

DR. SKULL'S

RAMPAGE AMID THE RUINS
2nd Edition

Book 5: A Jerk's Guide to Jerks

by David L. Nelson

CONTENTS

PART ONE: MONSTERS AND BEASTS p3

- 1.0 Monster Notes p4
- 1.1 Animals p7
- 1.2 Bugs p12
- 1.3 Constructs p16
- 1.4 Dragons p18
- 1.5 Elementals p19
- 1.6 Extra-Worldly Beings p20
- 1.7 Fantastic Monsters p27
- 1.8 Giants and Trolls p31
- 1.9 Lycanthropes p33
- 1.10 Magical and Other Humanoids p34
- 1.11 Oozes, Slimes and Puddings p37
- 1.12 Plant Monsters p38
- 1.13 Sylvan Creatures p39
- 1.14 The Undead p40

PART TWO: THE MORTAL SPECIES p43

2.0 Mortal Notes and Guidelines p43

2.1 Mortal Species Descriptions p45

- 2.1.1 Apeling p45
- 2.1.2 Badgermon p45
- 2.1.3 Catter p46
- 2.1.4 Changeling p46
- 2.1.5 Dogger p46
- 2.1.6 Dwarf p46
- 2.1.7 Elf and Half Elf p46
- 2.1.8 Gnoll p47
- 2.1.9 Gnome p47
- 2.1.10 Goblin, Hobgoblin, Hoborg, Bugbear p47
- 2.1.11 Halfling p48
- 2.1.12 Human p48
- 2.1.13 Kobold p48
- 2.1.14 Lizardo p48
- 2.1.15 Ogre and Half-Ogre p49
- 2.1.16 Orc and Half-Orc p49
- 2.1.17 Ratter p49
- 2.1.18 Sprite p49
- 2.1.19 Trollson p50

2.2 NPC MORTALS p51

- 2.2.1—Blood-Sucking Freaks p51
- 2.2.2—Bugmen p52
- 2.2.3—Dagonites p52
- 2.2.4—Deep Ones p52
- 2.2.5—Mahal p52
- 2.2.6--Mermaids/Mermen p52
- 2.2.7—Mi-Go p52
- 2.2.8—Old Ones p52
- 2.2.9—Snake-men p53
- 2.2.10—Span-Kee p53
- 2.2.11—Turtors p53
- 2.2.12—Wormuloids p53

February 14, 2023

INTRODUCTION: MONSTERS AND MORTALS

Rule 1: This book is meant as a help to the Judge not a restraint He can change anything about any monster encountered at any time. A player may not use anything herein to challenge a Judge's Ruling.

All the beings in the game world can be divided into 2 broad categories: Monsters and Mortals.

Monsters (which includes normal and bigger sized animals) are assigned various descriptions, such as AC and Hit Dice, damage inflicted, special abilities etc., based on the judgment of the monster designer or the campaign Judge. So, a medium-sized Ape has AC 13, because the writer of this book decided that its hide and muscle protected less than metal armor would, but more than clothes and that's as far as it goes. If a Judge decides to create a giant Snail for his campaign, he might decide that since the snail is partially covered by very hard shell, and half is just sticky goo, he will assign an AC of 16.

The Monsters' number of Hit Dice are assigned by the writer or Judge as he sees fit, with the Die Type depending on the Size that the designer decides upon. The attack bonus and saving throws are determined by the number of Hit Dice, but everything else is totally at the discretion of the Judge.

Mortals, on the other hand, use the very same rules that are presented in *Book 1: Hacklords and Hexmastery* for use by player characters. Mortals' AC is determined by the armor actually worn. Mortals' attack bonus, hit dice, and saving throws are determined from their class and level, which have the same options as player characters. Mortals use the same weapons and spells as the player characters too. The only main difference between Mortal NPCs and Player Characters, is that most Mortal NPC's of whatever class, level or species, do not generally have Ability Scores rolled for them (except for henchmen, and NPC party members who may need them from time to time). They are assumed to have an average range of 8-13 in their ability scores, with enough STR to carry their gear. The Judge may roll or assign Ability Scores to Mortal NPC's if he wishes, but it is not necessary for most game play.

PART ONE: MONSTERS AND BEASTS

1.0—MONSTER NOTES

AC: the armor class of the monster. This is the number needed on 1d20 to hit the targeted creature in melee or missile combat. It is based on a combination of speed, toughness of hide, actual armor worn etc. The maximum AC is 23.

HD: the number and type of hit die. So, 5d8 means the monster rolls 5 8-sided dice and totals them for the number of hit points of damage it can withstand. The number of dice is a combination of its frame and hardiness combined with its inherent magical nature and its fighting experience or design for fighting. The type of die is based on its size, with undead and spiritual beings getting a 1d12 substitution based on their magical nature and lack of real organs. The die typed progress as follows: Very Tiny (0-1 pt), Tiny 1d2, Small 1d4, Medium 1d6, Large 1d8, Gigantic 1d10, Undead/Supernatural 1d12.

SIZE: the size category of the monster.

VT: Very Tiny: anything less than 1 pound: 0-1 hit points, ex. A bug

T: Tiny: anything less than 20 pounds: 1d2 hit points, ex. A cat

S: Small: anything less than 90 pounds: 1d4 hit points, ex A dog

M: Medium: anything between 90 and 500 pounds, 1d6 hit points, ex. A human

L: Large: anything between 500 and 2500 pounds: 1d8 hit points. Ex. A horse

G: Gigantic: anything over 2500 pounds: 1d10 hit points, Ex. An elephant

If the word “Big” appears in the title of a monster, animal or bug description it just means that it is bigger than the ordinary real-world version. If it says “tiny”, “small”, “medium”, “large” or “gigantic” (or “giant”) it is referring to the standard size codes listed above.

MOVE: the standard movement allowance of the creature. Usually this is ground speed, although for sea creatures it might be swimming speed. If it can fly that will be noted, often with a second speed.

ALIGNMENT: each creature is rated as Lawful, Neutral or Chaotic. Lawful indicates that the creature is on the side of civilization, law, and opposes the expansion of Hell. Chaotic means the creature will put its own will, whim and lust for power over all other considerations and desires the destruction of civilization. Neutrals are those either don't understand the conflict between Law and Chaos (animals), or don't care (thieves) or believe that it will sort itself out on its own (nature spirits) or are willing to play one side against the other for profit (mercenaries) or have concerns that they deem more important than this conflict and will join whichever side will help their aims (patriots, researchers, ideologues, vengeance-seekers).

SAVE: the number or better on 1d20 needed for the creature to make a saving throw. It is usually equal to 20 minus the number of HD of the creature (to a maximum of -12). Certain monsters might have an additional adjustment, especially those with a clerical connection. A “1” or “2” rolled on a save is always a failure, a “20” is always a success.

MOR: the number of dice rolled to determine the Morale Level of any particular monster or group of monsters of this type encountered. If it says “2d6” or “3d6” simply roll that number of

dice and add them together. If it says 4d6 or more, roll that number of dice, take the highest 3 of the dice rolled and add them up for the MOR number. If the entry reads XX, it means that the creature never checks morale under any circumstance.

ATTACK BONUS: each monster gets a bonus to its attack roll which approximates its size, skill and power. This bonus is derived from its number of hit dice as follows:

Less than 1d6: +0

HD 1 to 14: +1 per hit die (for example, a 7-HD monster has +7 attack bonus)

HD 15+: +15 attack bonus

DAMAGE: the number and type of dice rolled for damage points on a successful hit by the creature in combat. There is also usually some indication of what sort of attack is being made. If there is a notation like "2 fists" or "Claws x2" it means that the monster gets that number of separate attacks with the stated damage. C/c/b stands for Claw/Claw/Bite meaning the monster can make 3 attacks, 2 claws and 1 bite each round. It might also say "+ poison" or "+ drain" or "+1 level" or "=knockdown" which are reminders of a special attack that might occur on a successful hit in combat.

SPECIAL ATTACK: any special attack the monster can make beyond normal hit point damage. Most special attacks are explained in the monster descriptions, but here are some of the most important and common ones. Some others might be Fighter Combat Trainings or Jack Skills.

Blood Drain: some monsters, once they hit continue to suck out blood in subsequent rounds without needing to make a hit roll again.

Charge x2: if the monster makes a Charge, it will inflict double damage (like a lance does).

Constrict: if the constrictor hits a target the same size or smaller than itself, it wraps its coils around the victim and will crush it for its normal melee damage each round thereafter with no need to make an attack roll. Each round the victim suffers a cumulative -1 penalty to all rolls while constricted. The victim may only attack with a dagger, fist or knife or attempt to escape by making a saving throw each round, no other actions.

Disease: the standard "disease" from monster attacks allows an immediate saving throw to avoid the effect entirely. If that fails, at the end of the day the character will get a -1 to all of his rolls. The disease progresses for 1d6 days, each day adding another -1 to all rolls. At the end of that time, the character must make a second save. If he succeeds, the disease begins to pass, improving over the same number of days as it came on. If he fails, he dies. The disease can be removed at any time before death by a Cure Disease spell.

Energy Drain: some monsters when they hit will drain away 1 or more levels of experience or HD from a character or monster. The victim can make a saving throw against this effect. If the save fails the level is lost permanently, XP total is reduced to the mid-point of the previous level. The level can be restored by a Restoration spell, or by earning sufficient XP to regain the level.

Hug Attack: bear-like monsters can often do a hug attack. If both of the paws/claws hit in a round, they add additional Hug damage without having to roll an additional attack. The next round, they don't roll an attack for their paws, just automatically inflict the hug damage. The hugged character can either make an attack with his hands or a knife/dagger that was in easy reach, or he can attempt to escape by making a saving throw.

Knockdown: a monster with this ability will cause its target to make a Save or be knocked prone whenever it scores a hit, provided that the target is of a smaller size code.

Poison: unless the description reads otherwise, the default for a poison attack is that the victim gets a saving throw. If he fails the saving throw, he falls to the ground twitching and foaming at the mouth, completely helpless and will die about 10 minutes after the combat ends, unless cured or treated. Some poisons may only paralyze, others may grant a bonus to the saving throw.

Rampage: a monster with this ability gets an extra melee attack each time it reduces a target to 0 or fewer hit points, up to a maximum of 8 extra attacks in a round.

