attack*: Bite 1d12+1, Tail Slap 1d9, Ramming 4d6; *Special Attacks*: *limb cleave* (3/day, avoid 1d20 GTET [37-Agility]); *Special Qualities*: detects blood in water (6500 FT), low light vision (1000 FT), sensitive to vibrations (1500 FT), 3/day — *summon vermin* (3d10 small **vermin fish**, 15 minutes), 1/day — *multiple images* (1d3 duplicate images of shark, 1d10 minutes); AL Neutral; *Attributes*: Agil 19, Int 11, Stam 21, Str 26, Will 10; *Description*: A slender streamlined fish 1d12+3 FT long by 2½ FT across, having a flat rectangular head located across the front of and perpendicular to its body (in the shape of a T), with two large orange eyes placed together on the front of the head and a large wide mouth filled with three rows of very small but sharp teeth. It has two large front fins/flukes, a distinctive large thin crooked triangular dorsal fin, and a two-lobed tail oriented vertically, a thick skin which is hard, bumpy, and abrasive (like sandpaper) colored a mottled pale orange and red on its back and flanks and a light grey on its underside with black on the ends of its head, on the flukes, and on the tips of its tail. An aggressive shark that is usually active in daylight.

Shark, Rotting, 1d3 appearing; HD1d3+5; hp 1d10+30; Move: swim 75 FT; AC 34; *Attack*: Tail 1d10, Full Speed Ram 3d10; *Special Attacks*: *rotting bite* (1d12+3, area affected in 1d100 rounds, affected area rots and falls off in 2d100*3 hours with permanent HP reduction, 1d20 GTET [34-Stamina]), *sandpaper skin* (touch, unprotected persons suffers 1d8+1 from scraping contact); *Special Qualities*: detects mortals (500 FT), detects warm-blooded creatures (3000 FT), infrared vision (250 FT), low-light vision, affected by Priests as Ghouls; AL Evil; *Attributes*: Agil 16, Int 10, Str 20, Stam 16, Will 15; *Description*: The animated rotting corpse of a Great White Shark, with a wide jaw and front, jutting triangular dorsal fin, two small front flukes attached diagonally at the bottom of the body at about one-third its length, and with a tall two-lobed vertical tail. The jaw bone with its many sharp teeth and upper fangs have thick visible tendons not covered by flesh, and the remaining body has a grey color with a rotted appearance and many chunks or divots of flesh missing.

Shark, Tiger, 1d8 appearing; HD1d4+8; hp 2d20+66; Move: swim 90 FT (burst of speed: 200 FT/round, limit 60 rounds, 5/day); AC 52; *Attack*: Abrasion 1d8 (skin contact), Bite 2d10+2, Tail 1d8+1, Overrun/Ram 1d20+1d8+6 (+2d8 during burst of speed); *Special Attacks*: *great bite* (3d12+4, 4/day); *Special Qualities*: detects blood in water (2 miles), infrared vision (400 FT), low-light vision (1000 FT), +10 to hide against a reef background; +3 save versus cold water/cold magic, 3/day — *summon monster* (1d6 **sharks, eels, lampreys, octopus**, half hour); AL None; *Attributes*: Agil 26, Int 6, Stam 25, Str 22, Will 13; *Description*: A large streamlined fish 1d6+14 FT long 2½ FT across, having a tapered or conical head with two large orange eyes placed far apart on the forehead, a large wide mouth filled with three rows of very small but sharp teeth, two large front fins/flukes, a distinctive large thin crooked triangular dorsal fin, and a vertical two-lobed tail. The Tiger Shark has a thick skin which is hard, bumpy, and abrasive (like sandpaper), colored tan or light brown on its back, flanks, and tail, white or cream-colored on its underside and head, and diagonal dark brown stripes across its back (somewhat resembling the camouflage markings on a Tiger). The Tiger Shark is extremely aggressive and easy to provoke, usually active during the hours of darkness. A Tiger Shark carcass produces: 4d100+250 pounds of average quality meat (3 CP/pound) and a hide (1d12+1d6+1 GP).

Sirrush; HD4-7; AC45-55; *Attacks*: Bite 1d8 2*Claw 1d4 (fore) Trample 1d10; Agility 12-16; *Description*: A hybrid creature 8-10 FT long, standing 6 FT, with a glossy black snake's head/body, large cat's forefeet, the hind talons of a bird, a thin black 3 FT cat's tail; the head is oval with a pointed nose, close bright green eyes, wide jointed jaw (yellow interior), 40-inch forked pink tongue, and 2 large upper fangs; forelegs are longer than hind legs; Strength 1d10+20; has thick black hair on forelegs, bright yellow hind legs; *Other*: 25% resist Water/Air magic, swimmer, immune reptile venoms, carcass 2d10+210 ounces blood at 2d12 CP/ounce, easily provoked, legend — washing in blood gives immunity to snake venom and invisibility to reptiles; Number: 1.

Skeleton, Cat-Headed, 1d6 appearing; HD1d3+4; hp 1d8+40; Move: 68 FT, swim 32 FT; AC 41; *Attack*: Punch 1d8, Strangle 2d6; *Weapons*: long-handled *War Hammer* +2; *Special Attacks*: *cat's bite* (1d4, lycanthropism, save 1d20 GTET [37-Stamina]), transforms to large housecat, *cat's claws* (1d6 plus venom [x2], save 1d20 GTET [34-Stamina], takes away the ability to fight — causing surrender in 1d10 rounds), *cat's hiss* (1/day, 30 FT, save 1d20 GTET [34-Will], fear 2d20 minutes); *Special Qualities*:

BESTIARY: SKELETON TO SLEIPNIR

Cat-Headed Skeleton, continued...detects warm-blooded creatures (100 FT), -3 damage from edged weapons; 3/day — *summon monster* (1d4 **tigers**); AL Evil; *Attributes*: Agil 21, Int 10, Str 19, Stam 19, Will 19; *Personality/Description*: Humanoid skeletons 6 FT 2 inches to 6 FT 9 inches tall topped with the furry heads of cats, and cat's claws instead of hands.

Skeleton, Flaming, 1d8 appearing; HD1d4+11; hp 1d20+56; Move: 42 FT, swim 28 FT; AC 56; *Attack*: Bite 1d6, Punch 1d10, Strangle 1d12+4; *Weapons*: *Spear* +2 (flaming), Sling, 12 iron *shots* (human slayer, save 1d20 GTET [27-Will]); *Special Attacks*: *fire damage* (touch or contact, 1d6+3/round); *Special Qualities*: *detect good* (50 FT), immune to fire magic, *infrared vision* (100 FT), low-light vision (100 FT), suffers additional half-damage from water magic, suffers double damage from cold magic, weapons melt after contact (ordinary first hit, enchanted +1 on second hit, enchanted +2 third hit, etc.); AL Evil; *Attributes*: Agil 20, Int 11, Stam 20, Str 17, Will 20; *Possessions*: fire-proof bag holding 3d100 GP, *Description*: Appears as an ordinary bleached white skeleton standing 5 FT 7 inches tall, wrapped in and surrounded by bright red fire, wearing a bronze helm, carrying a small round bronze shield with front spike.

Skeleton King, 1 appearing; HD1d4+12; hp 1d12+67; Move: 60 FT, swim 35 FT; AC 62; *Attack*: Bite 1d6, Punch 1d10+1, Strangle 2d8; *Weapons*: *Long Sword* +3 (unholy, cold blade, Spell Blade: 3/day — *limited teleportation* 200 FT, *wall of stone*, *animate*), *Mace* +1 (unholy), *Javelin* (Dwarf slayer, save 1d20 GTET [33-Will]); *Special Attacks*: *chilling touch* (1d12 cold damage, reduces Agility and Strength statistics by 1d4, 10d10+15 minutes, save 1d20 GTET [32-Stamina]), *command bones* (35 FT, HD3d10, 2d10 minutes, as "charm" limited to creatures possessing skeletons, save 1d20 GTET [30-Will]); *Special Qualities*: always attacks Wizards first then Priests, *detect good* (75 FT), *detect phased* (120 FT), does not leave tracks on stone, edged and piercing weapons inflict hp1/hit, immune to air and earth magic, *infrared vision* (150 FT), *know thine enemy* (50 FT), low-light vision, resists Prayers (1d12 GTET 8), resists Spells (1d12 GTET 6), *see invisibility* (50 FT), *summon monster* (1d6 **Skeletons**, half hour), +4 save bonus while underground or in graveyards, 10/day — *mesmerize* (save 1d20 GTET [34-Will]), 5/day — *summon monster* (1d12 **Skeleton Warriors**, 15 minutes), 3/day — *cause fear*, spasm, 1/day — *choke*, *double vision*; AL Evil; *Attributes*: Agil 22, Int 20, Stam 24, Str 20, Will 28; *Spells*: L1d6+7 Wizard; *Possessions*: unholy water x4, *Ring of Chameleon Power*, *Ring of Limited Teleportation*, Priest's scroll (*cure critical wounds* x2), Priest's scroll (*cure light wounds* x3, *cure moderate wounds* x2, *cure serious wounds*), scroll (*confusion*, *fireball* x2, *ice blast*, *magic grenade*, *remove air*); *Description*: Stands between 6 FT 4 inches and 7 FT tall, having pale red or red-orange bones with glossy bright red hands and skull, and glowing purple eyes. It wears a gold circlet around its temple [(3d12*1500)+1225 GP], a purple or red cape or cloak, along with a metal helm with feather plume, metal breastplate (AC+12), and spiked metal gauntlets.

Skeleton Weed; HD0-1 [hp1d8+1d6]; AC6-10; *Special Abilities*: Grab (1d4 arms when near bush, no damage but only break free 1d20 GTET [32-Strength] or hp4 to arm), Pod Explosion (mid-Summer to mid-Autumn, 1d4 pods at 1d4, range 10 FT, avoid 1d20 GTET [28-Agility]); Agility 9-11; *Description*: A round bush 5-6 FT tall to 8 FT diameter; pale green (bleached) leaves are 7-10 inches long with hand shape and dark red lines across palm and finger length (suggests hand bones); in Spring 1 FT glossy black seed pods resemble skulls; bush base 1d8 dark brown vine appendages the size/shape of human arm; *Other*: considered bad luck, pod/seeds poisonous, 1d20 pods at 1d8 SP/each, 8d20 leaves at 1d6 CP/each; Number: 1d10 in area 200 FT across.

Skull, Flying, 1d6 appearing; HD1d3+5; hp 1d8+28; Move: fly 60 FT; AC 32; *Attack*: Bite 1d8; *Special Attacks*: *heat rays* (from eyes, once/3 rounds, 1d10+2 damage, 25 FT); *Special Qualities*: edged and pointed weapons inflict 1 damage, enchanted/blessed weapons are required to inflict damage, *infrared vision* (150 FT), low light vision, 10/day — *invisibility* (2d20 rounds); AL Evil; *Attributes*: Agil 18, Int 11, Stam 12, Str 13, Will 25; *Description*: A human skull made of ivory, with functional feathery wings attached at the ear holes, two straight spike-looking horns attached to the forehead, fangs on the jaw, and glowing yellow balls of light in the eye sockets.

Sleeping Poppies (Eberan's Flowers), 4d100 appearing (in area up to 100 FT across); HD Not Applicable; hp 3; Move: Not Applicable; AC 14; *Special Attacks*: *field of dreams* (affected persons fall into a deep slumber and do not recover until moved out of its area of effect; save 1d20 GTET [44-distance from field in FT-Will]); *Special Qualities*: resists ordinary fire; AL None; *Attributes*: Agil 8, Int 5, Stam 5, Str 3, Will 5; *Description*: Group of sunflower-like flowers to 3 FT high, each on a slender blue stalk two inches in diameter with ten large blue-green leaves at the base (leaf's surface is rough with several sharp thorns on the stems), topped with a 4 inch diameter yellow flower surrounded by 20-25 small bright yellow petals each 2 inches long, a rough brown circle in the middle with four large blue dots. One pound of flowers is valued at 1800 GP.

Sleipnir Horse; HD7-10; AC50-65; *Attacks*: Bite 1d8 Kick 2d8 (fore) 3d8 (hind) Trample 4d8; *Special Abilities*: speech, infrared vision, low-light vision; Agility 17-22; *Description*: A large eight-legged equine with a stocky body, large thick curved neck, thin elongated face with pointed ears, gold or bronze eyes, wide snout, and broad teeth, 12-14 FT long, 7½ -8 FT at shoulder, having two long whip-like tails; it's body is jet black with glowing white mane/white hooves; Intelligence 1d10+14; *Other*: immune cold magic, quarter damage Water magic, good sprinter (triple ordinary horse), excellent running endurance, good hearing, hide 3d20 GP; Number 1 (10% mated pair).

BESTIARY: SLUG TO SNAKE (RAT)

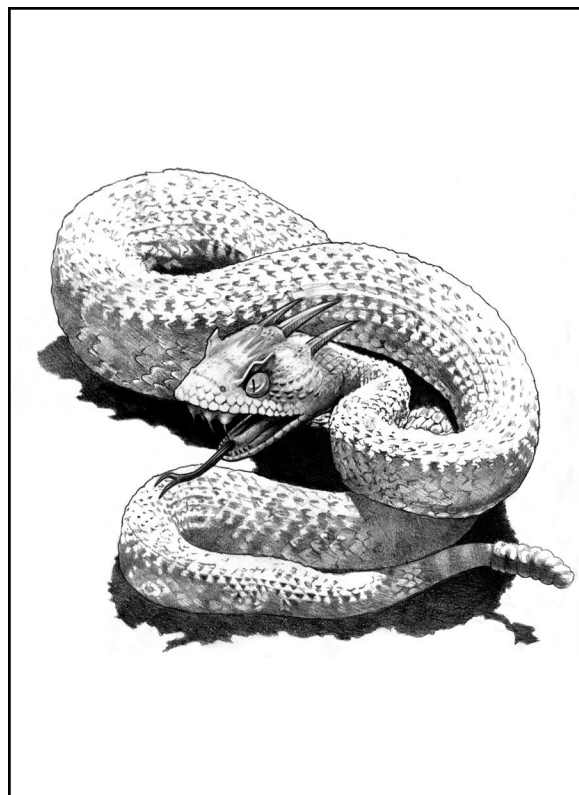
Slug, Giant, 1 appearing; HD1d4+4; hp 2d20+125; Move: 15 FT, swim 25 FT; AC 36; *Attack*: Bite 1d8+1, Crush 6d8, Tongue 1d10 (15 FT); *Special Attacks*: *gangrene bite* (disease *gangrene*, save 1d20 GTET [25-Stamina], one limb rots/falls off after 1d20*2 hours at 2d10 damage; gangrene is fatal – save 1d20 GTET [28-Stamina]), *tongue wrap* (tongue wraps around limb on hits GTET to hit+5, escape 1d20 GTET 1d20 GTET [30-Agility], if affected person fails to escape when underwater they drown in Stamina rounds), *sticky spit* (35 FT, sticky substance prevents affected persons from moving, breaks free on 1d20 GTET [28-Strength], spit is dissolved by alcohol); *Special Qualities*: breathes underwater, dives to 250 FT, edged/piercing weapons damage hp1/hit, suffers additional +50% indicated damage from cold magic (cold sensitive), infrared vision 150 FT, low-light vision, ultraviolet vision 100 FT, +5 bonus to all Stamina saves; AL None; *Attributes*: Agil 14, Int 6, Stam 28, Str 30, Will 14; *Description*: An 20 FT long by 4 FT wide by 4 FT thick invertebrate, having a thick, rubbery, dark grey skin with white strips along the bottom and underside, and a thin 3 FT wide mouth on the front edge of its body, two large eye stalks each 3 FT long by 4 inches thick (each eyeball 6 inches in diameter with a red pupil in a grey or yellow ball). A Giant Slug carcass produces 6d100+1000 pounds of blubber plus 3d100+250 pounds of poor quality meat. Giant Slugs hibernate during winter months.

Snake; HD1-4; AC12-20, Agility 11-13, *Attacks*: Bite 1d3; *Description*: thin legless reptile, 5-10 FT, small brown eyes on top of tapered head, large jaws with curved fangs; Number: 1d4.

Emerald Snake: to 9 FT, green eyes, pale red mouth, light brown scales with green crosshatch pattern on back, HD2-4, AC50-60, Bite 1d6 (coil on TH roll GTET 16), Constrict 1d10 (break free 1d20 GTET [26-Strength]), Venom (inject on bite on 1d6 GTET 3, paralysis in 1d6 rounds for 3d100 minutes, save 1d20 GTET [30-Stamina]), Infrared vision, +25% damage from cold damage, 25% resist Earth magic, active in daylight, hide 1d10+12 SP, 2d20 emeralds on back at 1d20 GP/each.

Mud Snake: to 8 FT, dark brown scales with tan mottle on back, HD1-2, AC 16-22, Bite 1d4, Infrared vision, +75% damage cold magic, burrows into mud (attack from ambush at TH+4/+2 damage then TH+2 for 1d4 subsequent rounds), swimmer, not usually aggressive.

Whip Snake: to 10 FT, silver body, black head/upper body, heavy tail knob (brown), HD2-5, AC15-20, Bite 1d3, Tail Knob 1d8, Infrared vision, double damage cold magic, active dusk and dawn, hide 1d20+12 CP, knob 5 SP.



Snake, King; 1 appearing, HD1d4+5; hp 1d6+42; Move: 45 FT, fly 65 FT, swim 22 FT; AC 47; *Attack*: Bite 1d12+3, Constriction 1d12+3; *Special Attacks*: *acid spit* (6/day, 50 FT, 1d10), *bite venom* (save 1d20 GTET [37-Stamina], effect in 2d12 rounds, paralyzes [4d6*10]+15 minutes, death [save 1d20 GTET [34-Stamina] in 1d20 rounds if allergic to venom); *Special Qualities*: *control monster* (140 FT, 50 rounds, reptiles), detect warm-blooded creatures (100 FT), infrared vision (50 FT), low-light vision, poison immunity, resists acid (1d12 GTET 3), resists earth magic (1d12 GTET 4), see invisible (130 FT); 5/day — *summon monster* (1d8 **reptiles/snakes**, 50 FT, 100 rounds), 3/day — *invisibility*, *fly* (40 rounds), 1/day — *forced shapchange* (touch, **common frog**, 1d8 hours); AL Neutral; *Attributes*: Agil 16, Int 16, Stam 20, Str 13, Will 23; *Spells*: L6 Wizard; *Description*: A thick purple snake with black underbelly, with a black rattle on the tail, 20 FT long by 40 inches wide with a reptilian head and long thin snout, light purple eyes with small pointed ears, a black forked tongue, and four purple upper fangs. The head has three back-facing black horns and a glowing yellow mark shaped like a four-pointed crown. The snake is intelligent, and speaks and reads Common and 1d4 additional languages.

Snake, Rat, 1d8 (outdoors) or 1d12+4 (underground den); HD1d3+4; hp 1d6+28; Move: 22 FT, swim 15 FT; AC 32; *Attack*: constrict (1d6/round, no damage on initial attack as it moves into position, break constriction 1d20 GTET [33-Strength]); *Special Attacks*: *diseased bite* (1d6, +3 damage if constricted, carries *bubonic plague* on 1d20 rolls GTET 6 otherwise carries *lycanthropism* [were-rat], save 1d20 GTET [33-Stamina]), *confusing chitter* (confusion 3d20 rounds, 3d20 rounds, save 1d20 GTET [31-Will]); *Special Qualities*: extraordinary ability to track by scent 1000 FT, low-light vision, senses warm-blooded creatures (75 FT), sensitive to vibration 100 FT, speaks/understands rodents, suffers 1.25 times indicated damage from fire magic, ultraviolet vision, 1/day summon monster (2d20 *giant rats*, half hour); AL Neutral; *Attributes*: Agil 17, Stam 20, Int 9, Str 23, Will 13; *Description*: A legless reptile up to 17 FT long by 16 inches wide, with a wedge-shaped rodent's head, a tapered snout which ends in a ball-like round black nose, two beady blue eyes, a 9 inch forked black tongue, and four prominent short straight fangs hidden inside its mouth. They are

BESTIARY: SNAKE (RAT) TO SPARK

Rat Snake, continued...colored any shade of brown or gray, with a furry dark gray head and a black tail. A very aggressive snake that is typically active in the evening and night hours. Its hide is valued at 5d20+5 CP. Often found with giant rats.