Stun: a character that is Stunned by an effect cannot attack or make Extra Attacks for as long as the stun lasts and may only move half his normal allowance. He, however, is not prone or defenseless and maintains his full armor class and can't automatically be killed.

SPECIAL DEFENSE: any special means that protect the monster apart from Armor Class and Saving Throw are listed here. These are usually detailed in the monster description, but a few more important or more common are outlined here.

Invulnerable: an invulnerable creature cannot be injured by normal or silver weapons. It requires a magic weapon to do damage. Unless otherwise stated, it is also unable to be injured by normal torch fire or oil, only magical fire. A creature that is Invulnerable is able to hit other Invulnerable creatures in combat without any special weapon.

Save to Keep Fighting: some creatures are too ornery to die. When they go below 0 hit points, they can make a saving throw each round to keep on fighting until they reach -20 at which point they die.

Silver: a Silver-Required (shortened to Silver) creature cannot be injured by normal weapons, it requires a silver (or magic) weapon to inflict damage upon it. Unless otherwise stated, it is also unable to be injured by normal torch fire or oil, only magical fire.

Spell Resistance: when this creature is attacked by any sort of magic, roll the indicated number or less and the spell has no effect on the creature. The resistance applies to cast spells, spells cast from magic devices, scrolls or traps, but not to attacks by magic melee or missile weapons, dragon breath, gaze attacks or other natural abilities of monsters.

Undead Immunities: All undead have the following immunities: immune to all Enchantment Realm Spells, immune to Poison and Disease and immune to any other spell or effect that brings about Sleep, Mind-Reading or Charm.

VULNERABILITIES: any particular attacks that affect this monster but not most other monsters are noted here. Some examples are provided below.

Holy Water/Sacred Water/Unholy Water: a monster with this vulnerability takes damage when hit by either holy, sacred or unholy water as designated (1d8 per round for 2 rounds). Most creatures just get wet.

Wolfsbane: a creature with this vulnerability (lycanthropes) must make a save if hit by a sprig of the wolfsbane herb or flee as it were turned undead.

1.1—CHAPTER ONE: ANIMALS

Section I: APES

TYPE	Ape, Small	Ape, Medium	Ape, Large	Ape, Gigantic
AC	11	13	14	18
HD	2d4	3d6	6d8	12d10
SIZE	S	M	L	G
MOVE	30'	30'	35'	50'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	18	17	14	8
MOR	2d6	3d6	3d6	4d6
ATT. BONUS	+2	+3	+6	+11
DAMAGE	2 fists, 1d4	2 fists, 1d6	2 fists, 1d8	2 fists 1d10
SPEC. ATTACK	Bite 2d4	Bite 2d6	Bite, 2d8; Knockdown	Bite 2d10, Knockdown
SPEC. DEF.	None	None	None	None

Apes: size small and medium can be used for monkeys, baboons, gibbons, chimps, orangutans, most gorillas. Large stats can be used for the largest gorillas, white cave apes, terror-mountain apes etc. Apes normally attack with fists, but if both hit, they can make a bite attack too. A gigantic ape can do 1 point of siege damage against wooden targets.

Section II: BATS

TYPE	Bat, Small	Bat, Medium	Bat, Large	Bat Gigantic
AC	15	11	13	13
HD	1d4	2d6	5d8	10d10
SIZE	S	M	L	G
MOVE	Fly 50'	Fly 45'	Fly 45'	Fly 45'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	19	17	15	10
MOR	2d6	2d6	3d6	4d6
ATT. BONUS	+0	+2	+5	+10
DAMAGE	Bite 1d4	Bite 1d6	Bite 1d8	Bite 2d10
SPEC. ATTACK	Disease	Disease	Disease	Disease
SPEC. DEF.	None	None	None	None

Bats: real-world bats are size S at the largest, the others are fantastic fictional bats. Whenever a bat bites a victim, make a saving throw or come down with a disease (see monster notes).

Section III: BEARS

TYPE	Black Bear or Tunnel Bear	Brown Bear	Polar Bear or Cave Bear	Giant Bear
AC	12	14	15	17
HD	3d6	5d8	7d8	12d10
SIZE	M	L	L	G
MOVE	30'	35'	40'	60'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	17	15	13	8
MOR	3d6	3d6	4d6	5d6
ATT. BONUS	+3	+5	+7	+11
DAMAGE	Paws x2 1d6	Paws x2 1d8	Paws x2 1d10	Paws x2 1d12
SPEC. ATTACK	Hug 2d6	Hug 2d8, Knockdown	Hug 2d10, Knockdown	Hug 2d12, Knockdown
SPEC. DEF.	None	None	None	None

Hug Attack: if both paws hit a target a bear automatically does the hug attack damage in addition, and can continue each round thereafter without making attack rolls (see Monster Notes).

Giant Bear: a giant bear can do 1 point of siege damage against wooden targets

Section IV: BIRDS

TYPE	Bird, Small	Bird, Medium	Bird, Large	Bird, Gigantic
AC	15	11	13	13
HD	1d4	2d6	5d8	10d10
SIZE	S	M	L	G
MOVE	Fly 55'	Fly 50'	Fly 50'	Fly 50'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	19	17	15	10
MOR	2d6	2d6	3d6	4d6
ATT. BONUS	+0	+2	+5	+10
DAMAGE	Talons 1d4	Talons 1d6	Talons 1d8	Talons 1d10
SPEC. ATTACK	Beak 1d4	Beak 1d6	Beak 1d8	Beak 3d6
SPEC. DEF.	None	None	None	None

Birds: size S birds cover most real-world birds, with size M being appropriate for large flightless birds (with flying speed changed to 40' move). The other birds are for fictional and legendary birds,, like a Roc (Gigantic). If a bird hits with its talons attack, it can roll a beak attack as well.

SECTION V: CATS

TYPE	Cat, house	Puma	Lion	Tiger
AC	11	13	13	13
HD	1d2	3d6	4d8	5d8
SIZE	T	M	L	L
MOVE	35'	35'	35'	35'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	20	17	16	15
MOR	2d6	3d6	3d6	3d6
ATT. BONUS	+0	+3	+5	+6
DAMAGE	Bite 1pt	c/c/b 1d6 each	c/c/b 1d8 each	c/c/b 1d8 each
SPEC. ATTACK	None	None	Knockdown	Knockdown
SPEC. DEF.	None	None	None	None

SECTION VI: BIG CRABS (or Lobsters or Crayfish)

TYPE	Crab, Small	Crab, Medium	Crab, Large	Crab, Gigantic
AC	16	17	18	20
HD	2d4	3d6	4d8	10d10
SIZE	S	M	L	G
MOVE	10'	15'	20'	40'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	18	17	16	10
MOR	4d6	4d6	4d6	4d6
ATT. BONUS	+2	+3	+4	+10
DAMAGE	Claws x2 1d4	Claws x2 1d6	Claws x2 1d8	Claws x2 2d10
SPEC. ATTACK	-	-	-	-
SPEC. DEF.	-	--	-	--

SECTION VII: DINOSAURS

TYPE	Brontosaurus	Stegosaurus	Triceratops	Tyrannosaurus
AC	15	17	17	15
HD	30d10	18d10	16d10	18d10
SIZE	G	G	G	G
MOVE	25'	25'	30'	35'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	8	8	8	8
MOR	3d6	3d6	3d6	4d6
ATT. BONUS	+15	+15	+15	+15
DAMAGE	3d8 trample	tail 4d6	Horns 1d6/2d6/2d6	Bite 5d6
SPEC. ATTACK	Knockdown	Knockdown	Trample 4d6, Knockdown	Knockdown
SPEC. DEF.	--	--	--	--

Triceratops Trample: if a triceratops scores a natural 20 on any of its attacks, the victim must save or will be trampled for 2d12 damage.

Dinosaurs can do 1 point of siege damage against wooden targets.

SECTION VIII: DOGS AND WOLVES

TYPE	Dog	War Dog	Wolf	Monster Wolf
AC	12	13	13	14
HD	1d4	2d6	1d6	6d8
SIZE	S	M	M	L
MOVE	40'	40'	40'	60'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	20	18	19	14
MOR	3d6	4d6	3d6	4d6
ATT. BONUS	+0	+2	+1	+6
DAMAGE	1d4	1d6	1d6	2d6
SPEC. ATTACK	–	–	–	Knockdown
SPEC. ABILITY	Track by Scent	Track by Scent	Track by Scent	Track by Scent

SECTION IX: DOMESTICATED BEASTS

TYPE	Donkey	Mule	Camel	Elephant
AC	12	12	12	15
HD	1d6	2d8	2d8	10d10
SIZE	M	L	L	G
MOVE	30'	30'	45'	35'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	19	18	18	10
MOR	2d6	3d6	2d6	2d6
ATT. BONUS	+1	+2	+2	+10
DAMAGE	1d6	1d8	1d8	Smash x2 3d6
SPEC. ATTACK	–	–	–	Knockdown
SPEC. DEF.	–	–	–	--

TYPE	Goat	Sheep	Pig	Cow
AC	11	11	11	11
HD	1d4	1d4	1d6	1d8
SIZE	S	S	M	L
MOVE	30'	30'	30'	30'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	20	20	19	19
MOR	2d6	2d6	2d6	2d6
ATT. BONUS	+0	+0	+1	+1
DAMAGE	1d3	1d2	1d4	1d6
SPEC. ATTACK	–	–	–	–
SPEC. DEF.	–	–	–	--

SECTION: X: GAME ANIMALS

TYPE	Wild Boar/Dungeon Hog	Stag	Wild Bull	Mammoth
AC	13	13	14	14
HD	3d6	3d6	4d8	12d10
SIZE	M	M	L	G
MOVE	35'	50'	35'	35'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	17	17	16	8
MOR	4d6	3d6	4d6	3d6
ATT. BONUS	+3	+3	+4	+11
DAMAGE	Tusks 3d4	Antlers 2d4	Horns x2 1d8	Smash x2 4d6
SPEC. ATTACK	Berserk Rage	--	Charge x2m Knockdown	Knockdown
SPEC. DEF.	Save to keep fighting	--	--	--

SECTION XI: HORSES

TYPE	Pony	Light Horse	Medium Horse	Heavy Horse
AC	11	11	12	12
HD	1d6	2d8	2d8	3d8
SIZE	M	L	L	L
MOVE	30'	45'	40'	35'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	19	18	18	17
MOR	2d6	2d6	2d6	2d6
ATT. BONUS	+1	+2	+2	+3
DAMAGE	Kick 1d6	Kick 1d8	Kick 1d8	Kick 1d8
SPEC. ATTACK	--	--	--	--
SPEC. DEF.	--	--	--	--

Warhorses add +1 hit point per die and 1 extra morale die to the entries above

SECTION XII: LIZARDS

TYPE	Lizard, small	Lizard, Medium	Lizard, Large	Lizard, Gigantic
AC	13	14	15	16
HD	2d4	3d6	4d8	8d10
SIZE	S	M	L	G
MOVE	30'	30'	35'	40'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	18	17	16	12
MOR	2d6	3d6	3d6	4d6
ATT. BONUS	+2	+3	+4	+8
DAMAGE	Bite 1d4	Bite 1d6	Bite 1d8	Bite 1d10
SPEC. ATTACK	Disease	Disease	Disease	Disease, Knockdown
SPEC. DEF.	--	--	--	--

Each time a lizard bites a target, the victim must make a save or get a disease.