Snake Tongue; HD1-2 [hp1d20]; AC4-8 vine 10-16 pod; *Attacks*: 1d6*Whip 1d3 (coiled black rope inside each pod, range 12 FT); Agility 12-14; *Description*: A 80-100 FT vine with a rough silver bark having long lengthwise ridges, Y-shaped silver leaves, and dark red football-shaped pods (silver seam, to 2 FT); *Other*: resists ordinary fire, quarter damage Fire magic; Number: 1d12 in 200 FT area.

Sneeze Weed; HD not applicable [hp1d12]; AC3-8; *Special Abilities*: Sneeze Attack (range 50 FT, frequent sneezes for 1d20 hours, save 1d20 GTET [28-Stamina], temporarily reduce Agility 2 points); Agility not applicable; *Description*: A sunflower-like plant with a long thin red stalk, several pairs of short angular leaves, topped by a 7-10 inch diameter flower having twenty copper-colored petals around a black core (small bumps/dots); red cone base; *Other*: affected person cannot move with stealth or silently, 1d20 flowers at 1d6+12 SP/each; Number: 2d20 in area 100 FT across.

Soul, Circle Zero, 1d12 appearing; HD1d4+4; hp 1d8+26; Move: 62 FT; AC 35; *Attack*: Punch 1d6; *Special Attacks*: cold touch (10/day, 1d12); *Special Qualities*: attracts giant insects (100 FT), find the path, infrared vision (250 FT), know true direction, low-light vision, move without trace, piercing weapons inflict hp1/hit, suffers double damage from silvered weapons; AL Neutral; *Attributes*: Agil 18, Int 7, Stam 26, Str 18, Will 17; *Description*: Naked androgynous humanoid figures between 5 FT 4 inches and 5 FT 8 inches tall, with glowing green eyes, pale grey skin, unkempt long black hair on their heads, short arms, and long legs with long wide feet. The souls are continually running at high speed. In darkness, the soul glows with yellow-green phosphorescence. The souls focus on the flag set before them and are generally mindless, but attack persons getting between them and their flag. The body of a killed soul disappears in grey smoke then reforms in four days.

Soul, Dammed, 2d20 appearing; HD1d3+2; hp 1d6+15; Move: 35 FT; AC 25; *Attack*: Bite 1 damage, Punch 1d3, Strangle 1d6; *Weapons*: rocks; *Special Attacks*: mob (pulls down opponents through sheer numbers); *Special Qualities*: immune to chemical poisons, low-light vision, regenerates hp1/round, retains knowledge of their mortal lives and crimes, ultraviolet vision; AL Evil; *Attributes*: Agil 14, Int 13, Str 14, Stam 16, Will 14; *Description*: Pale humanoids of virtually any size and race (all races except elves), their faces are gaunt and stretched and they perpetually have a vacant stare and an expression of severe pain and sorrow. Their skins are an ashen grey with black fingers and toes. They are completely hairless. They wear torn white burial shrouds and have bare feet. Any killed Souls reform where they are killed in 1d6+3 hours.

Soul, Good, 1d8 appearing; HD1d3+5; hp 1d6+28; Move: 45 FT; AC 32; *Attack*: Bite 1d6, Claws 1d8 (each); *Weapons*: rocks; *Special Attacks*: chilling touch (2d8); *Special Qualities*: detect good 200 FT, detect mortal life 300 FT, low-light vision, resists Prayers (1d12 GTET 10), resists spirit magic (1d12 GTET 4); AL Good; *Attributes*: Agil 19, Int 14, Stam 22, Str 16, Will 18; *Description*: A naked androgynous humanoid figure standing between 5 FT 7 inches and 6 FT tall, with an oval face with glowing blue eyes, a healthy tanned gold-brown skin, small rounded ears, clean and glossy black hair on their heads, short arms, and long legs with long wide feet, glowing in darkness with a blue-green phosphorescence. These are the souls of good-aligned persons who died with a preponderance of good but whose souls were taken or stolen by devils before they could reach the Divine Plane. Good souls typically retain much of their memories from life but no other abilities.

Soul, Screaming, 1d6 appearing; HD1d4+5; hp 1d10+40; Move: fly 40 FT; AC 46; *Attack*: Bite 1d12+4; *Special Attacks*: draining touch (1d6 cold damage plus drains 1 experience level on rolls GTET 15; on second touch is also slowed to 50% move for 5d10 minutes), sleep ray +2 (1 per 8 rounds, range 30 FT, treat as missile, save 1d20 GTET [26-Will], persists 1d100*10 minutes), mind scream (1 per 500 rounds, 50 FT radius, hp3d8 plus mesmerize 1d20 rounds – save 1d20 GTET [32-Will]), *Priest Hold* (touch, affected Priest unable to perform Prayers for 50-Will rounds, save 1d20 GTET [35-Will]); *Special Qualities*: detects life forces (300 FT), detect phased creatures (120 FT), immune to electricity/ lightning magic, not injured by enchanted weapons; AL Evil; *Attributes*: Agil 15, Int 10, Stam 18, Str 13, Will 19; *Description*: A 3 FT diameter incorporeal sphere of pulsating white light, whose only discernable feature is a large toothed mouth in the center of their sphere. Screaming Souls float about in random directions but attempt to interpose themselves between opponents and the treasures that are being guarded. They attack mindlessly but may exhibit remarkable coordination when in groups.

Spark Bug; HD1-2 [hp1d12+14]; AC40-50; *Attacks*: Bite 1d6 Pincer 1d6+1; *Special Abilities*: Spark (any metal contact 1d3 electricity), Infrared vision; Agility 11 airborne 19; *Description*: A six-legged yellow bug 5 FT long, standing 3½ FT, having a tapered head, six green long feathery antennae, large copper compound eyes, three bone horns, and a four-part crushing mandible; it's body has three segment body; one large pincer is on a 20-inch arm (left side, middle segment); several black horizontal lines on third segment; *Other*: not aggressive; Number: 1d8.

BESTIARY: SPIDER TO SPIKE

Spider, Frost, 1d8 appearing; HD1d4+8d; hp 1d12+40; Move: 50 FT 25 FT vertical surfaces; AC 43; *Attack*: Bite 1d8, Claws 1 damage (x4); *Special Attacks*: *chilling mist* (breath 5/day, 25 FT, 1d10, numbs exposed opponents [reduce Agil 1d4 points for 1d20*6 rounds, save 1d20 GTET [28-Stamina]]); *Special Qualities*: does not leave tracks in snow, edged and pointed weapons 1d2 damage/blunt weapons normal damage plus 1d3, excellent heat-sensing ability (75 ft.; 50% to attack torch or other heat source), invisible except when moving, poor ordinary vision, requires enchanted/blessed weapons to injure, webs are invisible; AL Neutral; *Attributes*: Agil 19, Int 11, Stam 17, Str 14, Will 14; *Description*: A white eight-legged insect standing 4 FT high by 4 FT long with an oval body and a round head. The head has two large white eyes, four wiry forward extended feelers, a round mouth full of sharp teeth, and four curved mandibles. Each leg attaches horizontally to the body, has a double-jointed knee, and ends in a wide oval foot with an edged bone blade.

Spider, Invisible, 1d6 appearing; HD1d3+10; hp 1d12+46; Move: 40 (flat ground) 20 (vertical surfaces) FT; AC 35; *Attack*: Claws 1d4 (x8, from above); *Special Attacks*: *poisoned bite* (hp2 direct damage, reduce Strength 1d8 1d8 hours plus 3d10 minutes, dissolves flesh 1d2 damage/1d12 rounds until cured, save 1d20 GTET [35-Stamina] or after 1d10 rounds paralyze 5d10 minutes); *Special Qualities*: invisibility, low light vision, see invisible 100 FT, silent movement, sticks to vertical surfaces; 20/day — web casting (25 FT); AL None; *Attributes*: Agil 20, Int 7, Stam 18, Str 14, Wis 10; *Description*: Pale white spiders 34 inches high by 30 inches long, with silver compound eyes, thick white fur on its back, black legs and black mandibles.

Spider, Recluse, 1d4 appearing; HD1d3+2; hp 1d10+20; Move: 50 FT; AC 30; *Attack*: Bite 1d4+1; *Special Attacks*: *poisoned bite* (strong neurotoxin, save 1d20 GTET [36-Stamina], affected body area swells turns red then black within 1d20 rounds, suffers 1d4 additional damage for 1d4 rounds, develops gangrene in 1d6*45 minutes {save 1d20 GTET [33-Stamina]}, a gangrenous limb causes death in 1d20 hours); *Special Qualities*: excellent climber, *infrared vision* (50 FT), detects body heat 50 FT, low-light vision, moves silently outdoors, remains undetected in a marsh environment; AL None; *Attributes*: Agil 15, Int 6, Stam 12, Str 11, Will 16; *Description*: An eight-legged creature with an round or oval body, a flat circular head, a pair of large, curved, pincers surrounding a circular mouth full of small teeth, and two large red compound eyes. The Recluse Spider is 2 FT long by 10 inches wide, with legs attached on the underside of its body ending in a small three-pronged foot, with a leathery hide sparse covered in long hairs. The Recluse Spider is colored a drab medium-brown with a red spot on its chest, and red stripes on its upper legs. It does not produce webs. It is most active during night hours, and is typically not aggressive, trying to retreat whenever possible. A Recluse Spider carcass produces 2+1d12 ounces of liquid poison valued at (1d3 GP plus 1d8 SP)/ounce, and 2d20 ounces of blood valued at (1d4 SP plus 1d20 CP)/ounce.

Spider, Wertzel's, 1d10 appearing; HD1d4+10; hp 1d12+46; Move: 40 FT, vertical surface 25 FT; AC 40; *Attack*: Bite 1d8, Claw 1d3 (x4); *Special Attacks*: *web line* (10 FT, projects thick web which wraps opponent, avoid 1d20 GTET [30-Agility], 1d8 rounds to untangle), *flame breath* (8/day, 15 FT, 1d12 fire damage); *Special Qualities*: immune fire magic, low light vision, suffers double damage from cold magic, ultraviolet vision; AL Neutral; *Attributes*: Agil 22, Int 10, Stam 17, Str 15, Will 16; *Description*: Giant Spiders 6 FT long by 3 FT across by 4 FT tall at the flanks, covered in thick red hair with a black face and black legs, three glowing red compound eyes, and red mandibles. It's webbing is a fiery red in color. This spider is very aggressive.

Spider, Yassakko's, 1d4 appearing outdoors or 1d10 in a den; HD1d4+8; hp 1d10+34; Move: 32 FT; AC 33; *Attack*: Bite 1d8, Claw 1d4 (x2 or x8 from overhead); *Special Attacks*: *cold breath* (1 per 20 rounds, 20 FT, 1d12+4); *Special Qualities*: detects warm-blooded creatures (150 FT), hides against an arctic or snow background, moves without tracks, resists cold magic (1d12 GTET 3), ultraviolet vision (60 FT), unaffected by ordinary cold; 3/day — *invisibility* (150 rounds), 1/day — *hold person* (warm-blooded only, 20 FT, save 1d20 GTET [32-Will]); AL Neutral; *Attributes*: Agil 16, Int 11, Stam 18, Str 15, Will 18; *Description*: An eight-legged creature with an round or oval body, a flat circular head, a pair of large, curved, pincers surrounding a circular mouth full of small teeth, and two large silver compound eyes. It has a narrow, almost worm-like body 8 FT long by 1½ FT wide, with thick lizard-like legs with a narrow three-toed foot. It has a dark grey hide (a layer of thick white hair grows in winter). Yassakko's Spider is known for its light red rough texture webbing, up to ½ inch in diameter, found in strands up to 200 FT long. The spider is a poor climber and is somewhat aggressive.

Spider Flower; HD1-2; AC10-15; *Attacks*: 2d8*Web hp1/each; Agility 10-12; *Description*: A large oval clump of flowers, 3 FT across, with 8-12 rope-like appendages; consists of intertwined 14-20 inch stalks with a glossy purple/violet flower (eight overlapping red vase-shaped petals around two central brown/mustard cylindrical stems; quarter-inch by 8 FT web inside flower); 4-6 FT orange/rust appendages with a knee-bend and flat circular foot structure like a (stalks attach at clump underside); *Other*: plant crawls at 3 FT/round; Number: 3d20 in area 200 FT across.

Spike Fish; HD2-3; AC30-40; *Attacks*: Bite hp1 Tail 1d4 Ram 1d10 (spikes); Agility 9-11; *Description*: A round fish to 4½ FT long, having a thin light blue tapering head, rounded snout, large light blue eyes, large bony jaw, four 9-inch sharp bone spikes on forehead, a short tail section; midsection is 2½ FT ball/globe with many 2-6 inch bony spikes, has four sets of large fins (one at

BESTIARY: SPIKE TO STINGING

Spike Fish, continued...head), the tail has three 4-inch spikes on either side; scales dark yellow-brown, spikes tipped gold/ bright yellow; *Other*: not aggressive, 1d10+10 pounds medium quality meat; Number: 1d8.

Spiny Anteater; HD4; AC32; *Attacks*: Tongue 1d8 Claw 1d12 Spines 2d8; *Special Abilities*: low-light vision; Agility 12-14; *Description*: A long low brown-skinned mammal with an elongated head and snout; the Anteater is strong and has sharp claws on all four feet; instead of fur it is covered with very sharp bristles and spines; it has a very long abrasive tongue which is coated with a sticky substance; *Other*: excellent smell sense, good digger; Number 1d3.

Spirit, 1 appearing; HD1d4+12; hp 1d10+57; Move: 55 FT; AC 36; *Attack*: Scythe (1d12, unholy, incorporeal haft); *Special Attacks*: *fearful gaze* (25 FT, panics 1d6*10 minutes, save 1d20 GTET [34-Will]), *cold touch* (10/day, 2d8 cold damage – save 1d20 GTET [34-Stamina]), reduce XP 1d10*1000 – save 1d20 GTET [38-Will]); *Special Qualities*: *daylight* spell causes 1d10 damage, elves are immune to touch effect, not affected by wood weapons of any kind, requires silvered/enchanted weapons to damage, ordinary silver weapons -3 damage, 5/day — *open/close doors*, *phantom noises* (100 FT), *telekinesis* (100 FT, 50 pounds), 3/day — *hypnotism*, 1/day — *summon swarm*, *summon monster* (1d8 **wolves**); AL Evil; *Attributes*: Agil 18, Int 17, Str 9, Stam 16, Will 25; *Spells*: L6 Evil Priest; *Description*: A white incorporeal humanoid (usually female) 5 FT to 5 FT 6 inches tall, with long, flowing, waist-length hair, lidless glowing green eyes, a sad and sunken face, a narrow cleft chin, and a tattered, low-cut gown or tunic (usually of archaic style or obsolete fashion). It has the appearance of flesh on their head and torso and legs but bony and skeletal arms and fingers. It is always accompanied by continuous low background noises of moans, groans, grunts, and crying. It is most active at night.

Spitting Caterpillar; HD1-2; AC10-14; *Attacks*: Bite hp1; *Special Abilities*: Caustic Spit (1d8, range 25 FT, gel causes hp2 damage/round for an *Other* 1d6 rounds), infrared vision; Agility 10-12; *Description*: A long round worm-like creature up to 20 inches in length and 8 inches in diameter with a thicker flat fleshy pad on its underside; primarily has yellow coloration with black and purple around the head and some irregular purple patches on its back; it has a sucker arrangement on its head with recessed teeth; *Other*: prefers dark and confined spaces; Number 1d6.

Sprite; HD2-4 [1d12+1d8]; AC3-10 plus armor; *Attacks*: Punch 1d2 Strangle 1d10 Weapon (dart, javelin, trident, flail); *Special Abilities*: *Control Water* (10x10x10 FT volume), *Create Water* (25 gallon/day), *Waterspouts* (4/day, range 500 FT, 15 minutes), *Telekinesis* (range 30 FT, limit 20 pound), *Glow Balls* (spell, 3/day), *Audibles* (spell, 3/day), *Speak with Animals*; Agility 12-18; *Description*: Thin light blue-green humanoids 4-5 FT tall, with a long flat face, bright green oval eyes, thick brown hair (worn short for genders), pointed ears, short/bulky arms with blue finger nails, long and four-toe foot green nails; statistics: Intelligence 1d10+6, Stamina 1d8+5, Strength 1d8+6, Will 1d10+6; males clean-shaven, wearing floppy wide-brim green hats, bandana, brightly-colored tunic shirts, long baggy shorts, pointed moccasins; females wear pastel blue/green veil, low-cut short dress, a partial shirt or open vest over their dress, and pointed slippers; *Other*: 75% resist Water magic, 60% blend into water environment (limited invisibility), water-breather, excellent swimmer, walks on water, found near water, sarcastic towards Wizards, tend to neutrality (10% good, 5% evil), known as excellent alchemists; Number: 2d12 band.

Stigae, 3d20+5 appearing (2d100 share a roosting site); HD1d3+3; hp 1d4+10; Move: 18 FT, fly 60 FT; AC 24 [grounded] 30 [airborne]; *Attack*: Bite 1d3, Claws 1d4 (x2, airborne only), Tentacle 1d4 (x4); *Special Attacks*: *blood sucking stinger* (1d6, attaches on natural rolls GTET 17, sucks 1d4 points blood/round attached, anesthesia prevents feeling of attachment, reduce effective Stamina by 1 point every hp8 blood sucked, carries *yellow fever* – save 1d20 GTET [35-Stamina]), *intimidating swarm* (when GTET 30 present, noise of an approaching swarm causes 1d100 rounds panic – save 1d20 GTET [34-Will]); *Special Qualities*: detects warm-blooded creatures (100 FT), low-light vision, resists air magic (1d12 GTET [4]), suffers double damage from earth magic; AL None; *Attributes*: Agil 11 [grounded] 20 [airborne], Int 8, Str 8, Stam 12; *Description*: A two-legged winged creature about 26 inches long with wings each spanning 18 inches, their bodies are rotund with an oversized rounded rump the underside of which has attached a smooth dark orange stinger 4-6 inches long. Its head has two oversized glowing blue eyes, dog-like floppy ears, nostril slits over a small curved yellow beak and four fleshy blue tentacles (each 10 inches long) attached over the beak. Their short yellow or brown legs end in a four-talon toe, three forward/one backward. Their bodies are covered in thick, soft, light blue fur with white and blue wing feathers. They are highly aggressive and most active during daylight hours.

Stinging Coral; HD2-3; AC not applicable; *Special Abilities*: Contact Sting (1d3, body swelling, mild fever, uncomfortable burning sensation, reduce Agility by 1 for 1d10 hours); Agility not applicable; *Description*: A large multi-colored rock formation to 500 FT long by 25 FT high by 10 FT thick at base, containing numerous hard vertical tubes; *Other*: allergic persons experience large swelling and reduce Agility by 3 for 3d20 hours (save 1d20 GTET [28-Stamina]); Number: 1 reef.

BESTIARY: STINGRAY TO TABLASYIN

Stingray; HD1-3; AC15-25; *Attacks*: Bite 1d2 2*Tail 1d6; *Special Abilities*: Stinger Toxin (save 1d20 GTET [30-Stamina]/hit, local swelling, fever for 3d20 hours {reduce Will by 2}, cramps for 1d12 hours {reduce Agility by 2, Strength by 2}); Agility 14-18; *Description*: A large flat winged creature with very small head, small grey eyes on short stalks, thin slit mouth under nose, gills on the flat underside, 4 FT fleshy split tail ending in two 2 FT bony stingers; looks like two sections of triangular wing fused together with a thicker body section in the middle; wings a 6 FT across, body 5-6 FT; battle-ship grey rubbery skin with an under-layer of blubber, tan/white underside; some black spots on back; *Other*: allergic persons (+1d10 damage, skin blisters, develops gangrene on 1d20 roll GTET 17), carcass 1d20+10 ounces toxin at 1d20+6 SP/ounce, not usually aggressive; Number: 1d12.

Stone Fish; HD1-2; AC80-90; *Attacks*: Bite 1d6; Agility 11-14; *Description*: A moderate rotund fish to 8 FT long, 6 FT thick, with a cruciform tail; it has a small head (many rough bumps around eyes/mouth), large orange eyes, a 2 FT wriggling worm-like appendage from forehead, a long/tapered jaw, pair of small fins near head/ pair larger fins at midpoint/pair small fins forward of tail, and a small dorsal fin; the skin is made up of numerous small tough/bumpy shell sections with a granite texture; scales are mottles of grey/purple/red-orange/dark brown; tail/fins are orange; *Other*: 80% blend into reef environment (limited invisibility), edged weapons inflict -3 damage, TH+8 attack with surprise, low quality meat; Number: 1d8.

Stribog; HD6-10; AC40-50; *Attacks*: Punch 1d6 Strangle 2d8 Weapon (whip, flail, star, dirk); *Special Abilities*: Wind Control (50 FT radius, wind to Level*10 mph), Invisibility (1 hour/day), Ultraviolet vision; Agility 15-22; *Description*: A translucent slender/thin humanoid (Plane of Air), 4 FT 6 inches+1d8 inches tall, with a very thin neck, long face, purple eyes, silver hair (streams/twists behind them as blown); they have wide collar-bones, long torsos, short legs and short arms, four-fingered hands with very thick fingers; females have large bosoms; statistics: Intelligence 3d6+8, Stamina 1d8+6, Strength 1d8+7, Will 1d8+8; wear white togas with gold piping; *Other*: immune lightning, 50% resist Air magic, double damage Earth magic, each is Air Wizard L1d4+1 (50% also Shaman L1d6), tend to neutrality, legend can hear anything said on wind for 100 miles, mischievous/trickster, rarely aggressive; Number: 1d6.

Striped Hyena; HD2-5; AC10-20; *Attacks*: Bite 1d10 2*Claw 1d8 (fore); *Special Abilities*: infrared vision; Agility 13-17; *Description*: A 6 FT long canine standing 32 FT at shoulder, having an extended square snout, golden eyes, wide brown nose, short triangular ears set back on its head, large visible canine teeth, fangs on both its upper and lower jaw; it has a shaggy unkempt brown coat with irregular black horizontal stripes on the flanks/head; has a distinctive long mournful cry; *Other*: leaves no tracks, moves silently in brush/forest, swims but dislikes water, fast sprinter with poor endurance, excellent hearing, limited scent ability, active dusk/night, easily bluffed or scared off, worthless pelts; Number 4d8 den 1d10 male hunting pack.

Swine; HD0-1; AC10-16; *Attacks*: Bite hp1 Trample 1d6 Stampede 4d6; *Special Abilities*: low-light vision; Agility 10-13; *Description*: A medium four-legged animal 4-6 Ft long, 3 FT shoulder, with rotund body, small head, oversized rounded snout, very short legs, and short curly tail; have light brown/yellow eyes, large floppy triangular ears, flat forehead, small recessed jaw and mouth, small cloven hooves; hide is colored any shade light brown to tan, with a pink tinge; *Other*: fast sprinter, excellent scent sense, poor eyesight, active in daylight, carcass hide 1d6+4 CP, 3d20+80 pounds good quality meat at 1d6+2 CP/pound, can be trained (loyal), smell water at 500 FT; Number: 1d6+4.

Swordfish; HD2-4; AC20-30; *Attacks*: Bite 1d3 Sword 1d8 Sword Pierce 1d12+1d4 (ram) Ram 2d10 (no sword); Agility 13-16; *Description*: A tapered, torpedo-shaped silver fish with pale white underside, to 12 FT, with two blue eyes on a sloping forehead with a dorsal fin, two front flukes, vertical two-lobed tail, a 4-5 FT flat/thin bone/horn sword grows from snout (strong/flat edge, pointed tip); *Other*: carcass 20*1d8+100 pounds good quality meat at 1d4 SP/pound, sword 1d4 GP+1d12 SP, not aggressive; Number: 1d6.

Summoned Canines, 1d20 appearing; HD1d3+3; hp 1d3+10 (brass), 1d6+18 (silver), 1d8+28 (gold); Move: 60 FT, swim 20 FT; AC 35 [brass] 37 [silver] 44 [gold]; *Attack*: Bite 1d6+2 (brass) 1d10+2 (silver) 1d12+3 (gold), Claws 1d4 (x2 rearing, x4 jumping), Spiked Collar 1d3 (in direct combat only), Charge/Trample 3d6; *Special Attacks*: *rabid bite* (gold only, fatal in 12+Stamina days, save 1d20 GTET [37-Stamina]), *group attack* (requires GTET 3 canines, opponent is pulled to the ground, loses weapons, is unable to attack, avoid 1d20 GTET [32-Agility]); *Special Qualities*: detects mortals 125 FT, low light vision, resists animal control (1d12 GTET 8); AL Evil; *Attributes*: Agil 19, Int 12, Stam 17, Str 15, Will 15; *Description*: Black canines with red eyes, red paws, and a red patch of fur on the front chest. They wear spiked collars of the same metal as the most valuable ankh taken; their *collars* protect from poison, protect from mental control and domination, and provide *protection* (brass AC+2, silver AC+4, gold AC +8). Canines in gold collars have foam at their mouths.

Tablasyin (Officers of Pithius), 1d6 appearing; HD1d4+11; hp 1d20+75; Move: 25 FT, fly 80 FT; AC 47; *Attack*: Bite 1d4, Talons 1d6 (x2, airborne); *Weapons*: *Short Sword* +2 (unholy, armor puncturing), jagged Dirk (dagger of venom, poison lethal 1d12 rounds, save 1d20 GTET [33-Stamina]); *Special Attacks*: *sound blast* (2/day, 40 FT, damage 1d12 at 20 FT, 1d10 at 30 FT, 1d8 at 40 FT), *drunk's touch* (3/day, inebriated 10d10+45 minutes, followed by an incapacitating headache for 1d20*20 minutes, save 1d20

BESTIARY: TABLASYIN TO TARANTULA

Tablasyin, continued... GTET [32-Stamina]); *Special Qualities*: Standard Officer abilities, detects good 200 FT, detects mortal life 400 FT, immune to chemical-based poisons, infrared vision 200 FT, limited light vision, very susceptible to drunkenness (from alcohol), 10/day — *inflict moderate wounds*, 5/day — *lightning bolt* (75 FT, 1d12 damage), 1/day — *create food* (20 pounds/day, fruits, berries, or nuts), *greater command* (30 FT, save 1d20 GTET [28-Will], affected persons throw down weapons and surrender), *greater heroism*, *wall of force*; AL Evil; *Attributes*: Agil 12+1d4 [land]/16+1d8[airborne], Int 22+1d10, Stam 17+1d10, Str 14+1d6, Will 24+1d6; *Possessions*: *Gloves of Weapon Proficiency*, *Awesome Helm*, *Crystal Ball* (1d12 GTET 5), *Ivory Necklace of Slavery*, curved gold horn (range 8 miles), *cure light wounds potion* (x3), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *heroism potion*, scroll (*confusion/major illusion*), scroll (*summon fog/inflict serious wounds*), Pipes of Haunting; *Description*: Appears as a feathered and winged biped with small arms, standing 5 FT to 5 FT 8 inches tall, with tall and rounded heads, high straight pointed ears on the side (like owls), a brown-and-white feathered forehead from which grows a single white spiral horn, two wide orange eyes with transparent eyelids set into rings of white feathers, a small hooked breathing appendage set below the eyes, soft brown (skin) cheeks with prominent bones, thin light tan or brown lips surrounding a wide mouth filled with many teeth, a small curved chin, a feathered neck, and a brown feather plume down the back of the head. Tablasyin have large owl-like wings each spanning 5 FT, white on the underside and brown on top, with a small hand at each wingtip, also two stubby arms attached to the front chest region ending in six-fingered hands (each hand with one long nail or talon on the middle finger). Tablasyin have human torsos, waist and upper legs with tan skin and light hair, but their lower legs resemble those of raptor birds, ending in a four-toed claw. It wears a brown tunic (AC+12) blazoned with a horizontal yellow strip across the shoulders. Tablasyin command 10 squads (80 Werdu & 10 Yiblim).



Tamarin; HD0-1; AC6-12; *Attacks*: Bite 1d2 Punch 1d3 Strangle 1d12 Weapon (rocks, sticks); *Special Abilities*: Infrared vision; Agility 15-20; *Description*: A two legged primate 3 FT tall with a 6 FT prehensile tail, having small oval faces. with large forehead/eye brows, small flat snout with large nostrils, golden-colored eyes, and a small chin/jaw; they have slender arms with four multi-jointed fingers, short legs with a long/narrow foot and four long curved toes; the pelt is a rich honey-brown with stripes of blue/yellow on their cheeks with tan hands/feet; *Other*: excellent/fast climbers, extraordinary hearing, 80% blend into jungle environment (limited invisibility), jump 10 FT horizontal 6 FT vertical, active in daylight, tree-dweller, bright/curious, attracted to shiny objects, not aggressive, pelt 1d6+3 GP; Number: 2d20+6 troop 1d8 hunting.

Emperor Tamarin: to 5½ FT, emerald eyes, honey pelt with green-orange-black stripes, HD3-5, AC18-24, Agility 18-22, Bite 1d4, Punch 1d4, Strangle 1d12, missiles TH+2, Infrared vision.

Tangleberry; HD not applicable [1d10+;6] AC not applicable; *Special Abilities*: Glue (ring of grass secretes, break free 1d20 GTET [30-Strength]), Tangle (grass extends into tentacles that wrap, avoid 1d20 GTET [32-Agility], after firmly held a red tentacle extends from bush to attach – blood feed hp1/round, break free 1d20 GTET [34-Strength]); Agility 10-12; *Description*: A bushy plant 8 FT diameter by 6 FT high surrounded by carpet of dark green grass; it has a twisted dark blue primary stalk which loops around/through each *Other*; yellow-green three-lobed leaves with wide green stripe; a dark brown/blue secondary stalk supports cluster of bright red berries; *Other*: immune cold magic, berries 1d6 SP/pint; Number: 1d6 in area 200 FT across.

Tapagoz; HD7-10; AC20-30 plus armor; *Attacks*: Punch Strangle Weapon (spear, javelin, sling, sword) Boulder 3d6 (50 FT); Agility 11-13; *Description*: A heavily muscled three-headed gigantic humanoid, 18-20 FT tall, having long shaggy dark brown hair, one large blue eye/head, rectangular foreheads with horizontal ridges, a wide/shallow nose with three nostrils, fleshy jowls, square chins; statistics include: Intelligence 1d8+8 (females 1d10+10), Stamina 1d12+13, Strength 2d10+19 (females 1d12+15), Will 1d8+10 (females 1d12+14); sour odor/aroma at 40 FT; males wear dark leather shirts over woolen breeches, females wear colorful vest-like garments with front laces and a woolen knee-length skirts; *Other*: excellent sight, poor hearing/scent, incline to good (10% evil), generally calm dispositions, nomadic tribal structure, known for tanning/intricate beadwork/training canines&felines; Number: 3d6.

Tarantula, Giant Spider, 1 appearing (outdoors, or mated pair) or 1d8 in an underground den; HD1d4+9; hp 1d6+35; Move: 75 FT (35 FT on a web); AC 33; *Attack*: Bite 1d8+1, Claw 1d6 (x2, forelegs); *Special Attacks*: *bite venom* (paralyze after 1d10 rounds lasting 3d100 minutes, save 1d20 GTET [30-Stamina], fatal after 3d12 rounds if venom allergy (natural save roll of 1); *Special Qualities*: cannot be seen in desert or arid terrain, fast digger, infrared vision (200 FT), low-light vision (200 FT), the Tarantula is a

BESTIARY: TARANTULA TO TOADSTOOLS

Giant Spider Tarantula, continued...poor climber, uses webs to wrap paralyzed victims; AL Neutral; *Attributes*: Agil 21, Int 8, Str 25, Stam 24, Will 12; *Description*: An eight-legged creature with an round or oval body 7 FT long by 2½ FT wide, a flat circular head, a pair of large, curved, pincers surrounding a circular mouth full of small teeth, and two large dark blue compound eyes. The Giant Tarantula Spider's legs attach on its sides and rise above the body to the first set of knees then drops away in an inverted 'V' shape. Its hide is covered with a short dense glossy black hair with longer hair on the legs and thorax. The Giant Tarantula is generally a nocturnal hunter and is highly aggressive. A Giant Tarantula Spider carcass produces a hide (1d20*4 GP), 4d20 ounces of blood (3d20 SP/ounce), and 1d20 ounces of poison (1d12*3 GP/ounce).

Tawiskarron; HD5-9; AC70-80 (wood/steel weapons, AC10 silver/gold weapon); *Attacks*: Punch 1d6 Strangle 2d8 Weapon (scythe 1d10, dirk, scimitar); *Special Abilities*: *Animate Dead* (Skeleton or Zombie, total 8/day, lasts 1d12 days), *Spells* (1/day each: call wind 100 FT, Hold Creature 50 FT – save 1d20 GTET [30-Will], *Dominate Creature* 1d100 minutes – save 1d20 GTET [32-Will], *Create Panic* {total 30 Levels, 50 FT} – save 1d20 GTET [30-Will]), *Ethereal Gate* (1/month, 10 hours), Infrared vision, see invisible 30 FT; Agility 12-15; *Description*: A translucent semi-corporeal 6 FT Undead figure in robe/cowl; 'faces' are glowing green points inside a blank hood; they have thin black/grey arms and seven-finger hands, black/grey legs/ankles/feet (six-toes, no shoes); Intelligence 1d10+14, Will 1d12+16; wear dark brown robes with gold/yellow piping with a thick brown belt cord, carrying a leather satchel/backpack; *Other*: immune to Shaman magic, always evil; Number: 1.

Tentacle Tree; HD1d3+2; AC40-50 trunk 8-12 tentacle; *Attacks*: 1d12*Tentacle 1d2 (wrap on TH roll GTET 15) Constriction 1d3/ tentacle (must be wrapped, break free 1d20 GTET [26-Strength]) Smack Down (GTET 6 wrapped tentacles, lift 20 FT then drop, 2d6); Agility 12-15; *Description*: A willow-like tree to 65 FT tall with thin drooping branches dark green at trunk gradually turning silver; leaves are long/thin with a spear-tip shape (silver stem, bright green leaf, three silver veins); branches are slender to 50 FT; roots are large/knotty stick out of the ground in random clumps to 40 FT from base; has a light brown trunk with vertical ridges; *Other*: tenth damage Fire magic, 50% resist Earth magic, goes dormant when exposed to cold; Number: 1d6 in area 500 FT across.

Tethem; HD0-1; AC30-40; *Attacks*: Bite hp1 2*Claw 1d3 (1d6 Gnome) Strangle 1d8 Weapon (rusted dirk, club, chain, weighted rope); *Special Abilities*: Touch (Gnome only, confused/disoriented 2d20 rounds – save 1d20 GTET [30-Will], paralysis 1d20 rounds – save 1d20 GTET [28-Stamina]), Infrared vision; Agility 9-11; *Description*: Small Undead humanoids to 3 FT, having wrinkled/saggy hairless light grey skin, a large head with rounded dome, flashing red eyes, small rounded ears close to skull, a wide/flat nose, narrow dark red lips, thin/scrawny neck; their torso is emaciated; they have very long arms to their knees, short legs end in wide/long foot covered by thin black hair; walk with ape-like gait; wear filthy and tattered long shirts to hips; *Other*: TH+2 versus Gnomes, excellent hearing, move silently over stone/desert, do not leave tracks, immune to sound-based magic, immune to ordinary fire, Gnome killed by Tethem becomes one in 1d12 days; Number: 1d8.

Thorn Vine; HD3-4 [hp1d12+30]; AC15-20; *Attacks*: 1d4*Tentacle 1d4 (wrap on TH roll GTET 16, TH roll 20 indicates eye is hit, 2d20 hours blindness, permanent unless 1d20 GTET 3) Constrict (wrapped, 1d8, lifts 1d20 FT off ground, break free 1d20 GTET [26-Strength]); Agility 9-11; *Description*: A 200-250 FT brown cable 6-9 inches with clumps 6-8 leaves spaced at 12-14 inches (light green with a black border leaf, 8 inches long, curved like scimitar with 3 inch spike); cable has 5-6 inch dark brown spike every 4 inches; in spring/summer bright blue flowers every 24 inches; offshoot vines every 8-10 to 15 FT; grow along the lower limbs of trees 8-10 FT above ground; *Other*: dormant in winter; Number: 1d8 in area 150 FT across.

Thorn Wall; HD3; AC30-40; *Special Abilities*: Thorn Volley (range 25 FT, 1d8/volley, hit eye on TH roll of 20, blinds until treated – permanent on 1d20 roll of 1); Agility 8-10; *Description*: A well-groomed straight hedge, 40-160 FT by 6 FT tall by 8 FT thick; the Wall has a thick layers of bright green leaves on its top surface and it's sides are covered with gnarled limbs thickly covered in 3 inch spines/thorns; leaves are about 5 inches long by 3 inches wide/shaped like a spear point with a saw-tooth pattern edges; *Other*: immune Air magic, 25% resist Fire magic, requires lots of rain; Number: 1d10 in area 1500 FT across.

Toad Bugs; HD2-4; AC14-20; *Attacks*: Bite 1d3 Tongue 1d2 Crush 1d10; Agility 10-12; *Description*: A six-legged, bi-segmented insect to 4 FT by 22 FT tall, having an oval toad-like head with a tapered snout ending in a square jaw, a heavy biting plate, two raised eye sockets with lidded green eyes, four 2 FT feathery antennae; they have a long thin black tongue to 3 FT, thick upper legs above the knee joint with slender lower legs and a webbed duck-like foot; its front segment has thick green skin covered with bumps/warts, the rear segment has a glossy light green shell with white diagonal stripes; *Other*: good swimmers, jump 8 FT horizontal 4 FT vertical, good climbers on vertical surfaces, active in daylight, not aggressive; Number: 1d8.

Toadstools, 2d12 appearing (area 100 FT across); HD1d4+3; hp 1d10+30; Move: Not Applicable; AC 20; *Attack*: 1d12+20 Tentacles 1d4 (1d8 attack/person); *Special Attacks*: *spores* (trunk is covered with spore "powder" that becomes airborne [range 5 ft.] when touched, breathing spores reduces Stamina by -4 for 1d12*1.5 hours, save 1d20 GTET [28-Stamina]); toxic smoke (when burned produces poisonous smoke, 25 FT, paralysis after 1d12 rounds lasting 3d100+30 minutes, save 1d20 GTET [33-Stamina],

BESTIARY: TOADSTOOLS TO TRITON

Toadstools, continued...fatal on natural save rolls 1-2); *Special Qualities*: skin and flesh poisonous to Humans/Gnomes if eaten raw (paralysis after 3d12 rounds for 4d10*5 minutes, save 1d20 GTET [33-Stamina], fatal on natural save rolls 1-2) but is succulent once cooked; AL None; *Attributes*: Agil 16, Int 6, Stam 16, Str 14, Will 15; *Description*: Large fungi with thick stems or trunks with rounded or flattened disks mounted on their tops, standing 4-8 FT tall with trunks 30 to 80 inches in diameter, with a curved disk-like top up to 120 inches in diameter with a rounded and thicker center. Toadstool trunks have a thick warty skin which is colored in several shades of brown with darker brown rings at the bottom of the trunk; the top of the disk is typically a chalky white with a bumpy surface that has an oily texture; the underside of the disk is colored pink or light red and appears to be made up of many parallel lines or slats each orientated radially, about 3 to 5 inches wide. Each slat unfolds into a 25 FT tentacle. Each stool produces 1d100+75 pounds of tender meat.