SECTION XIII: OTHER

TYPE	Big Rat	Big Weasel	Big Skunk	Crocodile
AC	12	14	13	15
HD	1d4	3d6	3d6	3d8
SIZE	S	M	M	L
MOVE	30'	35'	25'	15' Swim 30'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	20	17	17	17
MOR	2d6	3d6	2d6	3d6
ATT. BONUS	+0	+3	+3	+3
DAMAGE	1d4	2d4	Bite 1d6	Bite 1d12
SPEC. ATTACK	Disease 5%	Blood drain 2d4	Spray Stink	--
SPEC. DEF.	--	--	--	--

Big Rat: each bite has a 5% chance of causing a disease (save applies).

Big Weasel: when the weasel hits, it drains out 2d4 points of blood damage each round without needing to roll to attack.

Big Skunk: the skunk spray is 60' long, 20' wide cloud. Save or be blinded for 1d6 hours, lose 50% of STR and DEX for 1d4 turns, retreat in disgust for 1d4 rounds. All cloth and paper items, even magic ones are destroyed; all other items must be soaked for several days or you can't surprise any enemies, or make any friends.

SECTION XIV: SEA CREATURES

TYPE	Big Fish	Dolphin	Octopus, Big	Shark
AC	15	15	13	14
HD	6d6	3d6	8d6	6d8
SIZE	M	M	M	L
MOVE	50'	50'	30'	60'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	14	17	12	14
MOR	3d6	3d6	3d6	4d6
ATT. BONUS	+6	+3	+8	+6
DAMAGE	Bite 1d8	Slam 2d4	Tentacles x8, 1d6; beak 2d6	Bite 3d4
SPEC. ATTACK	--	--	--	--
SPEC. DEF.	--	--	--	--

SECTION XV: SNAKES

TYPE	Snake, small	Snake, Medium	Snake, Large	Snake, Giant
AC	11	12	13	14
HD	1d4	1d6	2d8	5d10
SIZE	S	M	L	G
MOVE	20'	20'	20'	30'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	20	19	18	15
MOR	3d6	3d6	3d6	3d6
ATT. BONUS	+0	+1	+2	+5
DAMAGE	1d4	1d6	1d8	1d10
SPEC. ATTACK	Poison or Constrict	Poison or Constrict	Poison or Constrict	Poison or Constrict
SPEC. DEF.	--	--	--	--

Each snake can either poison or constrict, never both.

Poison: this is a standard poison attack, see Monster Notes.

Constrict: if the snake hits a target the same size or smaller than itself, it wraps its coils around the victim and will crush it for its normal melee damage each round thereafter with no need to make an attack roll. Each round the victim suffers a cumulative -1 penalty to all rolls while constricted. The victim may only attack with a dagger, fist or knife or attempt to escape by making a saving throw each round, no other actions.

SECTION XVI: TOADS

TYPE	Toad, Small	Toad, Medium	Toad, Large	Toad, Gigantic
AC	11	12	12	13
HD	1d4	2d6	4d8	8d10
SIZE	S	M	L	G
MOVE	30'	30'	30'	40'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	20	17	16	12
MOR	2d6	3d6	3d6	3d6
ATT. BONUS	+0	+2	+4	+8
DAMAGE	1d4	1d6	1d8	2d8
SPEC. ATTACK	Tongue Grab	Tongue Grab	Tongue Grab	Tongue Grab
SPEC. DEF.	—	—	—	--

Toad Tongue Grab: instead of attacking for damage a toad can use its sticky tongue to grab a target that is smaller size code than itself from a distance (S=3', M=5', L=10', G=20'). If it hits it will pull the target 1d6 feet closer to its mouth each round. If the target reaches the mouth it is swallowed and suffers the normal melee damage for that sort of toad each round, while being totally helpless until he or the toad is killed. If someone hits the tongue before the victim is dragged to the mouth, the toad will flee in panic.

1.2—CHAPTER TWO: BUGS

SECTION I; BIG ANTS

TYPE	Worker	Warrior	Warrior, Large	Queen
AC	15	16	17	18
HD	1d6	2d6	3d8	8d10
SIZE	M	M	L	G
MOVE	40'	45'	50'	15'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	19	18	17	12
MOR	4d6	5d6	5d6	5d6
ATT. BONUS	+1	+2	+3	+8
DAMAGE	Bite 1d4	Bite 1d6	Bite 1d10	Bite 2d6
SPEC. ATTACK	—	—	—	—
SPEC. DEF.	—	—	—	--

SECTION II: BIG BEETLES

TYPE	Beetle, Small	Beetle, Medium	Beetle, Large	Beetle, Gigantic
AC	15	16	17	18
HD	1d4	2d6	3d8	9d10
SIZE	S	M	L	G
MOVE	30', Fly 45'	40', Fly 45'	50', Fly 50'	60'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	20	18	17	11
MOR	3d6	3d6	3d6	3d6
ATT. BONUS	+0	+2	+3	+9
DAMAGE	Bite 1d6	Bite 1d8	Bite 2d8	Bite 4d8
SPEC. ATTACK	Acid 2d6 or Charge x2	Acid 2d8 or Charge x2	Acid 4d8 or Charge x2	Acid 6d8 or Charge x2
SPEC. DEF.	None	None	None	None

Each beetle either can spit acid or do a high-damage charge, not both.

Acid Spit: some beetles can spit acid up to 20'. If it hits it does the indicated damage and the victim must make a save for his armor and shield lest they be destroyed.

Charge x2: if the beetle makes a charge attack, the melee damage is doubled.

SECTION III; BIG CENTIPEDES

TYPE	Pede, tiny	Pede, small	Pede, medium	Pede, large
AC	13	11	10	10
HD	1d2	1d4	2d6	3d8
SIZE	T	S	M	L
MOVE	15'	20'	25'	40'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	20	20	18	17
MOR	3d6	3d6	3d6	3d6
ATT. BONUS	+0	+0	+2	+3
DAMAGE	Poison (+4)	Poison (+4)	1d6+poison (+2)	1d8+poison (+2)
SPEC. ATTACK	Poison	Poison	Poison	Poison
SPEC. DEF.	None	None	None	none

Poison: centipede poison is comparatively weak and victims get either a +4 or +2 on saves against it.

SECTION IV: BIG SCORPIONS

TYPE	Scorpion, small	Scorpion, med	Scorpion, lrg	Scorpion, gig.
AC	15	16	17	18
HD	1d4	2d6	4d8	8d10
SIZE	S	M	L	G
MOVE	30'	30'	30'	40'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	20	18	16	12
MOR	3d6	3d6	3d6	3d6
ATT. BONUS	+0	+2	+4	+8
DAMAGE	c/c/s 1d2	c/c/s 1d4	c/c/s 1d6	c/c/s 1d10
SPEC. ATTACK	Poison sting	Poison sting	Poison sting	Poison sting
SPEC. DEF.	-	-	-	--

C/C/S: each scorpion can make 2 claw attacks for damage and 1 poison sting per round. Scorpion poison is standard poison (see Monster Notes).

SECTION V; BIG FLIES AND HORNETS

TYPE	Fly, Small	Fly, Medium	Hornet, small	Hornet, Med.	Death Wasp
AC	12	12	13	13	18
HD	1d4	2d6	2d4	3d6	11d10
SIZE	S	M	S	M	G
MOVE	10', Fly 45'	10', Fly 45'	10', Fly 50'	10', Fly 50'	15', Fly 60.
ALIGNMENT	Neutral	Neutral	Neutral	Neutral	Neutral
SAVE	20	18	18	17	9
MOR	3d6	3d6	3d6	3d6	4d6
ATT. BONUS	+0	+2	+2	+3	+11
DAMAGE	Bite 1d4	Bite 1d6	Sting 1d6	Sting 1d8	Sting 4d6
SPEC. ATTACK	Disease	Disease	Poison (+4)	Poison (+4)	Poison
SPEC. DEF.	Dodge Missiles	Dodge Missiles	None	None	None

Disease and Poison: these are standard, see Monster Notes, but hornet poison grants a +4 to victim's saving throw.

Dodge Missiles: it's hard to hit a fly with missile weapons, each time someone hits a fly with one, roll 1d6, and on a 3+ the fly has dodged the missile completely.

SECTION VI: WORMS AND LEECHES

TYPE	Book Worm	Rot Worm	Ear Worm	Leech, Small
AC	--	--	--	11
HD	1	1	1	1d4
SIZE	VT	VT	VT	S
MOVE	—	—	--	15'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	20	20	20	20
MOR	--	--	--	3d6
ATT. BONUS	—	—	--	+0
DAMAGE	Eats books	1pt	Eggs in head	1d4
SPEC. ATTACK	Eats books	Burrows in flesh	Eggs in head	Blood drain
SPEC. DEF.	Hard to see	Hard to see	Hard to see	Anesthetic

Bookworms: these small worms voraciously eat parchment, vellum and papyrus, destroying books and scrolls. They are very difficult to detect, requiring a Bibliophile skill check or INT d100 to find before they do damage. The smoke from the herb vermifuge will destroy them. While they will destroy most written material within 1 hour of infestation, occasionally, they will enter a torpor, based on the ink/paper chemistry and will not finish the job. When this happens, the book is called a “wormy book” and lies as a trap for the unwary. The worms in a wormy book will be awakened and ravenous when the wormy book is brought near new books or scrolls.