Tobbochan (Desert Toad-Men); HD2-7; AC12-16 plus armor; *Attacks*: Bite 1d2 Punch 1d3 Strangle 1d12 Weapon (Saber, Dirk, Spear, Short Bow, Scimitar); Agility 9-16; *Description*: Stocky humanoids, 1d10+48 inches, with a bald tapering head, two large yellow eyes set close in bony eye sockets, flat nose ridge with wide nostrils, wide curved mouth with square jaw, 10-inch long pink tongue (toad-like face), thick neck, slender arms ending in a three-finger/thumb hand with large flat palm; they have a barrel-shaped body, long legs with thick upper thigh muscles and a wide triangular foot; their pale grey/pink skin is thick and covered with welts/bumps/warts; statistics: Intelligence 1d10+8, Stamina 1d10+6, Strength 1d8+8, Will 1d12+8; wear colorful shirts under white robes (layers of a thin gauze material) with a light-colored wide-brim hat with a white neck flap; *Other*: 50% resist Fire magic, double damage Air magic, 1 in 100 Earth Wizard L1d6, 1 in 300 Fire Wizard L1d8, 1 in 200 Tribal Priest (Priest L1d10 and Shaman L1d6, tracker, dowser, physician), excellent heat tolerance, smell water at a mile, excellent hearing, jump 10 FT horizontal/vertical, 50% blend into desert environment (limited invisibility), excellent animal trainers/riders, usually found riding camels/desert horses, nomadic herdsman, clan/tribe social structure, tend to neutrality; Number: 4d20+30 camp 1d12 hunting party.

Pygmy Tobbochan: to 40 inches, orange eyes, six-finger hand, wear nose rings, tan/honey-brown skin, wear loincloths, Stamina 1d10+10, Will 1d12+12, trains canines and birds, Weapons (short bow, blowgun, bolo, long knife), 75% resist Fire magic, double damage Air magic, scent water at 3500 yards, 80% blend into desert environment (limited invisibility), 1 in 100 Air Wizard L1d8, 1 in 400 Fire Wizard L1d10, 1 in 200 Tribal Priest, tend to good (25% neutral, 5% evil).

Tonx; HD4-8; AC80-90 (steel/wood) 10-16 (silver/gold weapons); *Attacks*: Punch 1d2 Strangle 1d12 Weapon (dirk, club, net, trident, spear); *Special Abilities*: *Invisibility* (3/day, underwater only, 30 minutes), *Ethereal Gate* (1/year, 15 minutes), Ultraviolet vision, *See invisible* 75 FT, Air and Water breathers; Agility 9-17; *Description*: Composite aquatic creatures standing 8 FT tall, having pale blue fish heads, two wide glowing blue eyes, slit mouth, small fin behind skull, humanoid torso/arms with four-fingered webbed hands, frog's legs and feet (flat, wide, triangular and webbed), and a crocodilian tail; their back has light blue scales; statistics: Intelligence 1d12+7, Stamina 1d10+13, Strength 1d10+11, Will 1d10+16; wear simple dark-colored dresses/robes with a rope belt and eel skin pouches; *Other*: Water Wizard L1d8 (each on 1d20 roll GTET 8), immune Water magic, double damage Earth magic, controls fish/turtles 100 FT (limit 10), incline to good, immune ordinary fire, often aid lost travelers/fishermen, active in daylight, must remain within quarter-mile of water, known for water-related artifacts; Number: 1d12+4. Origin is on the Plane of Water.

Tree, Wood of Errors, 1d3 appearing; HD1d4+10; hp 1d8+66; Move: 18 FT; AC 45; *Attack*: Kick 1d12, Punch 2d10, Strangle 2d8 [1d6 limbs], Throw to Ground (from 2d12+22 FT height); *Special Qualities*: blunt weapons inflict one-quarter rolled damage, helms resist strangulation, movement sensing (30 FT), plate mail resists constriction, resists fire (1d12 GTET 4), resists plant-control magic (1d12 GTET 4), resists Prayers (1d12 GTET 5), resists Spells (1d12 GTET 7); AL Evil; *Attributes*: Agil 16, Int 10, Str 24, Stam 32, Will 22; *Description*: A slender tree with smooth silver-grey bark, standing 50-100 FT tall, with at least ten major branches and many smaller or minor ones. There are no leaves on the tree.

Tree Fungus; HD0 [hp1d8+20]; AC10-16; *Special Abilities*: Mental Blast 1d10 (range 20 FT, save 1d20 GTET [24-Will], colony requires GTET 25 fungi to sustain attack); Agility 11-15; *Description*: A thick ring to 36 inches tall and 10-14 inches thick growing in a doughnut configuration around a live tree; it has a dark brown shaggy bark-like outer surface with tan top and bottom surfaces; it
Tree Fungus, continued...rarely grows higher than 15-20 FT from the ground; *Other*: 2d12+20 pounds average food value, 2 CP/pound, very good resistance to cold/fire/lightning; Number 1d100 trees within an area of a tenth of a square mile.

Triton; HD1d10 [hp1d10+20]; AC20-24 plus armor; *Attacks*: Punch 1d4 Strangle 1d12+1d6 Weapon (trident, spear, shell dirk, blowgun, throwing star, net, bolt thrower); Agility 8-12 land 14-18 swimming; *Description*: A four-armed scaly humanoid 6-7 FT tall, having a narrow face, three large lidded blue-green eyes, ears outlined with a small spiked crest, a tapered jaw to a narrow rounded point and a tall/narrow mouth; they have leathery mane/crest from forehead/over bald head/along neck, a burly torso with big chest muscles, slender arms with five-fingered hand, and large four-toed webbed feet; two bony swimming flaps fold against each wrist; statistics: Intelligence 1d12+11, Stamina 1d8+12, Strength 1d10+10, Will 1d8+9; *Other*: 1 in 500 Water Wizard L1d12, 1

BESTIARY: TRITON TO ULMKRILL

Triton, continued...in 600 Priest 1d12+1d6, tend to neutrality (self-centered), known as expert traders, talented at languages, love music, trains sharks/dolphins, aristocratic social system, most speech below human hearing; Number: 1d20 hunting-trading party.

Turas; HD5-12; AC70-80 body 50-55 tail 40-45 head; *Attacks*: Bite 3d6 2*Pincer 1d10 Tentacle 1d6 (wraps TH roll GTET 14) Constrict 1d3/round (wrapped, break free 1d20 GTET [28-Strength]) Ram 4d10; Agility 14-18; *Description*: A snake-like aquatic creature 18-20 FT by 5-7 FT diameter, with four crab-like pincers (3 FT arms, two behind head, two on underside) and two tentacles (6-9 FT, attached 6 FT behind snout); it's head is block-like with single glowing green eye, forked 4 FT green tongue, two curved forehead horns (like bull), wide triangular snout with round nose, a wide jaw with curved upper and lower fangs; four 4-5 FT flukes are at two-thirds body length (two top, two underside); eight 10-12 inch phosphorescent spots along each flank, layer of heavy shield scales; the body is dark grey color with dark red pincers and pale glowing white tentacles; *Other*: good sight, good sprinter, deep water creatures, always aggressive, low quality meat, rumors of electric species; Number: 1.

Turtlehead; HD1-2 [hp168+4, symbiot 1d6]; AC4-10; *Attacks*: 1d8*Bite 1d3 (symbiots launch by compressed gas); *Special Abilities*: Symbiot Feast (attached on TH roll GTET 12, subsequent bites at TH+3, 1d4); Agility Not Applicable; *Description*: A clumped rush-like plant with hundreds of dark brown stalks with yellow spots (15-30 FT under water, 4-7 FT in air) with many long thin leaves topped by 1 FT flowers (twelve overlapping drooping green petals, dark blue center stamen, woody bowl underneath), 2d20 1 FT dark green shell-like pods with yellow bands (attached at top, open bottom, inhabited by 6-inch symbiotic creature with a small body, long neck, sharp teeth, eight thin clawed legs), 3d20 10-inch dark purple 'bottle' seed pods attached at narrow end; sweet aroma detected 100 FT; *Other*: resists ordinary fire, toxic green smoke when burned (range 1 mile, 1d10 lung damage – save 1d20 GTET [28-Stamina]), seed pods 1d3 SP (alchemist), 3d20 flowers at 1d6+2 CP each, attracts giant insects; Number: 2d20 in area 200 FT across.

Typhonic Spirit, 1d8 appearing; HD1d4+19; hp 1d20+108; Move: 70 FT, fly 80 FT; AC 56; *Attack*: Punch 1d10; *Weapons*: *Short Sword* +3 (3d/day electric shock 2d8), *Javelin* +2 (undead slayer, save 1d20 GTET [33-Will], +12 damage versus Priests), any weapon used by a Spirit is at +1; *Special Attacks*: *Cloud Balls* +2 (softball-sized balls of compressed black cloud material, missile 75 FT range, 3d6 electrical damage; 1 round required to form, GTET 3 rounds between uses); *Special Qualities*: immune to lightning/electricity/ordinary cold/cold magic, *infrared vision* (50 FT), low-light vision, *see invisible* (230 FT), self haste (20 rounds move/attack double rate, must move at normal rate GTET 20 rounds before hasting again); 5/day — *call lightning*, 3/day — *control weather*, *shapechange* (whirlwind, half hour, 3d12 ramming damage, AC40), 1/day — *chain lightning*, *summon monster* (1d6 additional Typhonic Spirits); AL Neutral; *Attributes*: Agil 22, Int 17, Stam 18, Str 18, Will 28; *Possessions*: *cure moderate wounds potion* (x2), *cure serious wounds potion*; *Description*: Translucent male humanoids standing between 6 FT 2 inches and 6 FT 6 inches tall, with long drawn hairless faces, long narrow noses, flashing yellow eyes, and small circular mouths. Their bodies are slender and delicate with almost no thickness, a wreath of small black clouds circle around their heads like a circlet or an angry crown. Typhonic Spirits are dressed in short-sleeved, knee-length silver tunics and white sandals. These are neutral-aligned creatures from the Elemental Plane of Air compelled to serve Minos for a century. One hundred Typhonic Spirits form the Honor Guard of the Goddess of the Air.

Ulmkrill; HD3-5 [hp1d10+8]; AC; *Attacks*: Bite 1d3 Beak 1d4*Claw hp1 (Human, Elf, Dwarf; 1d4 versus Gnome) 4*Punch hp1 2*Strangle 1d8 Weapon (club); *Special Abilities*: *Insanity Touch* (Gnome only, save 1d20 GTET [28-Will], insane/violent 50-Will hours, cannot use spell/prayers, berserk nearest person including companions), *Gnome Disease* (on 1d10 roll of 1, save 1d20 GTET [34-Stamana], rheumatoid arthritis, persists 1d100 months, joint swelling reduces: Agility by 6/Stamina by 4/Strength by 6), *Infrared vision*; Agility 11-16; *Description*: A bipedal four-armed Undead creature to 3 FT tall, having oversized skull's heads glowing blue eyes, thin neck, shrunken emaciated torso, stick-like arms, large six-fingered hands (two thumbs, four bird talons), legs that thick/short ending in three-toe narrow foot (bird-like)); bodies dark blue-purple with thick layer of long light blue hair at waist/rump; statistics: Intelligence 1d6+8, Stamina 1d6+7, Strength 1d6+6, Will 1d8+5; wear thin white sheet-like garment over their shoulder, tied at the waist, no leggings/shoes; *Other*: tunnels rock at 2 inch/round, sensitive hearing, immune cold magic, move silently underground, good climbers (stick to vertical), fanatical versus Gnomes, Gnome killed becomes Ulmkrill in 1d100 days; Number: 1d10.

Ulutu (Foot Soldiers of Shaitan), 1d10 appearing; HD1d3+6; hp 1d8+32; Move: 40 FT, fly 60 FT; AC 42; *Attack*: Punch 1d8; *Weapons*: oversized Spiked Club, *Boar Spear* +1 (damage +3); *Special Attacks*: *stinking cloud* (cone 30 FT long by 15 FT wide, stinking oil/musk adheres to everything, incapacitating retching 4d10 minutes, save 1d20 GTET [27-Stamina]); *Special Qualities*: Standard Foot Soldier abilities, detect good 250 FT, detect mortal 500 FT, limited light vision, ultraviolet vision, 3/day — *dense fog* (50 FT, 3d10+5 minutess); AL Evil; *Attributes*: Agil 12+1d6, Int 13+1d4, Stam 16+1d10, Str 13+1d6, Will 26+1d8; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion*, *invisibility potion*, *levitate potion*, oil flask (x3), garrotte, common whistle, whetstone, sling. *Description*: Pale white humanoids 5 FT 4 to 5 FT 8 inches tall with large heads of dark brown hair, drooping ear lobes, hooked noses, thick bushy brows, glowing red eyes and two curved red horns. Ulutu have shiny skins with brown

BESTIARY: ULUTU TO VACKLI



Ulutu, continued...stripes along their flanks and legs and their legs end in rounded cleft hooves. They are found wearing a black loin cloth, green tunic (AC+12), green knee-high boots, and a wide black belt with silver buckle in the shape of a shield (value 75 SP), and carry a long tapered shield (AC+9, 1d10 damage) with a blank white cover. Ulutu are found in troops of 8 commanded by a Sessin.

Undine, 1 appearing; HD1d3+14; hp 1d20+72; Move: 20 FT, swim 55 FT; AC 28; *Attack*: tongue 1d8, charge 2d8+4; *Special Attacks*: *water spray* (breath weapon every third round, 20 FT by 8 FT wide, 1d12+2); *Special Qualities*: becomes invisible in water (requires see invisible), detects mortals 200 FT, effective AC+20 against blunt weapons, extinguishes all natural fires in 50 FT radius, immune to electricity/lightning/water magic, radius 25 FT high humidity with water condensation and temperature drops 15° [slippery conditions, effective Agility-2], silver weapons damage +3, suffers triple damage from cold magic, 1/week – Opens door to Plane of Water (6 FT by 8 FT, open half hour; cannot be used to escape Inferno); AL Neutral; Attributes: Agil 13, Int 12, Str 18, Stam 19, Will 23; *Description*: A large snail-like creature up to 8 FT long by 3 FT wide with a muscular body 24 to 30 inches thick, four long eye stalks each 4 inches in diameter by 50 inches long, and a spiral segmented shell up to 5½ FT in diameter. The Undine has a large mouth with many black teeth, dark grey eyeballs, and a dark blue tongue up to 40 inches long, its body is dark green with a wet, slimy, texture to it and a covering of a mucus-like substance, the Undine's shell is a blue-green color and is semi-transparent. The Undine has a salt-water odor about it (100 FT).

Unicorn Plant; HD not applicable [hp1d8+3]; AC4-10; *Special Abilities*: Healing Gourd (eating ripe gourd restores hp1d12 [to character maximum], dried gourd to hp1d6); Agility Not Applicable; *Description*: A plant with a thick brown/ tan 5-6 FT central stalk (covered in 3-4 inch cilia), topped by 2 FT horse-head-shaped dark brown gourd with streaks of white, two gold sunflower blooms grow at eye points; 4-6 inch purple Ahorn@ grows from top of gourd; the base has many shoots/branches to 14 inches long, thickly covered om dark green circular leaves; *Other*: attracts Unicorns; Number: 1d12 in area 100 FT across.

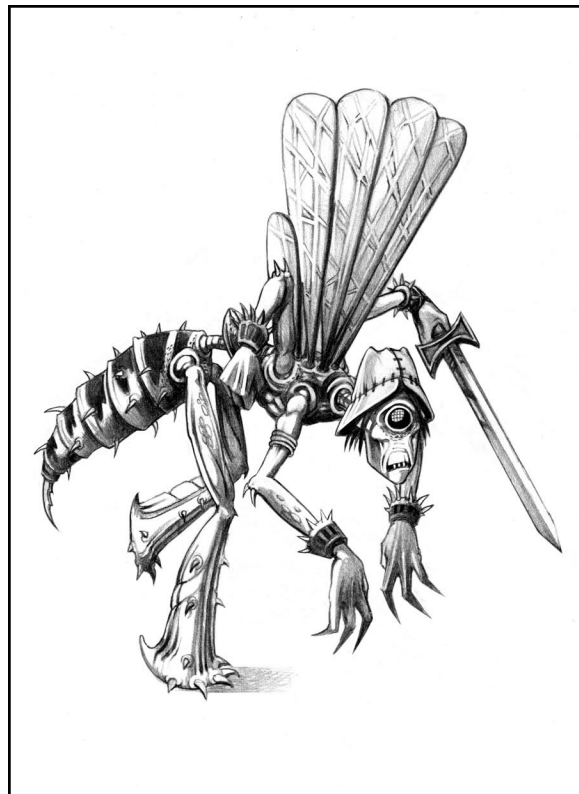
Urisk; HD1-4 [hp1d12+7]; AC12-20 plus armor; *Attacks*: Bite 1d2 Horns 1d4 2*Punch hp1 Strangle 1d12 Weapon (short sword, bladed staff, dirk, spiked mace) ; Agility 12-15; *Description*: A bipedal man-goat hybrid standing 42 FT tall, having a long narrow humanoid face with lidded grey eyes, short pug nose, wide mouth with thick lips and many teeth, high red cheeks, a pointed jaw, two 5-8 inch pointed foreheads, top/back of head covered with thick goat hair with tall donkey-ears; they have a pot belly wide chest/ torso, short arms ending in a three-finger hand (hoof-like thumb), goat-legs ending in large oval hoof; statistics: Intelligence 1d12+9, Stamina 1d10+9, Strength 1d8+6, Will 1d10+13; short goat's hair is on upper arms/back/legs (any shade light brown/tan/light grey/ dark grey/white, develop grey/black streaks with age); wears dark kilt-like garments with plaid stripes in bright colors (heavy poncho-like hooded garments tied about the waist in colder weather); *Other*: +50% damage Fire magic, tend to neutrality, jump 10 FT horizontal 6 FT vertical, beer/wine/mead/ ale makes ill, friendly to farmers, hates canines/felines, speaks with 'lisp' accent, horns 1d4 SP; Number: 1d12+5 hunting party.