Rot Worms: found in dungeon garbage, if not avoided using “Searcher Skill”, the worms will burrow into a person, who must apply open flame the very first round (1d6 damage to the person) or they will chew into him, reaching his brain and killing him in 1d6 turns. A cure disease will stop them.

Ear Worms: these tiny worms live in dead wood, like dungeon doors, but crawl into warm areas, like the ears of adventurers listening at a dungeon door, in order to lay eggs. In 1d6 hours after being lain, the eggs hatch into aggressive worms that do 1 hit point of damage to the victim each turn until he is dead or a cure disease spell destroys the worms. Apart from using Searcher Skill to check the door before hand, there is no way to detect or treat the worms otherwise. The victim will simply just suddenly start to lose hit points, accompanied by splitting head pain.

Leech: leeches latch on to targets and drain 1d4 hit points per round, however, because of the strong anesthetic in their bite, they often latch on and aren’t detected by the victim until it’s too late. If he can’t see the leech (on his back etc) he must make a Saving Throw to realize it’s there.

SECTION VI; BIG SPIDERS

TYPE	Spider, tiny	Spider, small	Spider, medium	Spider, large
AC	13	12	12	14
HD	1d2	1d4	2d6	4d8
SIZE	T	S	M	L
MOVE	30'	30'	25'	20'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	20	20	18	16
MOR	3d6	3d6	3d6	3d6
ATT. BONUS	+0	+0	+2	+4
DAMAGE	Poison (+4)	1d4+ poison	1d6+poison	1d8+poison
SPEC. ATTACK	Poison	Poison	Poison	poison
SPEC. DEF.	None	None	None	none

Poison: since spiders prefer to suck the juices out of living victims, the poison they deliver paralyzes its target for 1d6 days rather than killing outright.

SECTION VIII; BIG TICKS

TYPE	Tick, tiny	Tick, small	Tick, medium	Tick, large
AC	15	16	17	18
HD	2d2	2d4	3d6	4d8
SIZE	T	S	M	L
MOVE	5'	5'	10'	15'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	20	18	17	16
MOR	3d6	3d6	3d6	3d6
ATT. BONUS	+0	+2	+3	+4
DAMAGE	1d2	1d4	1d6	1d8
SPEC. ATTACK	Blood Drain 1d2	Blood Drain 1d4	Blood Drain 1d6	Blood Drain 1d8
SPEC. DEF.	Hide in Shadows	Hide in Shadows	Hide in Shadows	Hide in Shadows

Hide in Shadows: ticks use the Hide in Shadows skill, clinging to a ceiling or tree and dropping on an enemy by surprise. Roll 1d6, if the tick rolls 3+ if has hidden successfully and gets an automatic surprise drop attack with a +2 to hit.

SECTION IX: WEEVILS

TYPE	Biscuit Weevils	Finster Weevils	Rope Weevils	Medium Weevils	Giant Weevils
AC	10	10	10	14	16
HD	1	1	1	3d6	10d10
SIZE	VT	VT	VT	M	G
MOVE	1'	1'	5'	15'	20'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral	Neutral
SAVE	20	20	20	17	10
MOR	--	--	--	3d6	3d6
ATT. BONUS	+0	+0	+0	+3	+10
DAMAGE	Special	Special	Special	1d4	2d6
SPEC. ATTACK	Food infestation	Rash	Eat Ropes	Ration Gobble	Big Rash
SPEC. DEF.	None	None	None	None	None

Biscuit Weevils: these creatures will infest and befoul the rations of anyone whom they encounter. They are easy to kill, but it's usually too late.

Finster Weevils: if someone is infested with these creatures (usually from sleeping in a dungeon), he will be covered by an irritating rash, and so will move 5' per round slower, and suffer a -2 to "to hit" rolls and Saving Throws until the rash goes away (7 days or until a Cure Disease Spell is applied).

Rope Weevils: rope weevils live on the sides of some cliffs and large trees. They love the flavor of hempen rope and will immediately swarm any piece that comes within 5' of them. A swarm can eat through a rope with great speed, roll 1d6, and they will snap the rope on anything but a 1-2.

Medium Weevils: these big-ass weevils will, if they roll a natural 18+ on an attack that hits, will, in addition to damage, will have bitten a chunk out of the target's backpack and gobbled all his food.

Giant Weevils: huge versions of finster weevils, they cause the target to save after each hit or become covered in a more intense rash that lasts 1d6 months or until a cure disease spell is used, and which causes -4 to "to hit" and Saving Throws, -10' in movement and requires spell casters to pass a saving throw each time they try to cast a spell or the spell is ruined.

1.3—CHAPTER THREE: CONSTRUCTS

Constructs are “beings” created by spells or alchemy, not imbued with actual life.

Construct Immunities: All constructs are immune to all Enchantment spells, Mind-reading, any form of Charm, Sleep or Hold effect. They are also immune to poison and disease.

ANIMATED STATUES

TYPE	Bronze	Crystal	Iron	Stone
AC	15	15	15	15
HD	4d6 (20hp)	3d6 (15 hp)	5d6 (25hp)	4d6 (20 hp)
SIZE	M	M	M	M
MOVE	25'	30'	10'	20'
ALIGNMENT	Neutral	Lawful	Neutral	Chaotic
SAVE	16	17	15	16
MOR	XX	XX	XX	XX
ATT. BONUS	+4	+3	+5	+4
DAMAGE	Weapon 2d6	Fist x2 1d6	Fists x2 1d10	Fists x2 1d8
SPEC. ATTACK	Sweep	Radiance	Smash	Lava
SPEC. DEF.	Construct immunities, Wpn Resist	Construct Immunities, Wpn Resist	Construct Immunities, Wpn. Resist.	Construct Immunities, Wpn Resist.

Bronze Statue: bronze statues are created with a large 2-handed weapon which they can use to make a sweep attack: if they are in contact with 4 or more enemies they can make a single sweeping attack roll, which is compared to the AC of all the targets, hitting any that the roll would have hit singly. Bronze statues are immune to all small weapons.

Crystal Statue: crystal statues are able to emit a flash of radiance in a 30'x30' area around themselves instead of attacking, the radiance will do 3d6 damage to all undead or demons in the area. Crystal statues are immune to clubs, batons, fists, and staffs.

Iron Statue: If both of an iron statue's fists hit (and it always targets the same guy with both attacks), the target takes an additional 1d10 points and is knocked prone. Iron statues are immune to arrows, sling stones, thrown weapons (but not crossbow bolts) and take half damage from swords, axes, and knives.

Stone Statue: a stone statue can make a single attack by projecting a blob of lava up to 60' instead of attacking with its fists, the lava does 3d8 damage. Stone statues take half damage from all melee weapons except picks, hammers and war-hammers.

GRAVEN IMAGES

TYPE	BAAL	MOLOCH	NEHUSTAN	DAGON
AC	20	18	22	19
HD	12d8 (65hp)	10d8 (55hp)	13d8 (75hp)	11d8(70hp)
SIZE	L	L	L	L
MOVE	25'	30'	45'	15'
ALIGNMENT	Chaotic	Chaotic	Chaotic	Chaotic
SAVE	8	10	8	9
MOR	XX	XX	XX	XX
ATT. BONUS	+12	+10	+13	+11
DAMAGE	Mace 4d6	Horns x2, 2d8 each	Bite 4d6	Smash 2d12
SPEC. ATTACK	Knockdown, Rampage, Hack on Run	Knock down, Kick when down, Heat	Fire Breath	Knock Down, Stand and Fight, Mighty Blow
SPEC. DEF.	Construct immunities, Wpn Resist	Construct Immunities, Wpn Resist	Construct Immunities, Wpn. Resist.	Construct Immunities, Wpn Resist.

Graven Images are statues of demonic entities that are brought to animation by possession of evil spirits

Baal is a stone image of a large animal-faced man with a mace. Baals are immune to all piercing weapons. A moloch is a bronze bull statue filled with a raging fire, it causes 1d4 heat damage each round to anyone within 5' and

is immune to all slashing weapons, A *Nehustan* is a brass winged serpent that can issue a cone of fire 40' long and 10' wide every third round doing 6d8 damage, save for half. And is immune to blunt weapons, and *Dagon* is a stone Fish-man that smashes things with its fishy face and is immune to blunt weapons.

GOLEMS

TYPE	Clay Golem	Flesh Golem	Iron Golem	Stone Golem
AC	13	11	17	15
HD	10d8 (50 hp)	8d8 (40 hp)	15d8(80hp)	12d8 (60hp)
SIZE	L	L	L	L
MOVE	25'	25'	20'	15'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	10	12	8	8
MOR	XX	XX	XX	XX
ATT. BONUS	+10	+8	+15	+12
DAMAGE	Fist 3d8	Fist x2 2d8	Weapon 4d10	Fist 3d8
SPEC. ATTACK	Unhealable Wounds; Haste 3/day; Knockdown	Smash Doors, Knockdown	Poison gas 10'x10'x10' once per 7 rounds, Knockdown	Slow spell ½ round, Knockdown
SPEC. DEF.	Invulnerable Construct immunities, Immune to most spells	Invulnerable, Construct Immunities, Immune to most spells	Invulnerable, Construct Immunities, Immune to most spells	Invulnerable, Construct Immunities, Immune to most spells

Clay Golem: 3 rounds per day a Clay Golem can hasten itself, striking twice per round. Any living being stuck by a clay golem will find the wounds will never heal until a Restoration spell is cast upon him. Only magical blunt weapons (mace, flail, club, staff, maul, baton, hammer or war-hammer) can do damage to a clay golem. Only spells of the Earth Realm can do damage to a Clay Golem. Clay golems can do 1d3 points of siege damage against buildings.

Flesh Golem: a flesh golem can smash through a wooden or reinforced door in 1 round without any roll needed. Fire and Cold spells slow the creature but do no damage. Electrical attacks heal the creature 1 hit point for each die of damage normally inflicted. The golem is immune to other spells.

Iron Golems: an iron golem can emit a cloud of poison gas 10'x10'x10' directly in front of itself once per 7 rounds. It is slowed by electrical attacks for 3 rounds and is healed by fire attacks on a point for point basis. It is immune to all other spells. Iron golems can do 1d3 points of siege damage against buildings.