Vackli (Officers of Shaitan), 1d4 appearing; HD1d6+13; hp 1d20+1d12+75; Move: 55 FT, fly 75 FT; AC 60; *Attack*: Bite 1d10, Claw 1d8 (airborne); *Weapons*: *Long Sword* +2 (unholy, wounds bleed 1d6 rounds), silver *Cutlass* +1 (unholy, limb cleaver, armor ripper), light Crossbow, 30 bolts (*Hornet Bolt*); *Special Attacks*: *paralyzing stinger* (hp1d8+2, 2d8*45 minutes, save 1d20 GTET [28-Stamina], save rolls 1-2 death in 2d8 minutes from allergy); *Special Qualities*: Standard Officer abilities, detect good 300 FT, detect mortal life 500 FT, immune to insect/spider venoms or venom-based poisons, infrared vision 250 FT, ultraviolet vision 500 FT; 10/day — *major illusion*, 5/day — *greater invisibility* (half hour), summon monster (4d8 **giant wasps**), 3/day — *aura of heroism*, *haste* (3d12 rounds), 1/day — *summon monster* (1d3 **Vackli**); AL Evil; Attributes: Agil 10+1d6 (land) 15+1d8 (airborne), Int 12+1d6, Stam 9+1d8, Str 10+1d6, Will 26+1d8; Possessions: *Elemental Armor* (air), *Wand of Priest Zap*, *Ring of Spell Storing* (fireball x10, greater fireball x5, wall of fire x3), curved gold *horn* (range 8 miles), *cure moderate wounds potion* (x3), *cure serious woundsn potion* (x3), *cure critical wounds potion*, *haste potion*, *Ring of Regeneration* (hp3/round), scroll (*cold blast/diminish intelligence/mind fog*) scroll (*unholy sword/rusting grasp/call lightning storm*); *Description*: A composite creature with humanoid and wasp-like attributes, between 6 FT 10 inches and 7 FT 4 inches tall. Vackli have a segmented body with an upper cylinder connected to a tapered elongated bottom cylinder by a narrow waist, a narrow neck, a prominent barbed stinger, and three pairs of translucent oval wings (like those of a dragonfly; the upper body accounts for about one-third of the length and the lower portion

BESTIARY: Vackli to Vampire

Vackli, continued...about two-thirds). Vackli have a narrow head with small ear flaps, a high forehead covered in coarse yellow hair with three black feathery antennae, a single multi-faceted copper eye with translucent eyelid, a lip-less thin slit mouth with only a few teeth, a small jaw and sunken cheeks, two pairs of long and thin arms which attach to the upper body segment ending in a four-fingered hand of curved hooks, two long muscled legs attached at the top of the lower body segment and ending in wide circular feet. Vackli are a sickly pale yellow or yellow-green color with black stripes on the back of the head and on the back of the upper body section, and black arms and legs. They wear thick glossy green bracelets on each wrist (each AC+10) and a green hat (derby, top hat, etc.). Vackli command 10 squads (80 Ulutu & 10 Sessin).

Vampire Fly; HD2-3 [hp1d6+2]; AC6-10; *Attacks*: Bite hp1; *Special Abilities*: Disease Bite (*vampiricism*, save 1d20 GTET [28-Stamina], affected become vampires 1d20 days after death {raise dead/reincarnate/clone prayers ineffective}, mental compulsion to serve when meet vampire – save 1d20 GTET [26-Will]); Agility 12-14 ground 15-19 airborne; *Description*: A six-legged insect with a rotund 7-inch body, having a small head, three wiry antennae, glowing silver compound eyes, small horn hooked beak, two stake-like fangs; it's body is pale white/cream with two black bat-shaped wings; *Other*: carcass 1d8 ounces venom at 1d10+5 SP/ounce {potion cause/cure vampiricism}, do not light bright daylight, active dusk to dawn; Number: 4d8 swarm.



Vampire Lord, 1 appearing; HD1d4+19; hp 3d20+135; Move: 65 FT, fly 85 FT; AC 64; *Attack*: Bite 1d8, Punch 1d12+1d6, Strangle 2d10; *Weapons*: Rapier or Cutlass +2 (unholy), Quarterstaff, Dart +2 (poisoned, paralysis after 1d10 rounds persisting 4d10 minutes, save 1d20 GTET [30-Stamina]); *Special Attacks*: *injurious touch* (1d8 damage plus age 15 years plus reduce 8d100 XP, save 1d20 GTET [34-Will]), *hideous gaze* (charmed/dominated, 50 FT, save 1d20 GTET [35-Will], lasts 6d6 hours, +5 save if eyes are averted but -4 to hit), *diseased bite* (bite carries *vampiricism*, affected persons develop red eyes/pale complexion, save 1d20 GTET [36-Stamina]); *Special Qualities*: cannot approach fresh garlic closer than 5 FT, command monster (wolves, dogs, bats, rats, 250 FT), detect good (500 FT), does not have a mirror reflection or cast a shadow, extraordinary hearing (500 FT), immune to chemical/plant-based poisons, immune to alcohol (drunk), immune to ordinary fire (burning), *infrared vision* (1000 FT), low-light vision, resists fire magic (1d12 GTET 5), resists earth magic (1d12 GTET 9), speaks to animals (wolves, dogs, bats, rats), *summon monster* (1d4 wolves, 1d6 dogs, 1d12 bats, 2d20 rats, 15 minutes; GTET 5 rounds between summons), suffers double damage from water magic; 3/day — fly (half hour, 125 FT/round), *shapechange* (bat, grey wolf, dog, black cat, black rat, fog cloud, 750 rounds), 1/day — invisibility (half hour); AL Evil; *Attributes*: Agil 1d12+14, Int 1d10+15, Str 2d8+15, Stam 2d8+6, Will 1d8+20; *Spells*: L1d4+12 Wizard; *Possessions*: unholy symbol, caltrops, silver dirk, *cure moderate wounds potion* (x2), *cure serious wounds potion* (x2), unholy water (x4), scroll (*disperse magic/poisonous fumes/bar good*); *Description*: A statuesque humanoid male/female 5 FT 9 inches to 6 FT 6 inches tall, having a variety of facial features but always with dark

red hair, vivid red lips, a copper or silver eye color, copper-tinted skin, and silver finger/toe nails. They always wear well made elegant clothes, always of black or other dark color and often lined or trimmed in red, and gloves (except to attack); many males wear beards or goatees. A Vampire Lord must spend GTET 6 hours/day in their coffin. They are dispelled at zero hp, not killed, reforming in 1d8 days, unless, an ash or beech wood stake is put through their heart, they are exposed GTET 5 rounds to natural sunlight (not spells), or their coffin is destroyed or hallowed. They can only cross flowing water by flying or in their coffin. They can only enter a dwelling after gaining the freely-given permission of an occupant. They require GTET 3 ounces humanoid blood/week. Vampire Lords are the sworn enemies of Lycanthropes, particularly Werewolves. They pride themselves on their culture, artistic talents, mental accomplishments (writing, composing, etc.), gamesmanship, ability to scheme, and their swordsmanship.

BESTIARY: VASILISSA TO VINE

Vasilissa; HD4-7 [hp2d6+44]; AC25-35 plus armor; *Attacks*: Punch 1d4 Strangle 2d8 Weapon (whip, flail, dirk); *Special Abilities*: Spells(3/day each of: *create water*, *drench*, *summon fog*, *walk on water*, *float object*, *shield versus lightning*, *summon undine*, *hail blast*), *Shapechange* (3/day at 1 hour: seal, giant crab, dolphin, giant turtle), *Invisibility* (1/day underwater only, 15 minutes), *Incorporeal* (1/day, minimum 2 hours, cannot leave area), *Command Salt-Water Creatures* (1/day, 1d20 LTET HD4, range 200 FT, 30 minutes), *Planar Portal* (1/month, to Water Plane, 1 hour, must be underwater), *Ultraviolet vision*; *Agility* 7-11 (Crone) 13-16 (Maiden); *Description*: [Maiden] Lovely young women with long shining black hair, glowing green eyes, small round nose, extraordinarily smile, shapely bosom, slender waist, and thin limbs; wearing shimmering tight gowns; [Crone] Green-skinned hags 5 FT+1d6 inches, with small dark green eyes, ragged/ knotted dark brown hair, long noses with downward hook, double chin; are stooped and old with spotted/warty skin, wears torn/patched dark-colored robes and carry cane/walking stick/staff; statistics: *Intelligence* 1d10+9, *Stamina* 1d8+10, *Strength* 1d8+8, *Will* 1d10+12; *Other*: immune Water magic, double damage Air magic, tend to neutrality, air and water breather, speaks with salt-water creatures, appears as Crone in public and only reveal natural shape to favored males inside their home, often rescues sailors from storms, kind to animals, talented musicians/singers, often live in underwater air-filled castle; Number: 1d6 coven.

Vele; HD3-5 [hp1d12+16]; AC not applicable; *Attacks*: Touch hp1(Human, Elf; no effect Dwarf, Gnome); *Special Abilities*: *Strength Drain* (Human/Elf only, third and odd number touches permanently remove 1 point, save 1d20 GTET [28-Will]), *Stamina Drain* (Human/Elf only, fourth and even number touches permanently remove 1 point, save 1d20 GTET [30-Will]), *Ultraviolet vision*; *Agility* 12-15; *Description*: Incorporeal translucent to semi-transparent bright purple 5 FT humanoid figures with indistinct edges; most appear to have gaping visible wounds on their faces, neck, or limbs; appear in grave robes and sandals with short lengths of chain at wrists (silent); *Other*: triple damage any offensive spell/prayer, cannot be injured by metal weapons, wood weapons +1 damage (TH+1 from some woods – mistletoe, ash, beech, oak), no effect from ironwood tree; Number: 1d6 pack.

Venom Serpent, 1 appearing or 1d6 in a shallow underground den; HD1d4+3; hp 1d8+10; Move: 35 FT, swim 25 FT; AC 34; *Attack*: Claws 1d3; *Special Attacks*: *fatal bite* (initial bite 1d2, neurotoxin, paralyzes in 1d4 rounds with heart failure 1d12 additional rounds, save 1d20 GTET [37-Stamina], survivors permanently lose –1 point from Stamina); *Special Qualities*: excellent climber (adept at living in trees), immune to venoms, *infrared vision* (50 FT), low-light vision, sensitive hearing (75 FT), suffers additional one-quarter indicated damage from cold magic; AL None; *Attributes*: Agil 18, Int 7, Str 8, Stam 14, Will 11; *Description*: A six-legged scaly reptile whose body 18+1d8 inches long with a slender rope-like tail an additional 16 inches long. The Venom Serpent has a rounded, globe-like head with three large lidded green eyes, a small ornamental horn on its snout, and a wide mouth with two large fangs, with a bright orange body, light brown underside and dark brown bands on its tail. A Venom Serpent carcass produces 6+1d12 ounces of a thick brown liquid poison valued at 50+1d100 GP/ounce by an Alchemist or Poisoner. The Venom Serpent is typically active between dusk and dawn. A *Detect Poison* spell locates a Venom Serpent. The spell *Detoxify Poison* is 50% effect against venom serpent venom. The spell *Protect versus Poisoning* gives a +5 saving throw bonus against the venom. Ordinary venom antidote is 25% effective against venom serpent venom.

Vilkaccis; HD1-6 (wolf) Warrior L1d10 [hp2d10+12]; AC30-40 (wolf) 14-20 (humanoid, plus armor); *Attacks*: [Wolf] Bite 1d8 2*Claw 1d4 Kick 1d6 (hind) Trample 1d10 Stampede [Humanoid] Punch 1d3 Strangle 1d12 Weapon (long sword, great sword, ..hand/half sword, long dirk) ; *Special Abilities*: *Shapechange* (wolf shape in daylight transforms to humanoid in darkness), *Infrared vision*; *Agility* 13-18; *Description*: Appears as human, 4 FT 1d8+10 inches, with heavy foreheads/ cheeks, wide shallow nose, hazel/ green eyes, thin lips, small chins, small narrow ears, and oversized upper teeth, black hair (some with silver stripes), small almost dainty four-toed feet; males heavy body hair with thick/wiry beards; females waist-long dark brown/black hair lighter on arms/hands/ legs; males wear a brightly-colored shirts, fur/hide vests, long baggy leather pants, wide-brimmed fur hats, fur top leather boots; females wear bright knee-length linen dresses, fur aprons, gold/silver necklaces with polished ivory teeth, silver rings, fur slippers; *Other*: 25% resist Earth magic, half neutral/half evil, outstanding scent ability, extraordinary trackers, nomadic packs, avoid garlic and wolfsbane; Number: 1d12+4.

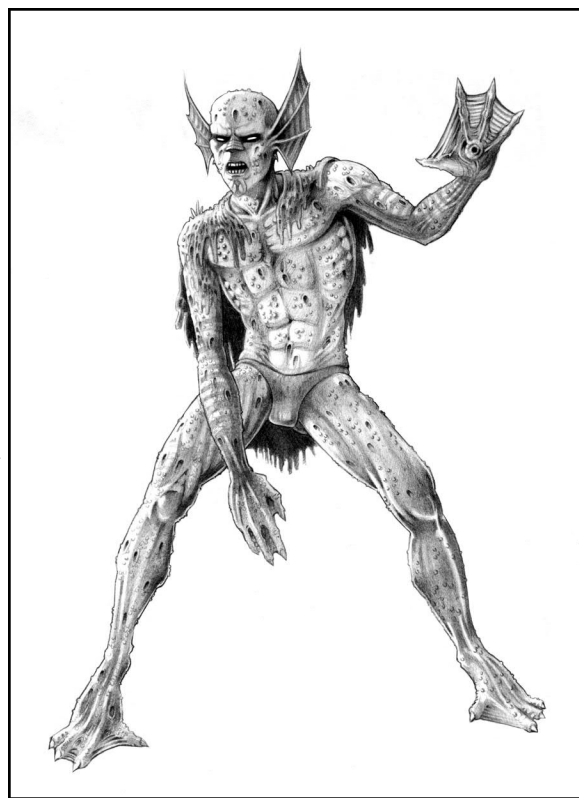
Vine, Thorn, 1d20 appearing; HD1d3+1; hp 1d10+18; Move: Not Applicable; AC 25; *Attack*: Tendril 1d6 (1d4/round); *Special Attacks*: *eye penetration* (tendril attack permanently blinds 1 eye on natural 20 roll, avoid 1d20 GTET [33-Agility]); *Special Qualities*: immune to ordinary fire; AL None; *Attributes*: Agil 20, Int 7, Str 17, Stam 20, Will 11; *Description*: A brown cable or stalk 6 inches in diameter, between 200 and 250 FT long, with clumps of 6 to 8 leaves spaced every 10 inches each leaf 8 inches long curved like a scimitar blade and 2 inches across with a 3 inch spike or spine at the end of the leaf; leaves are colored light green with a black edge or border. The vine has a dark brown 6 inch spike, spine, or thorn spaced 4 inches apart, randomly distributed around the circumference of the vine, 3/8th inch thick at the base with a needle-sharp tip. In spring and summer a bright blue flower blooms every 24 inches along its length, each flower 5 inches wide, made up of four rounded petals with a light green center. Every 10 to 12 feet the Thorn Vine has an offshoot vine up to 15 FT long with the same characteristics. Thorn Vines are often found growing along the lower limbs of trees 8 to 10 FT above the ground.

BESTIARY: VIPER TO VULTURE

Viper, Pit, 1d10 appearing; HD1d3+6; hp 1d10+25; Move: 35 FT, swim 12 FT; AC 22; *Attack*: Bite 1d8 (*poison*, paralyze in 2d12 rounds and death from heart seizure additional 2d12 rounds, save 1d20 GTET [35-Stamina]); *Special Attacks*: *mesmerize* (visual attack, snake upright and weaving its body mesmerizes all viewers, 35 FT, 1d20 GTET [26-Will]), *poison spit* (20 FT, paralyzes in 1d8 rounds lasting 6d10 minutes, save 1d20 GTET [31-Stamina], natural roll 20 blinds eyes 1d100 minutes); *Special Qualities*: can be controlled by music (save 1d20 GTET [26-Will]), excellent climber (trees), low light vision, moves silently in jungle environment, suffers double damage from cold magic, ultraviolet vision, +6 surprise to hit from behind or above; AL None; *Attributes*: Agil 12, Int 6, Stam 18, Str 15, Will 13 (21 mental control); *Description*: A black snake 9+1d6 FT long by 15 inches across, with a tapered head, red forked tongue, glowing amber eyes, a gold diamond patch on the top of the head, and two parallel gold stripes down the back.

Viper Fish; HD3-6; AC45-50 body 20-30 head [hp2d8+10]; *Attacks*: Bite hp1; *Special Abilities*: Viper Venom (50% poison on bite, save 1d20 GTET [34-Stamina], reddening/swelling, 1d4 days local numbness, 4d20 hours disorientation, high fever, reduces Stamina by 4 for 1d100 hours); Agility 14-18; *Description*: A thin flat glossy black snake-headed scaly fish to 4 FT, having a triangular dark purple neck head resembling both eel/cobra tapering to a rounded flat snout (bright yellow spots) with lidded glowing blue eyes, two small bumps on the snout forward of the eyes, and four large upper jaw fangs; which overlaps the mouth; it has a flexible purple neck to 20 inches with a small ornamental crest along the center-back, and a purple three-lobed tail (each comes to triangular point); *Other*: immune to all sea creature venom except Anemone, persons allergic to venom possible fatality, save 1d20 GTET [28-Stamina] – check every 4 hours to 40, 4d20+30 pounds good quality meat at 1d12 SP/pound [poisonous until cooked], 1d20+6 ounces toxin at 1d6+4 SP/ounce; Number: 1d6.

Vodiano, 1d8 appearing; HD1d4+6; hp 1d20+1d12+30; Move: 40 FT, swim 100 FT; AC 40; *Attack*: Claws 1d6+1, Strangle 1d10; *Weapons*: shark-tooth Sai (1d12), Trident +2 (human slayer – save 1d20 GTET [26-Stamina], Spellblade – *cold attack* 3/day, 14 FT), heavy Net (20 FT), Bolt Thrower (35 bolts, 1d4, 100 FT); *Special Attacks*: *siren song* (3/day, mesmerizes, save 1d20 GTET [37-Will] males [28-Will] females); *Special Qualities*: can only leave water for 3 hours/day, *detect good* (50 FT), *detect mortals* (150 FT), *infrared vision* (50 FT, 250 FT underwater), low-light vision, telepathic communication (200 FT), water breathing; 10/day — *shapechange* (**Giant Clam**, **Giant Eel**, **Bony Fish**, **Giant Gar**, **Giant Octopus**, or **Giant Sea Anemone**, 1 hour); AL Evil; *Attributes*: Agil 20, Int 22, Stam 25, Str 17, Will 22; *Spells*: L12 Wizard and L4 Evil Priest; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *haste potion*, *Ring of Magic Arrows* (1d10, 25 FT), *Salve of Slipperiness*, *Pipes of Sounding*, *Water Fan* (per wind fan but underwater). *Description*: Bipedal creatures about 8 FT tall, with rounded heads and webbed hands and feet. Vodiano have thick green hides covered in large white warts and moles, a large bald head, triangular ear fins with several spines, a thick horizontal bone ridge below the forehead, two glowing green eyes, a triangular-shaped ridge where the nose should be, small round mouth, and tapered chin. It has a slender neck, wide shoulders and wide hips, long muscular legs ending in a broad foot with webbing between the toes and extendable webbing around the foot, and long arms with thick muscles on the upper arm ending in a large hand with curved claws, webbing between the fingers and two white suckers on each palm. The Vodiano usually lurks near the bottom of a body of water and is covered in a thick camouflage of weeds and slime.



Vulture, Greater, 1d6 appearing; HD1d3+6; hp 1d20+60; Move: 15 FT, fly 115 FT; AC 26 [ground] 36 [airborne]; *Attack*: Bite 1d6, Claw 1d4+2 (x2, airborne); *Special Attacks*: *infection* (bite or talon, 1d6: *tetanus*, *ringworm*, *influenza*, *salmonella*, *tuberculosis*, *dysentery*, save 1d20 GTET [34-Stamina]); *Special Qualities*: deaf and immune to sound attacks, detects dying creatures (2 miles), extraordinary ability to go without water (6 days), extraordinary scent (6000 FT), extraordinary vision (5000 FT), resists air and fire magic (1d12 GTET 4), suffers double damage from water magic, unaffected by heat to 130 deg-F, unaffected by undead; 3/day — doubles flying speed 3d100 rounds; AL None; *Attributes*: Agil 10 (ground) 20 (airborne), Int 8, Stam 16, Str 18, Will 10; *Description*: A two-legged bird 8 FT long, standing 5½ FT at the shoulder and 6½ FT at the head, with large legs, a wide tail, wings that each span 16 ft across and are 5 FT wide, having a small cylindrical head, wide yellow or orange beak with a downward curved tip, a featherless tan face, two large beady black eyes, and a white tuft of feathers on top, all on a flexible featherless tan-colored neck up to 40 inches long and 5 inches in diameter. It has a squat body covered with a thick mass of long, oily, brown or grey

BESTIARY: VULTURE TO WASPS

Greater Vulture, continued...feathers (each about 7 inches by 1 inch wide), thick orange or yellow-orange skin on its legs, ending in a large four-toed foot (each with 3 forward facing toes, one rear-facing toe, and 2 to 3 inch talons on each toe), a wide white tail on its rump, the feathers 14 inches long and up to 3 inches across, making a fan covering about a 60 degree arc. They are only active during daylight. Each carcass produces 2d10+10 ounces of blood valued 1d4 GP/ounce.