Stone Golems: can cast a spell every other round. Rock to mud will slow the creature for 2d6 rounds, rock to mud will heal all damage. Stone to flesh will make it vulnerable to normal weapons for 1 round. Stone golems can do 1d3 points of siege damage against buildings.

CONTROLLING STATUES AND GOLEMS:

Animated statues will obey the creator's orders without question and that control can't be broken. Even after the caster dies, the statue will follow his last orders. Golems, however, are less stable. There is a 1% chance per round of combat that the golem will go berserk and attack all creatures in sight. If the creator comes onto the scene, he has a 10% chance per round of reestablishing control. Graven images are animated by the whim of demons who find an appealing statue or deceive mortals into making them; they cannot be controlled.

CONSTRUCTING STATUES AND GOLEMS:

Statues: to construct an Animated Statue, a magic-user or cleric must pay craftsmen to construct the form, at a cost of 100gp and 3 days of work per hit point. Then, if a magic-user, he must cast the Summon Spirits, Protection from Normal Missiles, Grip of Submission, Polymorph Other and Create Wands spells. If a cleric, he must cast Sanctify Staff spell each day for 7 days. A crystal statue may only be made by a Lawful caster who must also cast Protection from Chaos 10' radius. A stone stature may only be made by a Chaotic caster who must also cast Protection from Law 10' radius.

Golems: golems can be created by 16+ level magic-users or clerics who must pay craftsmen to construct the form, at a cost of 1000gp and 5 days work per hit point. The enchantment takes 1 day per hit point of the golem by the caster. The caster must cast Permanent and Sanctify or Create Permanent Magic items spells. Lower level casters can make Golems too, even without knowing these spells, but they must have a Book of Golems to do so, and it still takes the same amount of money and time.

1.4—CHAPTER FOUR: DRAGONS

Dragons are powerful beings that look like enormous lizards with piercing eyes, cruel fangs and heavy scales. Some dragons have wings and fly, others walk on 4 feet, and still other crawl like giant serpents. They come in 2 categories: Colorful and Metallic. The colorful dragons are either Red, Green, Blue, Black or White and are all Chaotic in alignment. The metallic dragons are either Brass, Silver or Golden, and are all Lawful in alignment.

Each dragon can use its breath weapon 3 times per day. Any target in the area of effect will take a number of hit points of damage equal to the dragon's full, unwounded, hit point total. The victims may make a saving throw for half damage. If the dragon targets a single building with its breath, it inflicts 1 siege point of damage per HD of the dragon, double damage if fire is used against wooden building.

The type of damage the breath weapon inflicts is based on its color. Red=Fire, Green=Corrosive Venom, Black=Acid, Blue=Lightning, White=Cold, Brass=Lightning, Silver=Cold, Gold=Fire. Each dragon type is immune to the sort of damage its breath weapon inflicts.

Dragons are notoriously lustful after treasure, so gold must have some sort of positive magical effect on them. Each dragon lair should have 1000gp per HD of the dragon, plus 1 gem or jewelry per HD and 1 magic item per HD of the dragon.

TYPE	5-6 HD	7-8 HD
AC	17	19
HD	5 or 6 d6	7 or 8 d8
SIZE	M	L
MOVE	30, Fly 60'	30', Fly 60'
ALIGNMENT	Color Chaos, Metal: Law	Color Chaos, Metal: Law
SAVING THROW	15 or 14	13 or 12
MOR	4d6	4d6
ATTACK BONUS	+5/+6	+7/+8
DAMAGE	Bite 2d6, clawx2 1d4	Bite 3d6, clawx2 1d6
SPECIAL ATTACK	Breath 80x30, dmg=hp; Rampage	Breath 80x30, dmg=hp; Knockdown; Rampage
SPECIAL DEFENSE	Immune to breath weapon damage type	Immune to breath weapon damage type

TYPE	9-10 HD	11-12 HD
AC	21	23
HD	9 or 10 d8	11 or 12 d10
SIZE	L	G
MOVE	30', Fly 60'	30', Fly 60'
ALIGNMENT	Color Chaos, Metal: Law	Color Chaos, Metal: Law
SAVING THROW	11 or 10	9 or 8
MOR	4d6	4d6
ATTACK BONUS	+9/+10	+11/+12
DAMAGE	Bite 4d8, clawx2 1d8	Bite 4d10, claw x2 1d10
SPECIAL ATTACK	Breath 80x30, dmg=hp; Knockdown, Rampage	Breath 80x30, dmg=hp, Knockdown; Rampage
SPECIAL DEFENSE	Immune to breath weapon damage type	Immune to breath weapon damage type

1.5—CHAPTER FIVE: ELEMENTALS

SECTION I; ELEMENTALS, PROPER

TYPE	Small	Medium	Large	Gigantic
AC	18	18	18	18
HD	4d12	8d12	12d12	16d12
SIZE	S	M	L	G
MOVE	Air 60', Others 25'	Air 60', Others 25'	Air 60', Others 25'	Air 60', Others 25'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	16	12	8	8
MOR	XX	XX	XX	XX
ATT. BONUS	+4	+8	+12	+15
DAMAGE	2d6	3d6	4d6	5d6
SPEC. ATTACK	By type	By type	By type	By type
SPEC. DEF.	Invulnerable	Invulnerable	Invulnerable	Invulnerable
VULN	Sacred Water	Sacred Water	Sacred Water	Sacred Water

Air Elemental: can transform into a whirlwind, 2 foot wide and 4 foot high per hit die it sweeps away with it any creature 2 HD or less it moves across. It inflicts 1 extra die of damage against flying creatures. Air elementals can inflict 2d4 points of Siege Damage against wooden buildings.

Earth Elemental: cannot cross a body of water, scores 1 extra die of damage against creatures touching the earth. Earth Elementals can inflict 2d6 points of Siege damage against Earth or Stone buildings and do Knockdowns.

Fire Elemental: cannot cross or enter a body of water, any creature brought to 0 hit points by a fire elemental is burnt to ashes. Fire Elementals can inflict 3d6 points of siege damage against wooden buildings.

Water Elemental: cannot move beyond 60' from a body of water. In the water it does double damage and under water it is invisible. They also do Knockdowns.

Section II: Other Element Based Creatures

TYPE	Salamander	Water Weird	Wind Walker	Xorn
AC	16	16	13	22
HD	7d12	3d12	6d12	7d12
SIZE	M	L	L	M
MOVE	25'	30'	35' Fly 60'	25'
ALIGNMENT	Chaotic	Chaotic	Neutral	Neutral
SAVE	13	17	14	13
MOR	3d6	3d6	3d6	3d6
ATT. BONUS	+7	+6	+6	+7
DAMAGE	2d6 (spear/tail)	Paralysis, drown	3d6 Wind	3 hands 1d3, 1 bite 4d6
SPEC. ATTACK	Tail constrict	Paralysis, drown	10'radius	Surprise
SPEC. DEF.	invulnerable immune to firesleep/charm/hold	Immune to sharp weapons, most spells	Invulnerable, immune to most spells	Pass through Stone, immune to most spells
VULNER	Sacred Water	Sacred Water	Sacred Water	Sacred Water

Salamander: this is a being of the element of fire that looks like a fiery snake-like creature with humanoid arms and a somewhat humanoid face. Its tail attack is a standard constriction attack (see monster notes)

Water Weird: forms in water in 2 rounds. Any hit causes victim to save or become paralyzed. Paralyzed victim is dragged into the water and drowns in 1d4 rounds. Sharp weapons do no damage to it, but blunt weapons do full damage. If it loses all its hp it can re-form after 2 rounds. It takes half damage from fire, and cold spells slow it as slow spell. Bless Food and Water spell kills the creature. Any other spell has no effect. N.B. it has only 3-HD but attacks as if it had 6.

Wind Walker: a creature of the Air Element, it is unable to be harmed by any spell except those of the Air Realm. It can attack all creatures within 10' of it with separate melee attacks.

Xorn: are creates of the Earth Element. They can pass through stone and hide in stone, surprising automatically and escaping easily. They usually demand silver and gold metal to go away, attacking if refused. They look like 3-sided pyramids with a leg, arm and eye on each side and a big mouth on the top. Xorn are immune to fire and cold based spells and take half damage from electricity. It is stunned by any spell that moves earth, and takes 1d10+10 points of damage from Passwall. Most other spells have no effect.

1.6—CHAPTER SIX: EXTRA-WORLDLY BEINGS

Spirits, angels and demons are creatures whose real substance is not of earthly matter. Their natural home is in the heavens, the spiritual otherworld or the pits of the yawning abyss. These beings can only enter our world by magical means, whether through a portal, summoning spell or sending of a god. Once in the world, they are clothed in earthly matter to be able to deal with the material world. If they are “killed” in the earthly world, their spirit simply returns home.

SECTION I: COMMON SUMMONED BEINGS

TYPE	Soldiers of the Heavenly Host	Berserkers of Valhalla	Demonic Warrior
AC	17	15	19
HD	3d12+3	3d12+3	3d12+3
SIZE	M	M	M
MOVE	30	30	30
ALIGNMENT	Lawful	Neutral	Chaotic
SAVING THROW	15	17	17
MOR	XX	XX	XX
ATTACK BONUS	+3	+3	+3
DAMAGE	1d8+2 bastard sword	1d6+2 sword+2 more rage	1d6+2 sword
SPECIAL ATTACK	Rampage, Mighty Blow	Berserker Rage, Rampage	Rampage, Stand and Fight
SPECIAL DEFENSE	25% resistance to spells	25% resistance to spells	25% resistance to spells
Vulnerability	Affected by Unholy Water		Affected by Holy Water
TYPE	Invisible Stalker	Minor Spirits	Hell Hounds
AC	17	13	16
HD	8d12	1d6 (½ 1d12)	4-7 d12
SIZE	M	M	M
MOVE	Fly 180'	30', Fly 30', move through walls	30'
ALIGNMENT	Neutral	Any	Chaotic
SAVING THROW	12	19	13-16
MOR	XX	3d6	5d6
ATTACK BONUS	+8	+0	+4 to +7
DAMAGE	4d4 Slam	1d4 (touch)	1d10--bite
SPECIAL ATTACK	Invisible Attack (+2)	--	Fire Breath, Stealth
SPECIAL DEFENSE	Always Invisible		Immune to Fire
Vulnerabilities	—	Affected by Holy/Unholy water; banished by silver	Affected by Holy Water

Soldiers of the Heavenly Host: these beings appear as warriors in shining mail and are sent where the gods and Lords of Order deem. These are the beings summoned by the *Summon the Faithful* 6th level cleric spell and can be summoned by a *Summon Monster II* spell. Their 25% spell resistance does not apply to the spell that summons them.