Walrus; HD2-4 [hp1d10+70]; AC40-56; *Attacks*: Bite 1d6+1 Tail 1d4 land 1d8 swimming Ram 2d6 swimming; Agility 10-12 land 17-20 swimming; *Description*: A streamlined two-legged creature to 14 FT, standing 4-5 FT at shoulder with a large tail flipper; it has a broad cube-shaped head with rounded top, prominent long snout, thick bushy 1 FT whiskers, broad black nose, pale blue eyes, straight ivory tusks 3-5 FT, small ear flaps, two short front legs ending in flexible rectangular flippers; the bulky body is largest in front and tapers to a flat tail/flipper; it's cinnamon-brown hide is thick/ rubbery, covered in dense short hair, becomes white in water; *Other*: dive 15 minutes, excellent hearing, dig ice at 6 inch/round, carcass 1d4*100+90 pounds good quality meat at 3d6 CP/pound, 3d100+50 pounds blubber, tusks 2d20+10 SP, hide 1d6 GP+1d12 SP, aggressive in mating season, bulls have loud roars; Number: 1d100 mating season, 1d8+4 family.

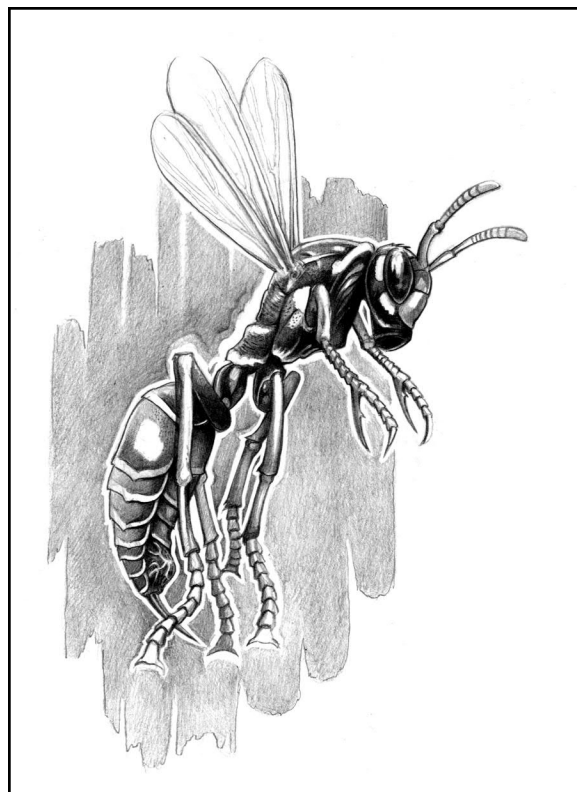
Wapiti; HD2-4 [hp3d6+40]; AC12-16; *Attacks*: Bite 1d2 Antler Gore 1d6+2 (4 opponents) Kick 1d4 (fore, 1d8 rearing) 1d6+2 (hind) Trample 2d10+4 Stampede 4d20+25; *Special Abilities*: Infrared vision; Agility 14-19; *Description*: A four-legged hoofed animal (related antelope) to 8 FT long, standing 5-6 FT the shoulder, having a large head, wide/long snout, widely spaced green eyes, large hanging ears, two racks of curving antlers (males 5+ branches/antler, 5-6 FT spread); the hide grayish brown, red-brown hair at neck chestnut mane, yellowish rump patch, short dark brown tail, older have white stripes on flank; *Other*: 35% blend into hill/ mountain environment (50% tropical), good eyesight, excellent hearing, good scent ability, running jump 16 FT horizontal 8 FT vertical, swimmer, often aggressive, active in daylight, carcass 4d100+50 pounds good quality meat at 1d8 SP/pound, hide 2d8+4 GP, antlers 4d12+15 each; Number: 1d20+60 herd 1d10 buck group.

Warbler Bird; HD0-2 [hp1d6+5]; AC8-12; *Attacks*: Beak 1d3; *Special Abilities*: Warble Attack (panic {5/day} and muscle tremor {3/day} songs, effect range 300 FT, save 1d20 GTET [30-Will], panic 1d20 minutes, tremors TH-3 direct combat/TH-6 missiles for 3d100 minutes); Agility 9-11 land 14-18 airborne; *Description*: A two-legged bird to 30 inches long, standing 20-24 inches, wings to 22 inches, having a small pointed head with crest, short pointed dark orange beak, separated pale yellow/gold eyes, small legs (four toes/foot); body feathers are yellow, wings in black/gray/olive green (uniform light brown/tan in Autumn); *Other*: rarely aggressive, active in daylight, young can be trained then loyal; Number: 1d12+20 flock.

Wasps; HD1-4, AC 10 wings 20 body; *Attacks* Bite 1d2, Stinger 1d6, Claws 1d6 (rake, airborne only); *Attributes*: Agil 12 land 17-20 airborne, Int 14, Stam 13, Str 11, Will 12; *Description*: Any of several species of giant insect that have a segmented body with a narrow waist, one to three pairs of long oval translucent wings, a head with two large compound eyes and multiple whip-like antennae and mandibles, with a 2-3 FT tail stinger; most wasps inject toxins through their stinger; *Other*: active in daylight, somewhat to very aggressive, Wasps typically carry off paralyzed prey to feed their larva; Queen four times the size of ordinary wasps (HD1d3+4, hp 2d12+60, poison save 1d20 GTET [32-Stamina]); Number 1d20 Hunting, 1d100*1d8 at nest.

Giant Mud Dauber: 6-6½ FT long, black body with red bands around first segment, red lines in wing, purple stinger, HD1-3, AC8-12, Agility 13-16 land 17-21 airborne, Bite hp1, Claws 1d2 (airborne), Stinger 1d4, Paralyzing Venom (2d20 hours, save 1d20 GTET [28-Stamina]; allergy fatal convulsions1d8 rounds, save 1d20 GTET [36-Stamina]), good sight, active in daylight, make long vertical tubes as nest, carcass 1d20+8 ounces venom at 3d12+4 SP/ounce, Queen (HD3-6, Stinger 1d10, venom save 1d20 GTET [34-Stamina]).

Giant Paper Wasp: 6-7 FT long, body gun metal-blue, royal blue bands second segment, white face/leg, blue stinger, HD2-4 [hp1d12+15], AC14-18, Bite 1d3, Claws 1d3 (airborne), Stinger 1d6, Paralyzing Venom (3d20 hours, save 1d20 GTET [30-Stamina]; allergy fatal 1d10 rounds, save 1d20 GTET [36-Stamina]), poor sight, attracted to movement, usually aggressive, venom 3d10+12 SP/ounce, makes paper tube nest to 12 FT long, Queen (HD4-7, AC20-24, Stinger 1d12, venom save 1d20 GTET [35-Stamina]).



BESTIARY: WASPS TO WENNTU

Giant Spider Wasp, HD1d3+3; hp 1d12+32; AC 30; *Attack*: Bite 1d8, Claws 1d4/pair (x4, airborne); *Special Attacks*: *stinger* (1d8, paralyzing venom – save 1d20 GTET [25-Stamina], effect 1d8 rounds, persists 1d20*8 hours, venom allergies die in 1d12 rounds); *Special Qualities*: *charm animal* (ordinary spiders, 50 FT), excellent scent ability (700 ft), immune to air magic, immune to spider venoms, *infrared vision* (50 FT), low-light vision, sensitive to vibrations (100 FT), walks on vertical surfaces and ceilings; AL Neutral; 7-8 FT long, three pairs thin membranous wings, glossy black with a yellow head, bright red bands/stripes on both body segments; most active from just before dusk and during the night hours and are very aggressive; carcass produces 2+1d8 ounces of a thick oily poison valued at 4+1d10 CP/ounce, 10+3d12 ounces of a web fluid valued at (1d4 SP plus 1d12 CP)/ounce; 1d20 giant spiders as “slave” labor at nest.

Waterbuck; HD3-4 [hp1d10+32]; AC22-26 head 12-16 body; *Attacks*: Bite 1d3 2*Antlers 1d8+2 (5 opponents) 2*Kick 1d6 (fore) Ram 1d10; *Special Abilities*: Infrared vision, Ultraviolet vision underwater; Agility 11-15 land 14-18 water; *Description*: An eight-legged creature, 10 FT two-segment body (6 FT, short constricted waist, 4 FT), bovine head, high rounded forehead, rounded snout, wide black nose, moose’s jaw, close copper eyes, two large branched antlers, and thick legs (all legs on front segment, attach to underside, above body at first knee joint then drop vertical); the head has thick red-brown hair with a white spots on snout/crown; the body/legs are glossy (thicker hair on legs); *Other*: submerge 15 minutes, walk on calm water, good hearing, immune to poisons from water plants, immune Water magic, somewhat aggressive, active dusk to dawn, scent of Dwarf causes attack frenzy TH+3, antlers 3d6+8 SP each; Number: 1d8.

Water Scorpion; HD4-7 [hp1d12+40]; AC65-75 body 30-40 head; *Attacks*: Bite 1d3 Stinger 1d10 Ram 1d12; *Special Abilities*: Stinger Venom (inject 1d20 GTET 7, save 1d20 GTET [26-Stamina], damage 1d3 for 1d8 rounds; swelling /purple-black affected part/fever, numbness – reduce Agility/Strength 1d4 points 1d100 hours; allergy fatal in 1d100 minutes, save 1d20 GTET [32-Stamina]); Agility 13-17 land 16-20 water; *Description*: A six-legged flat insect to 12 FT long (light pink body, white under), 3-4 FT at back, having a small light yellow rounded head with pointed snout, four yellow compound eyes (pairs), two 20-inch curved brown front horns on forehead, small mouth, two thick 40-inch brown/tan antennae, thick bristle whiskers to 3 FT; rows of thick bony 3 FT plates are along the back, legs attach horizontal then drop at knee joint to cupped foot; it’s 10 FT tail is long thin flexible darker yellow or yellow-brown tail tipped with 18-inch dark brown bone hook/stinger; *Other*: 50% resist Fire magic, 20% resist cold magic, walk on water mostly calm, swimmer/diver, submerge 10 minutes, carcass 2d20 plates at 2d20 CP/plate, 2d10+6 ounces venom at 1d4 SP+1d20 CP/ounce, 1d100 pounds good quality meat at 1d20+1d10 CP/pound, usually aggressive, good climbers, active dusk to dawn; Number: 1d6.

Wee Folk; HD1d6 [hp1d8+10]; AC3-8 plus armor; *Attacks*: Punch hp1 Strangle 1d6 Weapon (metal staff, blowgun, weighted rope, dagger, short bows); *Special Abilities*: Ultraviolet vision; Agility 15-25; *Description*: Thin slight green-skinned humanoids to 2½ FT, having well-proportioned oval heads, long pointed ears close to skull, thick bushy eyebrows, horizontal oval eyes in shades of blue, small pointed noses, thin dark red lips, pointed narrow chin, red to red-brown hair; slender arms end in small hand (60% five-finger, rest six-fingers); statistics: Intelligence 1d12+17, Stamina 1d8+8, Strength 1d8+9, Will 1d12+10; males often shaved heads with small beards in dark green/blue jerkins (yellow/gold decoration), bright solid color pants, moccasins; females long braided hair long in short long-sleeve halter tops, bright color knee-length skirts with many pockets, moccasins; *Other*: excellent climbers/acrobat, 1 in 150 Priest L1d8, 1 in 250 Warlock L1d6, 1 in 400 Rascal L1d10, familiar with Earth magic, half are good, villages in branches of huge trees, love puzzles/riddles, known as artificers and wood carvers, those living away from villages often in intelligence/knowledge business; Number: 3d20 clan 1d12 outdoors (with 1d8 small dogs).

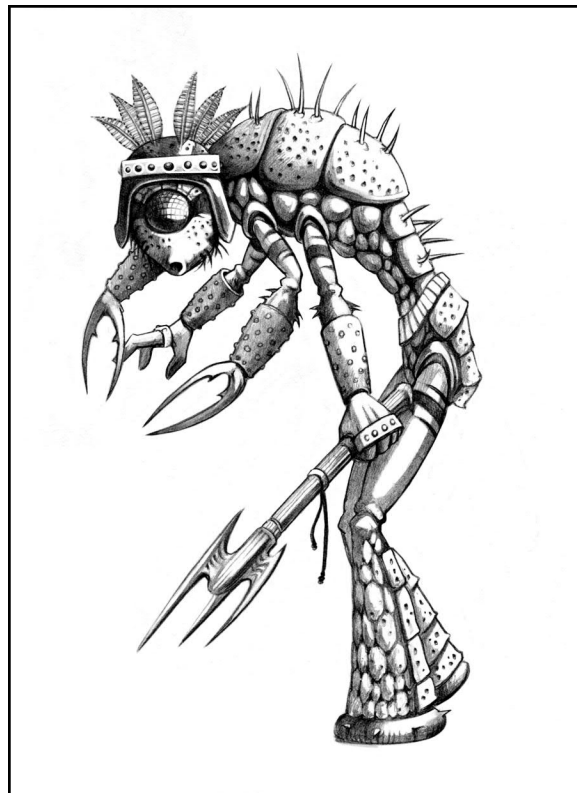
Welgan’s Elemental (Weerd); HD3-5 [hp1d10+60]; AC 30-40 (only wood/steel weapons GTET +2 can injure, AC10-20 if silver/brass/bronze/adamantine); *Attacks*: Body Strike 1d8+2; *Special Abilities*: *Summon Creature* (1/day, minor plane of water creature to HD2, 15 minutes), *Planar Portal* (1/week, to Water, 30 minutes), *Wet Zone* (50 FT radius fill fog or rain), *Huge Freeze* (water 50x20x10 FT, 24 hours), *Water Transport* (4/day, between any two bodies water to 20 miles), *detect invisible* 50 FT, *detect ethereal/phased/ displaced* 25 FT; Agility 12-15; *Description*: A blue-green snake 8-10 FT having an oval rounded humanoid head, single dark green eye over horizontal nose ridge and a slit-like mouth, two ribbed fan structures instead of ears; bottom 3 FT form bright green concentric coil (hard shell material); statistics: Intelligence 1d8+13, Will 1d10+12; skin is cold clammy and smooth, coil flows/undulates to move; *Other*: immune Water magic, double damage Fire magic, immune all poisons, not usually aggressive unless interfere in mission, must be summoned to Material Plane, always *Attacks* creatures of Air-Fire; Number: 1. Native to the Plane of Water.

Wenntu; HD2-4; AC30-36; *Special Abilities*: *Chill Touch* (Dwarf only, 1d4, save 1d20 GTET [32-Will] - reduce Stamina 1d3 for 2d12 hours AND remove 5d100 XP, death 1d100 rounds if Stamina is zero), *Panic Touch* (*Others*, save 1d20 GTET [30-Will], 60-Will rounds), *Levitate* (1/day, 100 FT, 15 minutes); Agility 13-18; *Description*: An incorporeal red or red-orange translucent Undead female humanoid, 4-4½ FT tall, having small circular faces, glowing pink eyes beady no-lid eyes, long flowing hair, small ears, many small teeth, several lower jaw fangs, dainty pointed chin; they have stocky bodies, large bosoms, short arms/legs; dress in new

BESTIARY: WENNTU TO WHALE

Wenntu, continued...grave gowns; *Other*: detect living 250 FT, cannot move through pure stone or copper/silver, all evil; Number: 1.

Werdu (Foot Soldiers of Pithius), 1d10 appearing; HD1d3+5; hp 1d20+37; Move: 35 FT, fly 75 FT; AC 46; *Attack*: Pincer 1d6 (x2); *Weapons*: heavy War Hammer, explosive grenade (1d12, 6 FT, x4), Short Bow, 30 War Arrows; *Special Qualities*: Standard Foot Soldier abilities, 3/day — *virtual images* (3d12 rounds), 1/day — *insect plague, poisonous fumes* (center 60 FT, radius 25 FT, 4d10 rounds, save 1d20 GTET [27-Will]); AL Evil; *Attributes*: Agil 14+1d6, Int 8+1d6, Stam 12+1d4, Str 11+1d6, Will 23+1d4; *Possessions*: *cure light wounds* potion, *cure moderate wounds* potion, *haste* potion, oil flask (x2), flash powder, flint & steel, rope (25 FT), bolo; *Description*: Appears as four-armed bipedal insects 5 FT 4 inches to 5 FT 10 inches tall, with rounded heads topped by six feathery antennae, a single large sparkling-silver compound eye, rounded mouth, and two pairs of arms. Werdu have slimy light brown skin on their arms and front and upper legs, and a harder shell-like covering on their necks, backs, buttocks, and lower legs. They have pincers on their upper set of arms and a five-fingered hand on the lower left arm and a three-fingered-hand on the lower right arm. Their legs end in a wide fleshy pad of a foot. Werdu wear brown studded leather armor and a *Helm of All-Seeing*. They are found in troops of 8 led by a Yiblim.



Whale (Generic); HD1-15 [hp1d100+{300-600}]; AC40-50; *Attacks*: Bite 3d12 Tail 2d12 Ram 6d12; *Special Abilities*: Ultraviolet vision; Agility 12-18; *Description*: Any of several streamlined fish-appearing species 40 to 100 FT, with large heads, four long flukes, and large two-lobed tail; *Other*: submerge 10-30 minutes, capable of capsizing small boats, can damage large ships by ram, rarely aggressive; Number: 1d20 pod.

Arctic Whale: to 60 FT, white back with blue streaks, light blue underside, glowing blue eyes, HD4-8, hp1d100+250, AC40-50, Bite 2d10, Fluke 1d8, Tail 2d10, Ram 4d12, Frost Breath (4/day, surface, 100 FT, 3d12, half 1d20 GTET [28-Agility], recharge 5 rounds), swimmer inhaled on bite (avoid 1d20 GTET [25-Strength]), immune cold magic, 50% resist Water magic, +25% Fire magic, 3d20+100 teeth at 1d12 CP each, 1d100+125 pounds bone at 1d12 CP/pound.

Baleen Whale: to 80 FT, orange eyes, dark grey hide with white under chin and under tail, HD3-6, hp1d100+600, AC40-50, Bite 3d6, Tail 2d20, Ram 4d10, swimmer inhaled on bite (avoid 1d20 GTET [28-Strength]), 2d100+100 baleen at 1d4 CP/each, 3d100+400 pounds bone at 1d3 SP/pound, good quality meat, high quality blubber.

Beluga Whale: to 25 FT, yellow eyes, light grey/pale white hide, HD1-3, hp1d100+250, AC25-35, Bite 1d10, Fluke 1d6, Tail 1d12, Ram 3d6, cannot damage large ships, high quality meat, 4d20+50 teeth at 1 CP each, 1d100+700 pounds bone at 1d3 SP/pound, active in daylight.