Berserkers of Valhalla: these are the spirits of warriors who love battle and have been sent back to Earth to fight for glory and the love of fighting. They can use the Berserker Rage adventurer skill. These are the beings summoned by a *Horn the War Gods* magic item and can be summoned by a *Summon Monster II* spell. Their 25% spell resistance does not apply to the spell that summons them.

Demonic Warriors: These are minor demons in humanoid form or ghosts of the damned sent to aid the forces of Chaos on earth. These creatures can be summoned by a *Summon Demon* magic-user spell and can be summoned by a *Summon Monster II* spell. Their 25% spell resistance does not apply to the spell that summons them.

Invisible Stalker: these are air elementals of a sort, summoned by an *Invisible Stalker* spell to complete tasks for a magic-user. They are naturally invisible and so they get a +2 to hit any creature that cannot see the invisible.

Minor Spirits: These are minor heavenly servitors, ghosts or demons who can sometimes be sent to do tasks on earth. They can pass through walls without difficulty and can communicate with their summoner. Lawful spirits are vulnerable to Unholy Water and Chaotic spirits are vulnerable to holy water. None of them can penetrate a circle of protection or divine circle, ever. These are the spirits summoned by the M-U 2nd level *Summon Spirits* spell. An *Invisible Chuggins* summoned by the first level M-U spell is also a minor spirit especially constrained and shrouded by the spell.

Hell Hounds: these are demonic dogs who are excellent trackers (3+ on 1d20) and can breath fire (10' range, 1/round in addition to bite, 1hp of damage per HD, save for half). Hell Hounds can be commonly summoned by a *Greater Monster Summoning* magic-user spell.

SECTION II: DEMONS

The various regions of the Hell of the yawning Abyss that stands beneath the World and the Realms of the Gods are populated by demons of an infinite number and variety. Demons need some sort of magical aid to come to earth but are fearsome and dangerous when they do. The power of demons is directly related to their size. Included below are a sample of demons, but there are infinitely more types.

SMALL DEMONS

TYPE	Spitting Imp	Angry Grabber	Spiny Jerk
AC	14	14	15
HD	2d12	2d12	2d12
SIZE	S	S	S
MOVE	30' Fly 40'	30'	30'
ALIGNMENT	Chaotic	Chaotic	Chaotic
SAVING THROW	18	18	18
MOR	2d6	2d6	3d6
ATTACK BONUS	+2	+2	+2
DAMAGE	1d4 bite	Claws x2, 1d4	Weapon 1d8
SPECIAL ATTACK	Acid spit, 2d6;	, Grip of Pain	Shoot spikes 1d4
SPECIAL DEFENSE	25% spell resistance, invulnerable	25% spell resistance, invulnerable	25% spell resistance invulnerable
VULNERABILITIES	Holy Water	Holy Water	Holy Water
SPELLS	Invisibility	Grip of Pain	--

Spitting Imp: a spitting imp is a small demon with wings that can spit a stream of acid up to 20', hitting a target for 2d6 acid damage once per 3 rounds. The victim can make a saving throw to avoid the damage, but failing the save requires that the victim make additional saves for his shield and armor lest they be destroyed by the acid.

Angry Grabber: angry grabbers tend to swarm a target in large numbers attacking with their claws. If either claw hits, in addition to damage, the target must make a saving throw or be affected by a Grip of Pain spell. They look like little, hideously ugly ogres with arms and hands way out of proportion to their bodies.

Spiny Jerk: looking like a demonic porcupine with muscular arms and man-hands, the spiny jerks will usually attack with a weapon like a morning star, spear or pitch-fork of some kind and also can shoot sharp quills out of its body at a second target within 30' for 1d4 damage.

MEDIUM DEMONS

TYPE	Flying Chomper	Hellfire Smasher	Deceiver
AC	15	15	15
HD	4d12	4d12	4d12
SIZE	M	M	M
MOVE	30' Fly 40'	30'	30', Fly 40'
ALIGNMENT	Chaotic	Chaotic	Chaotic
SAVING THROW	16	16	16
MOR	4d6	4d6	3d6
ATTACK BONUS	+4	+4	+4
DAMAGE	2d6 bite	2d6 Hell Flail (L)	Weapon 1d6
SPECIAL ATTACK	bite off limbs	Fire 1d4 all within 5', Knockdown	Spells
SPECIAL DEFENSE	35% spell resistance, invulnerable	35% spell resistance, invulnerable	Shape Change, 35% spell resistance, Invulnerable
VULNERABILITIES	Holy Water	Holy Water	Holy Water
SPELLS	---	Grip of Pain	Various see below

Flying Chomper: the flying chomper looks like a huge mouth in a smallish rat-like head out of which tiny arms and legs hang and large bat-like wings stretch forth. Anytime it hits with its bite attack and rolls 9+ damage points, the victim must make a saving throw or the chomper has bitten off an arm or leg.

Hellfire Smasher: this creature looks like a man-sized pig-man, surrounded by flames, carrying a fiery flail. Any being within 5' of the smasher takes 1d4 points of fire damage each round. The flail, as a large weapon, can inflict a knockdown to small and medium targets.

Deceiver: the deceiver has no natural form, but can change its shape to that of any small, medium or large size creature, with the same rules as a Polymorph Self spell (but it is a natural ability, not a cast spell). The deceiver can

use any enchantment, necromancy or illusion spell of levels 1-4 as regular cast spells. Their goals on earth is to do favors for people, in exchange for some terrible price.

LARGE DEMONS

TYPE	Bat of Hell	Hellspawn Sorcerer	Fiendish Champion
AC	17	17	19
HD	8d12	8d12	8d12+8
SIZE	L	L	L
MOVE	20' Fly 90'	30'	30'
ALIGNMENT	Chaotic	Chaotic	Chaotic
SAVING THROW	12	12	12
MOR	4d6	4d6	6d6
ATTACK BONUS	+8	+8	+8
DAMAGE	Claw x2, 1d6+drain	Claws x2,1d6	Mighty Axe 2d8+4
SPECIAL ATTACK	energy drain, fear aura	Spells	Knockdown/Stun Rampage
SPECIAL DEFENSE	50% spell resistance, invulnerable	50% spell resistance, invulnerable	50% spell resistance, invulnerable
VULNERABILITIES	Holy Water	Holy Water	Holy Water
SPELLS	--	See Below	--

Bat of Hell: the bat of hell looks like a hippopotamus sized bat crackling with dark energy with a face out of nightmares. Any hit with its claws requires the victim to make a saving throw or suffer the loss of 1 level due to energy drain. Any creature that a Bat of Hell flies over must make a saving throw or flee for 1d4 rounds.

Hellspawn Sorcerer: appearing as a goat-legged, red-skinned, humanoid with a pointed beard and horns. While they sometimes attack with claws, they will usually cast a spell. They know all necromancy, enchantment, illusion, protection, structure, grip, knowledge, summoning and perception spells of level 1-6.

Fiendish Champion: appearing as an ogre-like, purple-hued, armored warrior with a mighty axe. The champion can use the Fighter Rampage ability up to 8 times per round. Every time the mighty axe hits, the target must make a saving throw or be knocked prone and stunned for 1 round.

GIGANTIC DEMONS

TYPE	FIERY TERROR	GREAT FEASTER	DEMON LORD
AC	21	22	23
HD	12d12	16d12	20d12
SIZE	G	G	G
MOVE	30', Fly 40'	25'	40', Fly 80'
ALIGNMENT	Chaotic	Chaotic	Chaotic
SAVING THROW	8	8	8
MOR	4d6	5d6	6d6
ATTACK BONUS	+12	+15	+15
DAMAGE	Fist x2 2d12	Gaping Maw: 5d10 damage	X2 weapons or claws 2d12 each
SPECIAL ATTACK	Stun/Knockdown Fiery Inferno	Vast Swallow	Quickness, Rampage Cancellation
SPECIAL DEFENSE	70% spell resistance, invulnerable	70% spell resistance, invulnerable	90% spell resistance, invulnerable
VULNERABILITIES	Holy Water	Holy Water	Holy Water
SPELLS	--	--	Many, see below

Fiery Terror: this being looks like might giant with huge wings and a covering of ever-burning fire. Any time it hits a S,M or L sized target with its fist, the victim will automatically be knocked down and then must make a saving throw or be stunned for 1d4 rounds. The Terror is surrounded by a curtain of flame in a 10' radius, which inflicts 1d8 hit points of damage to all targets within the radius each round, this also ignites all flammable objects.

Great Feaster: feasters are huge primordial demons that look like an immense mound of huge mouths, arms and insect-like legs, it covers a 100'x100' area. Each round it attacks a target for 5d10 damage, but can make up to 20 attacks on 20 different targets each of which has 3-HD or less, any hit means target has been swallowed and destroyed.

Demon Lord: these are a collection of the most powerful demons each of which rules over a large section of the infinite abyssal hells. Their quickness allows them to make 3 actions per round (2 attacks and 1 move, or 2 moves and 1 attack). A demon lord can change form at will, as the Polymorph Other spell. A demon lord's touch acts a rod of cancellation, destroying 1 magic item worn or carried by a target on each hit. The demon lord can cast any cleric spell, except those of Law or Neutrality types, and also any necromancy or illusion spells.