Blue Whale: to 225 FT, dark blue on back, tan undersides, light blue head, Intelligence 1d10+18, HD4-8, hp1d100+850, AC60-70, Bite 4d12, Fluke 3d6, Tail 5d10, Ram 3d12+80, Whale Song (2/day each: *Magic Missile Volley*, *Dispel Magical Influences*, *Float Object*, *Hold*, *Command* {Sea} *Creature*, *Wall of Water*, *Control Waves* {500 FT}, *Create Whirlpool*, *Hurricane Blast*), swimmer inhaled on bite (avoid 1d20 GTET [34-Strength]), 75% resist Water magic, high quality meat and blubber, 3d100+200 teeth at 2 CP/each, 4d100+500 pounds bone at 1d6 SP/pound, rarely aggressive unless hunted.

Gigantic Whale: to 300 FT, black hide, red face and flukes, light red tail, Intelligence 1d8+14, HD6-10, hp2d100+1200, AC80-90, Agility 15-20, Bite 6d12, Fluke 2d8, Tail 8d12, Ram 10d12, Whale song (1/day each: *Invisibility*, *Suggestion*, *Protective Wards*, *Summon Storm*, *Control Storm*, *Command Elemental*, *Drain Mage's Energy*, *Mass Confusion*, *Instant Freeze*, *Hail Blast*), swimmer inhaled on bite (avoid 1d20 GTET [38-Strength]), immune Water magic, immune any Basic-spell or Devotion-prayer, high quality meat/blubber, 4d100+800 teeth at 1d6 CP/each, 5d100+800 pounds bone at 1d6+2 SP/pound, rarely aggressive unless hunted.

Humpback Whale: to 60 FT, pink eyes, dark grey-green back/flanks, cream underside, HD2-6, hp1d100+375, AC50-60, Bite 2d12, Fluke 1d12, Tail 3d10, Ram 5d10, Whale Song (6/day from list: *Slippery Surface*, *Chill Area*, *Decrease Will*, *Siren's Song*, *Summon Undine*, *Shield from Lightning*, *Cause Sleep*, *Illusion*, *Levitate Self*, *Slow*), swimmer inhaled on bite (avoid 1d20 GTET [25-Strength]), 35% resist Water magic, immune all Basic-spells and Devotion prayer, high quality meat, medium blubber, 2d100+60 teeth at 1d3 CP/each, 3d100+250 pounds bone at 1d4 SP/pound, good at breaching water

BESTIARY: WHALE TO WILDEBEEST

Killer Whale (Orca): to 30 FT, green eyes, white face, dark blue body with white side stripe, white tail tip, pack 1d12+4, HD5-10, hp2d20+150, AC45-55, Bite 2d8+10, Fluke 1d6, Tail 4d8, Ram 3d10, inhale swimmer on bite (avoid 1d20 GTET [24-Strength]), immune any Basic-spell or Devotion-prayer, high quality meat, medium blubber, 1d100+40 teeth at 1d10 CP/each, 1d100+90 pounds bone at 1d6 SP/pound, very aggressive, cubs can train but unpredictable, good at breaching from water.

Sperm Whale: to 200 FT, green eyes, dark grey hide, white or tan on underside, HD2-6, hp2d100+1000, AC55-60, Bite 6d12, Fluke 3d12, Tail 8d12, Ram 10d12, swimmer inhaled on bite (avoid 1d20 GTET [33-Strength]), 85% resist Water magic, immune all Basic-spell and Devotion-prayer, 4d100+300 baleen at 1d8 CP/each, 1d10*250+300 pounds bone at 1d10 SP/pound, high quality meat and blubber, rarely aggressive unless hunted.

Steaming Whale (Dampfal): to 50 FT, ruby eyes, three-lobed tail, oily brown hide with dark brown underside, tan flukes, HD5-9, hp5d12+275, AC45-55, Bite 1d12+1d10, Fluke 1d10, Tail 3d10, Ram 5d10, Steam Breath (6/day, 3d8, cone 50 FT, half 1d20 GTET [30-Stamina]), recharge 6 rounds, also fogs in area), swimmer inhaled on bite (avoid 1d20 GTET [24-Strength]), immune Fire magic, double damage cold magic, medium quality meat and blubber, 3d20+30 teeth at 1d4 CP/each, 1d100+100 pounds bone at 2d20 CP/pound, usually aggressive.

Teskan's Whale: to 45 FT, white/cream with streaks of red, red eyes, HD5-9, hp1d100+200, AC50-60, Bite 2d12, Fluke 1d10, Tail 2d10, Ram 3d12, Fire Breath (10/day, surface, 100 FT, 3d10, half 1d20 GTET [30-Agility]), recharge 8 rounds), swimmer inhaled on bite (avoid 1d20 GTET [24-Agility]), immune Fire magic, double damage Air magic, 50% resist all Basic-magic and Devotion-prayer, poor quality meat, 3d20+100 red teeth at 1d10 CP each, 1d100+125 pounds bone at 1d10 SP/pound.

White Whale: to 275 FT, yellow eyes, white or cream back/flanks, light brown/tan underside, HD8-14, hp3d100+1500, AC80-90, Bite 2d12, Fluke 2d8, Tail 8d10, Ram 1d12*12, Bellow (at surface, per Sound Blast, range 150 FT air 750 FT water), swimmer inhaled on bite (avoid 1d20 GTET [34-Strength]), immune Water magic, immune all Basic-spell and Devotion-prayer, 50% resist any Lesser-spell or Mystery-prayer, high quality meat and blubber, 2d100+200 teeth at 1d8 CP/each, 1d20*20+600 pounds bone at 1d6 SP/pound, often aggressive.

Whipping Vine: HD1-3; AC10-16 [hp1d10+16]; *Attacks:* 1d6*Tentacle 1d2 (if TH roll of 20 then on 1d20 GTET 13 blind an eye 4d12 hours); Agility 13-16; *Description:* A cable/wire to 5 inches diameter by 200-250 FT long, one end anchored in an 8 FT diameter globe of bright green and red leaves; leaves are 5 inches long in a Y shape with the lobes away from the stem; dark green nodules grow every 2-3 FT along the length, each nodule has two offshoot vines to 22 FT, ending in a flexible tip; the vine grows around tree trunks or between trees 4-8 FT off ground; Number: 1d12 in area 200 FT across.

Whirlwind: HD4-7 [hp1d12-60]; AC20-30 (requires enchanted weapon to injure with damage+2); *Attacks:* Ram 1d8 (to 3 opponents); *Special Abilities:* Electrical Discharge (2d8, 10 FT radius, recharge 3 rounds, half 1d20 GTET [30-Stamina]), Gravel Storm (1/hour, 2d10, 25 FT range, half 1d20 GTET [32-Stamina]), also fogs vision and chokes); Agility 14-20; *Description:* A swirling grey funnel-shaped creature, 6-6½ FT tall, 6 FT diameter [top], pointed at the bottom; the shape is indistinct and changes/pulsates as it moves; yellow lines work across its flanks in complex branching patterns; small black puffs released from the top every 1d10 rounds; accompanied by high-pitched keening/whistling; *Other:* immune Air magic, triple damage Water magic, levitate 100 FT, 50% remain stable over water, attracted to Wizards; Number: 1. Native to the Plane of Air.

Wildcat: HD4-6 [hp3d6+30]; AC12-18; *Attacks:* Bite 1d6 2*Claw Pounce 1d8+6 (surprise) 1d4 Ram 1d8; *Special Abilities:* Shred Spine (on TH roll GTET 19 from pounce, permanent spinal damage paralyzes, avoid 1d20 GTET [32-Stamina]), Infrared vision; Agility 14-20; *Description:* A four-legged feline to 6 Ft long, 3-5 FT at shoulder, having a large head, wide and prominent snout ending in a dark brown nose, large jaw (8-12 upper fangs, 6-10 lower fangs), wide oval jade-green eyes set apart under ridges, fleshy cheeks, 8 inch thick whiskers, a high forehead, two long floppy ears; it has a thick/short/wiry mane on neck/shoulder, long legs ending in oversized six-claw fleshy paw, and a 4-5 FT rounded flexible; it's light blue pelt is thick/soft/fine, chest/underside/paws are bright white; *Other:* excellent hearing, outstanding tracker, swimmer, standing jump 14 FT horizontal 9 FT vertical, 30% blend into shoreline environment (limited invisibility), excel at silent movement, not affected rattlesnake/scorpion venom, hunting calls heard to 1000 FT, afraid of fire, cub can train (loyal), pelt 1d6 GP+1d10 SP, 1d6+6 fangs 1d4+2 GP each, 1d12 claw at 1d8+2 SP, generally aggressive, can be very curious, comfortable underground; Number: 1d10 den 1d2 hunting.

Wildebeest: HD1-4 [hp2d8+30]; AC10-18; *Attacks:* Bite 1d2 Gore 1d6+2 (2 opponents) 2*Kick 1d6 (fore, rearing) Ram 3d8 Stampede 2d100; *Special Abilities:* low-light vision; Agility 12-16; *Description:* A four-legged hoofed bovine 5-8 FT long, standing 5-52 FT at shoulders, having a wide short head, circular grey eyes located on outside, long turned-over ears, narrow snout ending in a grey nose (two nostril slits), short jaw, long/thick/glossy black mane on head/neck, 40-inch thin tail ending in brown hair tuft; they have a large fatty hump over the shoulders, long knobby legs ending in broad cleft hoof; hide is light brown hides with vertical darker-brown chevrons on flanks; *Other:* good sight, good scent ability, 15% herd spontaneously stampedes, not aggressive but

BESTIARY: WILDEBEEST TO WINGED

Wildebeest, continued...easily spooked, active in daylight, carcass 2d100+80 pounds good quality meat at 1d8+6 CP/pound, horns 1d12+10 SP each; Number: 4d20+30 herd 1d12 buck group.

White Fungus; HD0 [hp2d20+50]; AC10-20; *Special Abilities*: Cold Wave (1d8, save 1d20 GTET [26-Stamina], range 30 FT; double damage versus cold-sensitive); Agility 9-12; *Description*: A large ovoid fungus found sticking to vertical surfaces, 9-12 FT tall by 4 FT wide having a hard and tacky very bright white surface; *Other*: sticky surface (1d20 GTET [25-Strength] to unstuck weapon), double damage from lightning, triple damage from fire, boiling releases 1d10+8 pounds strong glue at 3d20 GP/pound, consumption gives Dwarves/ Gnomes/Orcs 1d6*Stamina rounds immunity to cold, poisonous to Elves, glows blue in ultraviolet vision; Number 1d8.

Wild Oxen; HD1-3; AC10-20; *Attacks*: Bite hp1 Gore 1d8 [to 4 opponents] Kick 1d4 (fore) Trample 2d12 Stampede 2d100+50; Agility 11-14; *Description*: A four-legged bovine 6-8 FT, 5 FT at shoulder, having a wide head with a wide/long snout ending in a large black nose, large wide-set blue eyes set back to the sides in hard sockets, sunken cheeks, a sloped forehead, and long, floppy ears, two thick horns (parallel to ground 2-3 FT with upturned tip), a large hump on backs over forequarters, 2 FT rope-like tail ending in a hair tuft, and strong legs with wide cloven hoof; their hides are brown with a wide variety of red/white/black/tan spots/patterns on backs/flanks; Strength 1d10+20; *Other*: moderate sprinter, good endurance, carcass 2d100+50 pounds good quality meat at 1d6 CP/pound, hide 1d12+8 CP, horn 2d20+50 CP, temperamental and easily excited, hate wolves and felines, calves can be trained (poor bond, often escape); Number: 1d100+20 herd 1d12 bull group.

Greater Musk Oxen: 6½-8 FT long, 5-6 FT should, 2-3½ FT horns, Strength 1d12+20, thick coarse red-brown hair along back/flanks, HD4-7, AC25-35, Agility 12-16, Bite 1d4 Gore 1d12 [to 4 opponents], Kick 1d6 (fore), Trample 2d12+1d8, Stampede 2d100+75, Musk Spray (15 FT cone from rear, nausea 40-Stamina rounds, save 1d20 GTET [28-Stamina] check every 4 rounds, 6/day, recharge 4 rounds, save roll 1-2 blind 1d20 rounds), generally aggressive, hide 1d10+30 CP, horn 2d12+15 SP, cannot be domesticated.

Greater Oxen: 8½-10 FT long, 6-7 FT shoulder, 3-5 FT horns, Strength 1d12+26, HD3-6, AC20-30, Agility 14-18, Bite 1d4 Gore 1d12+1d6 [to 6 opponents], Kick 1d6 (fore), Trample 3d12, Stampede 3d100+30, one-third damage Water magic, quarter damage Earth magic, horn 3 GP+3d12 SP, hide 2d20+10 SP, swimmer,

Swamp Oxen: grey with red/white/black spots, pale green ivory horn, 5-6 FT long, 4-5 FT shoulder, 1-2 FT horns, Strength 1d8+16, HD2-4, AC20-30, Agility 12-14 (land) 13-15 (swimming), Bite 1d3 Gore 1d6+4 [to 3 opponents], Kick 1d3 (fore) 1d6 (hind), Trample 2d10, Ram 2d8 (swimming), swimmers, excellent in mud/ wetland terrain, hide 1d20+1d10+10 SP, horn 1d10+12 CP, not aggressive, retreats to water.

Wild Sheep; HD0-1 [hp1d6+4]; AC8-12; *Attacks*: Bite hp1 Head Butt 1d4 Kick 1d3 (fore) 1d6 (hind) Trample 1d8 Stampede 4d12; Agility 12-15; *Description*: A small four-legged bovine 3-4 FT long, having small faces, large grey eyes set together, small/rounded snout with large black nose, short forehead, large floppy ears, short legs with hooves, short whip-like tails; colored any shade white/cream/grey/brown; *Other*: alpha male TH+1/damage+1, rarely aggressive, 2d20+15 pounds good quality meat at 2d6 CP/pound, 1d20+8 pounds rough wool at 2 CP/pound; Number: 1d20+1d8.

Barbary Sheep: 6½-7 FT long, males 1-2 FT horns, HD2-3, AC15-25, Agility 14-18, Bite 1d3, Head Butt 1d6+1, Kick 1d4 (fore) 1d8 (hind), Trample 1d10, Stampede 6d12, Infrared vision, jump 18 FT horizontal 10 FT vertical, excellent hearing, tenth damage cold magic, missile *Attacks* are at TH-2.

Bighorn Sheep: 4-6 FT long, pelt shades of grey or brown, two large spiral horns, HD1-3, AC10-20, Agility 16-20, Bite 1d3, Head Butt 1d4, Kick 1d6 (fore) 1d10 (hind), Trample 1d12, Stampede 10d12, quarter damage cold magic, missile *Attacks* TH-2, horns 1d12+8 SP, hide 1d8+20, males are aggressive,

Winged Unicorn; HD5-10 [2d8+75]; AC80-90; *Attacks*: Bite 1d6 Horn 1d12+3 (+4 damage versus evil) Kick 1d10 (fore, land) 3d6+3 (hind, land) Airborne Kick 3d8+4 (all together) Trample 3d8 Ram 4d8 (airborne) Stampede 2d100; *Special Abilities*: Telepathy (50%, 2 mile range), Regeneration (hp1d3+1, horn undamaged), Healing Horn (8/day - hp1d10 wound {limit 1/person-day}, remove disease {unlimited}, reverse poisons {50% success, 1/person-day}, breaks mental control {25% success, 1/person-day}, breaks curses {15% chance, 1/person-day}), Ethereal Gate (1/month, 15 minutes), Infrared vision, Ultraviolet vision; Agility 15-20 land 19-25 airborne; *Description*: A four-legged winged horse-like hoofed animal, 9 FT long, 72 FT shoulder, having a straight/tall equine head with triangular ears, two silver eyes, a long snout ending in a wide nose, thick mane down neck/back, and a 12-18 inch forehead spiral horn; it's feathered wings are each 7 FT by 5-6 FT long (gull's); it has heavy chest muscles, long slender legs ending in wide hoof, 20-30 inch dark bushy tail; statistics: Intelligence 1d12+13, Stamina 3d6+12, Strength 4d4+10, Will 1d12+16; it's dark coat can be black/dark grey/medium to dark brown or combinations, the wings are white/tan/cream with brown undersides; *Other*: immune Air/Fire magic, 1 in 20 Air Wizard L=HD, blends into terrain (limited invisibility, 1d20 roll GTET [30-

BESTIARY: WINGED TO WORM

Winged Unicorn, continued...Will] to find/see), always good, extraordinary hearing, good scenting ability, swims but dislike water, horn retains ability 4d100 days after death (value 3d100+1000 GP), hide 3d8+50 GP, feathers 1d6 SP each; Number: 2d6+8 herd.

Wolf Bird; HD5-6; AC18-24; *Attacks:* Bite 2d4+1 Talons 1d8 (airborne); *Special Abilities:* low-light vision; Agility 11-13 ground 15-20 airborne; *Description:* A large dark grey bird with a wingspan of at least 6 FT; the underside feathers are light grey to white in color; the back feathers are a very dark grey and are very thick (almost to form a pelt) - older birds have streaks of white or black on the back; the eyes are dark brown as are the beak and talons; the beak is very short and flat and has canine-like incisor and fangs; the Wolf Bird has a short grey tail which looks like that of a wolf; has a vocal call closely resembling a wolf; *Other:* typically lives in cold environments, tends to be aggressive in defending 'territory,' can be trained when young; Number 3d6 flock.

Woodchuck; HD0-1 [hp1d10+18]; AC8-12; *Attacks:* Bite 1d4+3 2*Claw hp1; Agility 11-13; *Description:* A four-legged rodent 4-6 FT long, standing 2-3 FT at shoulders, having a large face on a thick neck, wide cheeks, pale blue eyes in heavy eye ridges, eyebrows, small rounded ears, a cylindrical snout ending in a small grey nose, large mouth with four large front teeth (upper jaw); it's body is the stocky, thick at the rear with longer front legs, four-claw front paw, with a short wiry tail; the pelt can be any shade of brown neck/back/flanks, often tan/light brown on chest; *Other:* gnaw 2 inches wood/round, active in daylight, not aggressive (retreat underground), pelt 1d12+10 CP, 1d10+10 pounds good quality meat, considered good luck by peasants, reputed to have weather predicting ability, can often be trained; Number: 1d8 den, 1 outdoors.

Wood Rat; HD3-4; AC25-30; *Attacks:* Bite 1d6 2*Claw 1d3; *Special Abilities:* Pack Swarm (TH+1, 3d6/round), Infrared vision; Agility 14-18; *Description:* A four-legged rodent to 2 FT long having a oval/pear-shaped (wider hips), small heads tapering to front, elongated snout ending in small brown ball nose, beady yellow/light brown eyes set together, large floppy ears, short legs with four-toed foot (front 1-2 inch talons), and a long white hairless; pelts are dark brown/tan/light brown or mottled; *Other:* good hearing, good climber, dislike fire, chews wood at 2x2x1 inch hole per round, aggressive, musty/foul odor, active dusk-dawn; Number: 2d12 pack.

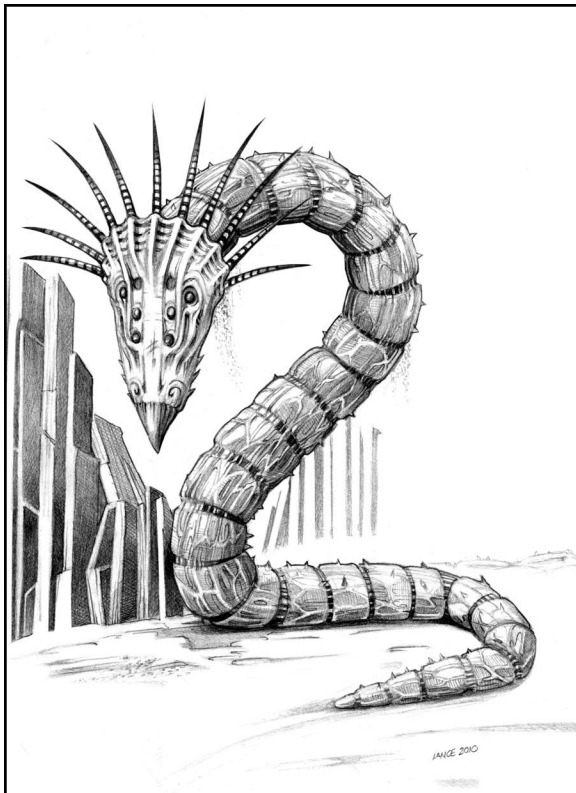
Wooly Camel (Wild); HD; AC; *Attacks:* Bite 1d6 Kick 1d6 fore/1d12 rear Trample 2d12; Agility 13-17; *Description:* A four-footed mammal 6-8 FT, 5 FT at the shoulders, resembling a bovine with a very shaggy wooly pelt which hangs down to its knees, and a single large fatty hump over the back; the Camel is typically an uneven dark brown in color with black streaks (the winter coat is nearly black); the Camel's ears are very large and floppy, it has thick eyelids with a long rounded nose; *Other:* immune to cold magic, generally found in cold regions, very great stamina and endurance, can live on very poor quality vegetation, capable of going 8 days without drinking, very sure-footed but slow, can be domesticated, pelts 1d12 SP; Number 1d10.

Worm; HD8-20, AC40-60, *Attributes:* Agil 22, Int 7, Stam 30, Str 27, Will 22; *Description:* any of several species of cylindrical creatures with eyes/mouths on the front, moving in a horizontal position by undulation, to 50 FT long by 4-10 FT diameter; AL None;

Desert Worm, HD1d4+15; hp 2d20+78; AC 48; *Attack:* Bite 3d6, Horn 2d8 (+1d12 if charging), Crush 2d12+4 (body roll); *Special Attacks:* *swallow* (-5 to hit, 2d8, opponent is completely swallowed and taken into the stomach, 1d6/round acid damage), *snatch* (-3 to hit, 1d12 damage, opponent held in worm's mouth while the worm burrows underground), *sand spit* (30 FT, 1d20+1d12, when surfacing from a burrow, spits a combination of rocks, sand, and dirt from its mouth in conical spray, half damage on 1d20 GTET [33-Agility]); *Special Qualities:* blends into a desert or sand environment, goes 3 days without water, immune to venoms of desert insects-snakes-reptile or poisons made from them, immune to earth magic, *infrared vision* (250 FT), resists Prayers (1d12 GTET 10), resists Spells (1d12 GTET 8), sensitive to vibrations through earth or stone (1 mile), ultraviolet vision, gains +5 when attacking from underground; 14+1d10 FT long having a tapered, bullet-shaped, head with four large pink eyes, a thick forward-pointed horn or spike at the end of the head, and a small slit mouth on the underside of the face, it has a spiked crest with six to ten spines behind its head; thick skin with a sandstone texture, the skin is a mixture of several shades of brown, pink, red, yellow, and orange. The body of the Desert Worm consists of ridges spaced about 20 inches apart with dips or valleys of skin between them, and the back end tapers down to nearly a point; can be active at any hour and is often aggressive; carcass produces: (1) 50+1d100 pounds good quality meat valued at 3+1d4 CP/pound, (2) 2d4 sacs or bladders of pure water with each sac being 4+1d10 gallons, and (3) 100+5d100 sq.FT good quality skin valued at 1d4 SP/sq.FT (Desert Worm skin makes an excellent filter such that any dirty or diseased water passed through it becomes clean and safe to drink).

Horned Worm: to 8 FT long, convex face with single purple eye, 5 FT bone horn from forehead, red hide with black spots, end tapers to flat with five rear-facing horns, HD2-5 [hp1d12+10]; AC50-56; Agility 13-16, Bite 1d6, Gore 1d10, Infrared vision, good sense for vibrations, large horn 1d8+6 GP, 1d4 small horns 1d3 GP+1d8 SP each, four water sacs at 1d12+10 gallon/sac, organ sac with 1d20+10 ounces purple gel at 1d4+5 GP/ounce (poison antidote), often aggressive.

BESTIARY: WORM TO



Plains Worm: to 20 FT long by 5 FT diameter, head tapers, four small brown eyes on stalks at head, single brown eye and mouth at rear end, dark brown skin with white warts, thin white circular stripes, large saw-tooth bone crest on body top (midpoint), two small saw-tooth bone crests on flanks, HD1d4+5; hp 1d20+68; AC35-45, Agility 10-14; Bite 2d10 (front), Bite 1d10 (rear), Rip 1d4 (bony ridges), Body Crush 3d12; *Special Attacks: spitting boulders* (within 1d6 rounds of surfacing, conical, 20 FT, 2d8, half damage 1d20 GTET [26-Agility]); *Special Qualities:* extraordinary heat detection (250 FT), extraordinary vibration sensitivity (1500 FT), hibernates during winter, immune to earth magic, infrared vision (150 FT), low light vision (250 FT), resists Spells (1d12 GTET 6 (except cold – suffers double damage from cold spells), 3/day — *stone to mud* (25 FT, 100 rounds), 1/day — *dust cloud* (150 FT radius, 1d20*10 rounds, reduces visibility to 3 FT); AL Neutral; *Attributes:* Agil 17, Int 9, Stam 30, Str 32, Will 17; excellent vibration detection, only aggressive when hunting.

Plyapeth Worm: to 85FT long by 10 FT diameter, tapered head, two glowing yellow eyes, line of black bristles around head, dark purple hide with white/brown scale fungus growing, HD5-10, hp3d10+120, AC70-80, Agility 14-17, Bite 3d10, Crush 4d10 (avoid 1d20 GTET [28-Agility]), swallows opponent on TH roll GTET 18 (avoid 1d20 GTET [30-Agility]), tunnel 50 FT/round, good vibration detection, immune Earth magic, triple damage Air magic, always aggressive, hide 3d12+200 square-yard at 1d8+6 SP/yard, poor quality meat.

Toothy Worm, HD1d4+5; hp 1d12+60; Bite 1d10, Spines 1d6 (each); *Special Attacks: fetid breath* (6 FT, save 1d20 GTET [26-Will], incapacitated and overcome by retching), *bite carries disease* (gangrene, save 1d20 GTET [32-Stamina]); *Special Qualities:* infrared vision (150 FT), low-light vision, tunnels

through soil at 9 ft/round; AL None; *Attributes:* Agil 15, Int 7, Str 12, Stam 24, Will 10; *Description:* A sickly purple-green worm, 14-20 FT long, up to 44 inches thick, circular mouth on its front end filled with small yellow teeth, six sharp black spikes or spines on its front upper surface, three small 4-inch eye stalks, rough/bumpy hide coated with in foul-smelling oils.

Wyvern, Black, 1d4 appearing; HD1d4+10; hp 1d20+105; Move: 50 FT, fly 120 FT, swim 30 FT; AC 35 (ground) 48 (airborne); *Attack:* Bite 1d12, Claw 1d8+1 (x2, ground), Claw 1d10 (x4, airborne), Tail 1d8; *Special Attacks: tail venom* (fatal poison after 1d20*5 minutes, immediate debilitating cramps, save 1d20 GTET [32-Stamina] if allergy [38-Stamina]); *Special Qualities:* good scent detection (250 FT, detects invisible by scent 50 FT), digs 10 cubic FT/round, extraordinary sight (1500 FT), extraordinary hearing (500 FT), hides against a swamp or marsh background, infrared vision (250 FT), low light vision (750 FT), regenerate hp2/round, unaffected by reptile or snake venoms or poisons based on reptile venom, 1/day — summon monster (1d20 **Giant Bats**, half hour); AL Neutral; *Attributes:* Agil 16 (ground) 22 (airborne), Int 9, Stam 25, Str 24, Will 16; *Description:* A four-legged winged reptile with thick snake-like body up to 20 FT long and 6 FT across, hard glossy and shiny black scales on its back, chest, and flanks with a tough grey hide on its underside whose texture resembles sandpaper. Its large head has a prominent extended snout with protruding black upper and lower fangs, oversized glowing pale violet eyes set into large thick bony eye sockets, a spiked crest around the back of its head and a leathery mane running down its neck and upper back. Its wings look like those of a large bat, each spanning 14 FT It has three five-inch white claws on each foot each razor sharp. It has a thin, tapered, tail with a leathery crest or flap running down it to a horn tip shaped like a large arrowhead 7 inches across at the base, 12 inches long, ending at a sharp point. They are generally active during daylight, are very aggressive and easily provoked, and tend toward associating with evil creatures.



BESTIARY: Xholondi to Yiblim

Xholondi; HD4-8 [hp1d10+50]; AC20-30; *Attacks*: Punch 1d3 Strangle 1d12 Weapon (whip, flail, dirk) ; *Special Abilities*: Invisibility (at will), Telekinesis (30 FT, limit 10 pounds), Innate Spells (4/day from list: *Call Flames*, *Extinguish Fire*, *Glowing Balls*, *Cause Breeze*, *Create Echo* {1 hour}, *Garble Speech* {15 minutes, save 1d20 GTET [25-Will]}, *Close Lock*, *Bind Door*, *Trip Person* {save 1d20 GTET [30-Agility]}, *Clumsy* {TH-2 modifier 40 rounds {save 1d20 GTET [30-Will]}}; Agility 12-16; *Description*: Generally invisible to normal sight; a bipedal humanoid 6-7 FT tall, with a flat horned goat's head, grey eyes set close over a thick nose ridge, wide rosy cheeks, wide mouth, square chin, long goat's ears, curly fleece on top/back of head, hoofed legs, arms ending in five tentacles; they have short necks, stocky torso with powerful upper arms, short legs ending in narrow cloven hoofs; tentacles are 16-20 inches narrowing to a flat tip (snake's skin); statistics: Intelligence 1d12+10, Stamina 1d10+9, Strength 2d6+9, Will 1d12+12; wear plain white homespun hooded robes with silver piping hem/sleeves, golden belt with 2-3 leather pouches, finely crafted sandals; *Other*: immune Air magic, 60% incline good, very curious, moves silently, no scent, language like bells, 1 in 20 Shaman L1d8, known for excellent healers (drugs, medicines, poisons); Number: 1d3. Native to the Plane of Earth.

Xian; HD5-10 [hp3d6+75]; AC35-45 plus armor; *Attacks*: Punch 1d10 Strangle 1d20 Weapon (dirk, scimitar, hand/half sword, two hand sword, halberd) ; *Special Abilities*: *Shapechange* (smoke cloud, 4/day, 10 minutes), Walk through Solids (1/day, 15 minutes), Innate Spells (6/day from list: *Create Feast*, *Water to Wine* {8 gallons}, *Lead to Gold* {2 pounds}, *Sand to Gems* {1 pound}, *Sand to Salt* {10 pounds}, *Detoxify Poisons* {1 gallon, 3 pounds}, *Cure Disease*, *Poison Immunity* {2d10 hours}, *Sea Water to Fresh* {10 gallon}, *Dispel Mental Influences*), *Ethereal Gate* (1/month, 30 minutes), See Invisible (displaced, phased, 50 FT); Agility 11-20; *Description*: A bipedal humanoid 11-12 FT tall, having wide faces, large flabby cheeks, high bald forehead, light blue eyes which apart under bushy eyebrows, prominent noses ending in large bulbs, wide mouth, thick lips, large rounded ears; males - light/thin hair on dome with thick black hair around ears/back; they have thick necks, stocky barrel-shaped bodies, massive body-builder arms, wide hands with stubby fingers, and short legs in proportion; statistics: Intelligence 1d12+10, Stamina 1d12+13, Strength 2d6+14, Will 1d12+13; males wear long beards, dress in bright/metallic silk shirts, loose/oversized pants, bright moccasins, elaborate red/blue turbans; females dress in one-piece knee-length silk dresses (low neck-line) and sleeveless vests, moccasins, small hats; *Other*: Air Wizard L1d4+2, immune Fire magic, 75% are neutral, good hearing; Number: 1d8. Native to the Plane of Air.

Yak; HD1-3 [hp1d12+40]; AC10-16; *Attacks*: Bite 1d2 Horns 1d6 (3 opponent) Kick 1d6 (fore) 1d8 (hind) Trample 3d8 Stampede 5d12; Agility 10-13; *Description*: A four-legged, horned bovine, 10-12 FT long, 4-6 FT at shoulder, having a large face, wide cheeks, small forehead, small lidded light green eyes far apart in heavy socket, thick brows, large rounded snout, small mouth, large boxy drooping ears; two horns at crown of the head curve back over head then back over snout; a large hump is on the back over front legs; a 40-inch supple tail ends in thick hair tuft; pelt is shades of brown with darker head/legs, winter hair hangs to knees/summer hair hangs just below its body; *Other*: good cold resistance, immune cold magic, 50% resist Earth magic, excellent hearing, good scent sense, poor eyesight, excellent balance, natural sense of direction, calm disposition/not prone to panic, not aggressive, hates felines, active in daylight, carcass 1d100+100 pounds good quality meat at 1d6 CP/pound, horns at 1d20 SP each, 2d12+40 pounds hair at 1d10 CP/pound; Number: 3d10+6 herd, 1d6 bull group.

Yeck; HD1d4 [hp1d12+5]; AC4-10 plus armor; *Attacks*: Punch 1d2 Strangle 1d10 Weapon (dirk, short sword, cutlass, bladed staff) ; *Special Abilities*: Infrared vision (30 FT); Agility 9-15; *Description*: A furry bipedal humanoid, 1d10+45 inches tall, having fuzzy ursine faces, large rounded ears, small forehead, bushy eyebrows, large copper eyes close together, a small jaw with wide mouth, thick furry necks, wide stocky bodies, short arms ending in a small five-fingered hand with long supple fingers; they have very short legs, no knee joint, large flexible ankle, long four-toed foot; they have thick coats of glossy dark black hair on neck/body/upper arms/legs, thinner fuzz on heads/lower arms; statistics: Intelligence 1d12+7, Stamina 1d10+9, Strength 1d8+8, Will 1d12+13; wear sleeveless leather vest over knee-length smock/tunic, wide leather belt (silver buckle), white cloth caps/berets {enchanted – invisibility, usable only by Yeck}; *Other*: good vision, sensitive taste sense, poor scent ability, immune to sea-based poison, poor climber/jumper, odor offensive to equines (non-detect by humanoids), part of language is above human hearing (high/squeaky), 50% good/30% neutral, not aggressive, jovial dispositions {not intellectual}, elaborate hand-signal language; Number: 1d10+6.

Yiblim (Sergeants of Pithius), 1d6 appearing; HD1d4+5; hp 1d20+32; Move: 30 FT, fly 40 FT, swim 20 FT; AC 40; *Attack*: Crush (grapple, 1d8), Punch



BESTIARY: Yiblim to Zoybim

Yiblim, continued... 1d6; *Weapons*: *Spear +1* (unholy, 12 FT), oversized Club, throwing rocks or boulders, *Throwing Stars +1* (40 FT); *Special Attacks*: 3/day — *rot armor* (touch, permanently reduces AC by 1d8); *Special Qualities*: *berserk* on rolls GTET 15 on 1d20, detects good 100 FT, detects mortals 200 FT, infrared vision 100 FT, limited light vision, moves through jungle/rainforest terrain silently and without a trace; 3/day — *aura of heroism* (100 FT), chameleon ability (15 minutes, disbelieve 1d20 GTET [32-Will]), *limited teleportation* (75 FT); AL Evil; *Attributes*: Agil 17+1d8, Int 9+1d8, Stam 18+1d8, Str 22+1d10, Will 23+1d6; *Possessions*: curved silver horn (range 3 miles), *cure light wounds potion*, *cure moderate wounds potion* (x2), *cure serious wounds potion* (x2), *invisibility potion*, smoke bomb (30 FT, burns 1d12+4, x2), small drum, *Splinter Staff*, platinum *Ring of Summoning* (1d8 **Ancient Silverbacks**, 20 minutes, 40 charges), *Description*: A human-headed biped (ape) 6 FT to 6 FT 6 inches tall, with wide chests, thick chest and arm muscles, and thin waists. Yiblim have large oval head with long black hair and a thick black beard, a short and wide nose, thin grey brows over narrow eye slits with glowing orange eyes, small oval eyes, 4 vertical orange horns, oversized human hands and large feet with four small toes. They have a thick dark brown fur everywhere except their hands and feet and head. They typically wear a long brown tunic (AC+15), and a wide brown leather belt with a gold buckle shaped as a spider, steel cap, steel-and-leather gauntlets, and carry a large steel shield (*reflects air magic 1d12 GTET 4*). Yiblim lead a troop of 8 Werdu.

Zarquua; HD4-7 [hp1d10+35]; AC20-30; *Attacks*: Bite hp1 2*Claw hp1 (Human, Elf, Dwarf) 3d6 (Gnome) Strangle 1d10 Weapon (mace, club); *Special Abilities*: Mental Drain (touch, Gnome only, permanent reduce Will 1 point, save 1d20 GTET [32-Will]), Infrared vision; Agility 11-14; *Description*: A thin headless 5 FT Undead humanoid with a socket/hump at the neck holding one large purple eye, having bony arms/legs, wide/flat six-toed feet; their skin is thick oily dark green (many warts/red crusted patches); wear shabby leather tunics; *Other*: good hearing, poor daylight vision, slow movement; Number: 1d4.

Zebra; HD1-4 [hp1d12+20]; AC10-16; *Attacks*: Bite 1d4 Kick 1d6 (fore) 1d+*2 (hind) Trample 2d8 Stampede 6d12; Agility 13-17; *Description*: A four-legged equine 6-7 FT long, 5 FT at shoulder, having a small head, long rectangular snout, wide black nose, large brown/red-brown, long narrow jaw, two large straight triangular ears, a wide flexible neck with dark brown, thick upper legs tapering to thin cloven hoof, and a long wiry black tail; it's underlying color is pale white/light grey with irregular/wavy black/dark brown vertical stripes, belly is cream-color; *Other*: 75% blend into savanna environment (limited invisibility), jump 20 FT horizontal 6 FT vertical, often aggressive, colts can be trained (poor loyalty), active in daylight; Number: 2d20+40 herd, 1d12 stallion group.

Zoybim, Minor Devil, 2d6 appearing; HD1d4+3; hp 1d12+20; Move: 35 FT, fly 50 FT; AC 30; *Attack*: Bite 1d2, Claw 1d3 (x2); *Weapons*: adamantite *Dagger +1*, *Dagger of Wounds* (bleed 1d6 rounds, sleep poison — save 1d20 GTET [28-Stamina]); *Special Qualities*: Standard Foot Soldier abilities, true sight, x-ray vision (6 inches of wood or 3 inches of stone or 1 inch of metal), 5/day — *call fog*, 3/day — *wall of stone*, 1/day — *visual replay* (creates a visual recreation of 100 rounds of a scene witnessed by the devil [a memory-based hologram]); AL Evil; *Attributes*: Agil 18+1d10, Int 21+1d8, Stam 10+1d6, Str 8+1d6, Will 14+1d8;

Possessions: *cure moderate wounds potion* (x2), *cure serious wounds potion*, field first aid kit, bronze spyglass (10 power), oil flask (x2), lamp, fling & steel, *Ring of Telekinesis*, *Ring of Telepathy*, *Viper Rod*; *Description*: A six-legged bat-like creature with a feline head and a forked tail. Zoybim have leathery black scalloped wings each spanning 4 FT, rounded heads with short pointed ears, small eye sockets holding glowing gold eyes, a short snout with thick gold whiskers, a small jaw with many sharp teeth, and a single vertical gold horn grows from their forehead. They have streamlined bodies up to 32 FT long a small Asail@ on their back and four-toed claws. Zoybim are mostly orange with darker brown stripes on their backs and faces. They always attempt to flee any conflict to deliver a detailed report to their infernal superiors; they often act as clerks and in other positions requiring mental abilities but not leadership skills.



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