OTHER DEMONIC ENTITIES

TYPE	Night Hag	Night Mare	Rakshasa
AC	11	20	22
HD	8d12	6d12	7d12
SIZE	M	L	M
MOVE	25'	35', Fly 60'	35'
ALIGNMENT	Chaotic	Chaotic	Chaotic
SAVING THROW	12	14	13
MOR	2d6	4d6	3d6
ATTACK BONUS	+8	+6	+7
DAMAGE	Claw 2d6	Hooves x2 2d4+2	Claws x2 1d4
SPECIAL ATTACK	Con drain	Fire 1d4 all within 5', blinding smoke	
SPECIAL DEFENSE	65% spell resistance, invulnerable, immune to sleep, charm, cold, fire, fear	35% spell resistance, invulnerable	75% spell resistance, shape change invulnerable
VULNERABILITIES	Holy Water	Holy Water	Holy Water
SPELLS	Greater Sleep Spell, Stone Missile Invisibility	None	Various see below

Night Hag: the Night Hags are a species of demon that have discovered a means of coming to the world to slay the Lawful and corrupt and destroy mortals. They use invisibility to creep up on lone mortals, often when asleep. They then cast a Greater Sleep Spell which can put any mortal with less than 15-levels or HD to sleep, it will then attack. It will make up to 7 attacks that will not awaken the victim, each hit drains 1 point of CON on a failed save. It will return night after night until all CON of the target is gone and the Night Hag steals its soul. In regular combat, each claw does 2d6 damage and requires a save or loss of 1 CON. In combat it also casts a Stone Missile Spell which launches 4 missiles per spell.

Night Mare: this is a demonic horse used by various demons and undead as a steed. It is shrouded by unholy fire, causing 1d4 points of damage to mortals and animals within 5' of the demon. Also, when a mortal or animal comes within 5' of the demon, he must make a saving throw or will be partially blinded by the smoke of the beast, suffering -2 to hit roll for the next 10 minutes.

Rakshasa: Rakshasas are demons who have discovered a way onto Earth to terrorize, eat and rule over mortals. They can change their outward appearance at will to any S,M,L form (as Polymorph Self spell). They can cast any Illusion, Perception, Enchantment, Necromancy or Grip spell up to level 4.

SECTION III: ANGELS AND LAWFUL SPIRITUALITIES

The Lawful Gods and other Lords of Order each employ (and even count as friends) numerous spiritual beings as aids, messengers and soldiers in their war to prevent the forces of Chaos from absorbing the universe into the churning chaos of the hellish abyss. Many of them are known as Angels, but there are other types as well.

TYPE	Messenger Angel	Comforter Angel	Guardian Angel
AC	17	15	19
HD	6d12	6d12	6d12+6
SIZE	M	M	M
MOVE	30' Fly 40'	30'	30', Fly 40'
ALIGNMENT	Lawful	Lawful	Lawful
SAVING THROW	14	14	14
MOR	4d6	4d6	5d6
ATTACK BONUS	+6	+6	+6
DAMAGE	2d6 Rod	2d6 Staff	3d6 Flaming Sword
SPECIAL ATTACK	--	--	Paralysis, Rampage
SPECIAL DEFENSE	50% spell resistance, invulnerable	50% spell resistance, invulnerable	50% spell resistance, invulnerable
VULNERABILITIES	Unholy Water	Unholy Water	Unholy Water
SPELLS	Mind Reading Speak Languages Read Languages Disguise	Cure Wounded, Encourage, Bless, Neutralize Poison, Cure Disease, Remove Curse	Sanctuary, Divine Circle, Protection from Chaos

Messenger Angel: these are the most commonly encountered angels, appearing in a disguised form to give a message from the gods to chosen mortals or to do some other minor task for the gods. Their natural form is a shining golden humanoid.

Comforter Angel: these are sent to give help and comfort to the faithful at the command of the gods. They appear on earth in the form of kindly, older members of any of the mortal species (usually of the lawful end of the spectrum). They prefer to help and mend rather than fight, but will fight if compelled.

Guardian Angel: these are sent by the gods to protect places or individuals from harm. They generally appear as silver-hued humanoids with wings. Each hit with their flaming sword forces the target to make a saving throw or be paralyzed for 1d4 rounds.

TYPE	Herald Angel	Restorer Angel	Archangel
AC	21	20	23
HD	12d12	16d12	20d12
SIZE	M	M	M
MOVE	40' Fly 80'	40'	40', Fly 80'
ALIGNMENT	Lawful	Lawful	Lawful
SAVING THROW	6	6	6
MOR	4d6	4d6	5d6
ATTACK BONUS	+12	+15	+15
DAMAGE	3d6 Rod	3d6 Staff	4d6 Sword
SPECIAL ATTACK	--	--	Quickness
SPECIAL DEFENSE	75% spell resistance, invulnerable	75% spell resistance, invulnerable, invisible	90% spell resistance, invulnerable
VULNERABILITIES	Unholy Water	Unholy Water	Unholy Water
SPELLS	All cleric spells except Chaos/Neut.	All cleric spells except Chaos/Neut.	All cleric spells except Chaos/Neut.

Herald Angel: these angels are sent to deliver important announcements publicly to the multitudes or as messengers from one divine being to another. They appear as magnificent humanoids with great wings.

Restorer Angel: sent as relief to the faithful in times of great trouble, these angels are always invisible on the mortal plane. The healing spells of a Restorer angel have an area of effect of a 100' radius, each one curing 10 times the normal number of targets.

Archangel: each Lawful god, goddess or lord of order has an archangel to act as the marshal and constable over all his angels. It is only in gravest circumstance that such a being is seen on earth. The archangel's quickness allows it to make 3 actions per round (2 attack actions and 1 move, or 2 moves and 1 attack). Archangels can do a fighter rampage (8 times per round) and any other combat maneuver, including those restricted to fighters.

TYPE	Shedu	Lammasu	Divine Eagle
AC	16	14	19
HD	9d12	7d12	11d12
SIZE	L	L	L
MOVE	30' Fly 50'	30' Fly 50'	10', Fly 180'
ALIGNMENT	Lawful	Lawful	Lawful
SAVING THROW	11	13	9
MOR	4d6	4d6	5d6
ATTACK BONUS	+9	+7	+11
DAMAGE	Hoof x2 1d6	Claws x2 1d6	Claw/Claw/ Beak 1d10 each
SPECIAL ATTACK	--	--	--
SPECIAL DEFENSE	25% spell resistance, invulnerable	25% spell resistance, invulnerable	60% spell resistance invulnerable
VULNERABILITIES	Unholy Water	Unholy Water	Unholy Water
SPELLS	Mind Reading All enchantment spells	All 1-4th level cleric spells, dimension door, invisibility	Mind Reading Speak Languages

Shedu: Shedu are Lawful supernatural beings sent to earth to combat Chaos, especially demons. They look like horses with large wings and a bearded head like a dwarf. They can be found as guardians of Lawful holy sites.

Lammasu: Lammasu are Lawful supernatural beings sent to earth to thwart Chaos and aid the faithful. They look like large, maned lions with wings and human-like faces.

Divine Eagle: These huge eagles patrol the air, helping the just against the deprivations of Chaos and sweeping the skies for flying creatures of destruction. Some gods use them as mounts or to carry objects for them.

SECTION IV: NEUTRAL SPIRITS

TYPE	Valkyrie	Corvus	Nymph
AC	17	15	12
HD	8d12	6d12	6d12
SIZE	M	M	M
MOVE	30' Fly	10' Fly 200'	30'
ALIGNMENT	Neutral	Neutral	Neutral
SAVING THROW	12	14	14
MOR	6d6	4d6	5d6
ATTACK BONUS	+8	+6	+6
DAMAGE	2d6 Sword	2d6 Beak, Talons	1d2 slap
SPECIAL ATTACK	Rampage	talons make grip spell attack	Paralysis
SPECIAL DEFENSE	50% spell resistance, invulnerable, invisible at will	50% spell resistance, invulnerable, invisible at will	50% spell resistance invulnerable
SPELLS	All protection spells	All knowledge, grip and perception spells	All enchantment spells

Valkyrie: these battle-maidens from the Otherworld serve warlike gods, harvesting the souls of great warriors for them and doing other tasks. They can maintain their invisibility, which extends to their mounts, even when they make attacks. Their mounts are Pegasi with maximum hit points and invulnerability

Corvus: a corvus is a divine raven, crow, or sometimes even an owl or vulture, that serves a god as a scout, spy or deliver of a warning. If they attack they will inflict a grip spell attack with their talons, and regular damage beak attacks.

Nymph: these beautiful divine maidens are sent from the Otherworld to protect areas of wilderness such as a section of a wood, stream, pool etc. They are rarely aggressive, but use enchantments to bind mortals to their purposes. A slap from a nymph does little damage, but the target must make a saving throw or become paralyzed for 1d4 rounds. Nymphs often serve River, Forest, or Mountain Lords and Ladies.

TYPE	Lares	Corybantēs	Wise Serpent
AC	14	16	19
HD	4d12	4d12+4	11d12
SIZE	M	M	L
MOVE	30' Fly 40'	30'	30', Fly 40'
ALIGNMENT	Neutral	Neutral	Neutral
SAVING THROW	16	16	9
MOR	4d6	4d6	5d6
ATTACK BONUS	+4	+4	+11
DAMAGE	2d6 Rod	1d6+2 sword	Bite 2d8+paralysis
SPECIAL ATTACK	Hold Person	Rampage	constrict
SPECIAL DEFENSE	25% spell resistance, invulnerable, invisible at will	25% spell resistance, invulnerable	70% spell resistance invulnerable
SPELLS	All protection spells	--	All knowledge and divine will spells

Lares: lares are the spirits of ancestors of a particular clan, clan or house. If the people protected by the Lares have given them ritual worship and respect they will intervene against an assault on them. Typically, the Lares remain invisible and cast protection spells or hold person.

Corybantēs: these are ancient warrior spirits in service to Neutral gods. They look like silver-skinned human or elven warriors wearing bronze armor. They can use any combat maneuver, even those restricted to fighters.

Wise Serpent: the wise serpents are spirits from the Otherworld, sometimes the ghosts of ancient heroes, who take up residence in a forest, hidden shrine or tomb to give advice and watch the world for any excess of the Lawful or Chaotic. They look like large snakes with green-glowing eyes, some of them have wings and can fly. Their bite causes the victim to make a save or become paralyzed for 1d6 days and it can also constrict: if it hits a target the same size or smaller than itself, it wraps its coils around the victim and will crush it for its normal melee damage each round thereafter with no need to make an attack roll. Each round the victim suffers a cumulative -1 penalty to all rolls while constricted. The victim may only attack with a dagger, fist or knife or attempt to escape by making a saving throw each round, no other actions.

TYPE	River Lord/Lady	Forest Lord/Lady	Mountain Lord/Lady
AC	18	17	19
HD	13d12	14d12	15d12
SIZE	any	any	any
MOVE	50'	50'	50'
ALIGNMENT	Neutral	Neutral	Neutral
SAVING THROW	8	8	8
MOR	5d6	5d6	5d6
ATTACK BONUS	+13	+14	+15
DAMAGE	4d6 Slam	4d6 Staff	4d6 Club
SPECIAL ATTACK	sweep away	confusion	Avalanche, Knockdown
SPECIAL DEFENSE	50% spell resistance, invulnerable	50% spell resistance, invulnerable	50% spell resistance invulnerable
SPELLS	All Water Spells	All illusion spells	All Earth Spells

River Lord/Lady: a River Lord or Lady is a powerful spirit sent from the Otherworld by the gods to protect a large river. They live in the river keeping it safe and clean to the best of their ability. They can blend with the water, but can take on the shape of a humanoid, often with goat's horns. They can raise up the water of the river, sweeping away anyone with less than 3-HD on either side of the river for about a mile length at the side. Each swept away must save or drown. Anyone who saves is still swept down the river for 1d12x100 yards before crawling out.

Forest Lord/Lady: A Forest Lord or Lady is a powerful spirit sent from the Otherworld by the gods to protect a large forest. They live in the forest keeping it safe and untouched to the best of their ability. They use illusions to confound destructive interlopers and have the power to use a mass confusion spell with a half mile radius. They often look like very large elves.

Mountain Lord/Lady: A Mountain Lord or Lady is a powerful spirit sent from the Otherworld by the gods to protect a mountain or group of mountains. They live in or on the Mountain keeping it safe and untouched to the best of their ability. In addition to normal earth spells, they can let loose an avalanche of about a half-mile wide that will do 10d8 points of damage, save for half, to all caught in the slide. The avalanche will destroy any wooden structure in its path and has a 25% chance of destroying well built stone buildings as well. They often look like very large Gnomes.

1.7—CHAPTER SEVEN: FANTASTIC MONSTERS

TYPE	Banderhobb	Basilisk	Blink Dog	Catoblepas	Chaos Monkey
AC	17	16	15	14	12
HD	8d10	6d6	4d6	6d8	2d4
SIZE	G	M	M	L	S
MOVE	35'	15	30	20'	35'
ALIGNMENT	C	Chaotic	Lawful	Neutral	Chaotic
SAVE	12	14	16	14	18
MOR	6d6	3d6	3d6	3d6	3d6
ATT. BONUS	+8	+6	+4	+6	+2
DAMAGE	Arms x2 1d12	1d10 bite	1d6 bite	1d6+stun tail	Claws x2 1d4
SPEC. ATTACK	Swallow Whole	Petr. Gaze	None	Death Ray	Strangle
SPEC. DEF.	Stealth	None	Blink	none	None

Banderhobb: these are huge toad-like humanoids who are incredibly stealthy (3+ on d20). If both arm attacks hit, the victim must make a saving throw or be swallowed whole, if the Banderhobb isn't slain within 3 rounds, the victim is digested, requiring a Limited Wish, within 24 hours, or a Wish to restore.

Basilisk: this is a destructive reptile born from evil magic, its bite does 1d10 damage, but its gaze turns an enemy to stone if he fails a save.

Blink Dogs: these are intelligent dogs with the ability to teleport a short distance. They tend to blink around randomly until they can gang up on a single target, blink in and attack.

Catoblepas: a hideous hippo-like beast with a huge head on a thick neck, and a heavy tail. Each time the tail hits, the victim must make a save or be stunned for 1d4 rounds. If it lifts its head (1-2 on 1d6 chance) it can shoot a death ray, 60' long, 5' wide. Anyone caught in the death ray must save or die.

Chaos Monkeys: if a chaos monkey hits with both claws, or rolls a natural 20 on one of them, he has managed to throttle his enemy (size M or smaller) and begins to strangle him for 2d4 automatic damage per round. The victim can try to escape by making a saving throw as his action for the turn, or attack with a fist, knife or dagger.

TYPE	Chimera	Cockatrice	Dragon Turtle	Garbaggio
AC	16	14	18	17
HD	9d10	5d4	12d10	7d8
SIZE	G	S	G	L
MOVE	30', Fly 40"	20', fly 45'	10', swim 20'	20'
ALIGNMENT	Chaotic	Neutral	Neutral	Neutral
SAVE	11	15	8	13
MOR	4d6	3d6	4d6	3d6
ATT. BONUS	+9	+5	+12	+7
DAMAGE	Bite x3 2d4, Claw x2 1d3	Bite 1d4+petrify	Bite 6d6	slap/slap/bite: 1d8/1d8/1d4+1
SPEC. ATTACK	Fire breath 3d8, Knockdown	petrify	Steam Breath	Disease, Knockdown
SPEC. DEF.	--	Immune to other cockatrices	--	Never surprised

Chimera: chimera have a lion's body, snake's tail with 3 heads: dragon, goat and lion. It will either attack with its claws and bites or breath a cone of fire 50'x20' (3/day), save for half.

Cockatrice: this looks like a rooster with a snake's tail. It is very aggressive, and if it bites anyone, he must save or turn to stone.

Dragon Turtle: this looks like an immense turtle, 30' long, with a dragon's head. It can capsize ships and can 3/day breath a cone of steam 90'x30' doing damage equal to its normal maximum hit points (save for half)

Garbaggio: the garbaggio feeds on garbage, lives in garbage, smells like garbage, and looks like a walking pile of garbage. It has 3 hippopotamus-like feet that supports its round garbage-ball body, it attacks with 2 tentacles, and sees with an eye stalk.

TYPE	Gargoyle	Griffin	Harpy	Hell Stalker	Hippogriff
AC	15	15	13	18	15
HD	4d6	7d8	3d6	8d8	3d8
SIZE	M	L	M	L	L
MOVE	20', Fly 40'	30', Fly 75'	30', Fly 70'	30	45', Fly 90'
ALIGNMENT	Chaotic	Neutral	Chaotic	Chaotic	Neutral
SAVE	16	13	17	12	17
MOR	3d6	4d6	3d6	5d6	3d6
ATT. BONUS	+4	+7	+3	+8	+3
DAMAGE	Claws x4, 1d4	C/C/B 1d4/1d4/2d4	Claws x2, 1d4	Claws x2, 1d10	c/c/b 1d6/1d6/1d10
SPEC. ATTACK	Stealth	Knockdown	Song	Track, Wrench off Head, Stealth attack	Knockdown
SPEC. DEF.	Invulnerable	--	--	Disengage, 50% spell resistance	--

Gargoyle: gargoyles appear like stony, winged demonic creatures, and may have originated as bound demons ages ago. They are able to appear as statues and to hide in shadows and in either case can make a skill check (3+ on 1d6) to take enemies by surprise.

Griffin this creature has a lion's body with a eagle's head, wings and fore-limbs.

Harpy: harpies look like big vultures with the faces and torsos of hideous hags. They love ruin, torment and destruction and eating human flesh. The harpy can, instead of attacking, use a magic song that acts like a Charm Person spell, or can substitute a Charm Person for melee damage on a hit (saves apply to either Charm effect).

Hell Stalker: these are created by a forbidden spell and look like large, hideous, gangly humanoids with huge claws. They Track without chance of failure. Created to kill a specific target, they will not stop till one or the other is dead, after which they start stalking random victims (preferably Lawful ones). If a Hell Stalker reduces a target to 0 hit points, it wrenches off the victim's head and departs. It will find a secluded ruin or cave and plant the head in the ground. After 24 hours, the head will grow into another Hell Stalker. Hell Stalkers can automatically disengage from melee combat without receiving any Extra Attacks from their contacts. Hell Stalkers have Move Silently and Hide in Shadows and Forest as a d12 skill. If they get a surprise attack, they gain Ambush 4, +4/4x damage.

Hippogriff: a flying combination of giant eagle and horse. Love to eat horses and people.

TYPE	Hydra	Kraken	Lamia	Manticore
AC	15	17	17	16
HD	9d8 (72 hp)	12d10	9d6	6d8
SIZE	L	G	M	L
MOVE	30', swim 30'	Swim 60'	30'	45', Fly 60'
ALIGNMENT	Chaotic	Chaotic	Chaotic	Chaotic
SAVE	11	8	11	14
MOR	4d6	4d6	2d6	3d6
ATT. BONUS	+9	+12	+9	+6
DAMAGE	1d6 x9 bites	1d10x6 tentacles	1d6 weapon	c/c/b 1d6/1d6/2d4
SPEC. ATTACK	Venom	Bite	Wisdom Drain	Shoot 1d6 spikes 100', 1d6 damage
SPEC. DEF.	Regrow	Ink	Spells	--

Hydra: a hydra is a 9-headed serpent with venomous blood. Each head can attack separately doing 1d6 damage, but the venom causes 1 extra point of damage each round thereafter from every wound, until it is treated by Detect Poison Skill or Neutralize Poison spell. The hydra always begins with 72 hit points, but each time a single attack does 9 or more points of damage it destroys 1 head. Unless the attack was fire based, or the stump is treated with fire immediately, the stump will sprout 2 new heads, and heal 9 points of damage.

Kraken: a kraken is a squid-like sea monster. It attacks with its 6 tentacles and if 2 or more hit the same target he must make a saving throw or be dragged immediately to the kraken's mouth where the beast bites for 4d6 more damage. While fleeing, a kraken can let loose a big ink cloud which makes it completely hidden in the water.

Lamia: lamia have the upper body of a woman, with a serpent-tail in place of legs. They can use Charm Person and Polymorph Self spells at will to trick victims into letting them peacefully touch them. Each touch drains 1d4 points of

Wisdom from the target, and when the victim reaches 3 wisdom, he becomes the lamia's helpless slave. Someone freed from the lamia recovers 1 point of Wisdom per day. Lamia seek power over mortals generally.
Manticore: a manticore has a lion's body, an ugly goblin-face, great bat wings and a knobby tail filled with spikes. It will either attack with its claws and bite, or soot 1d6 spikes at a single target within 100' doing 1d6 points each.

TYPE	Medusa	Minotaur	Owlbear	Pegasus
AC	12	14	16	14
HD	4d6	6d8	9d8	3d8
SIZE	M	L	L	L
MOVE	30'	30'	35'	60', Fly 120'
ALIGNMENT	Chaotic	Chaotic	Chaotic	Lawful
SAVE	16	14	11	17
MOR	3d6	4d6	5d6	3d6
ATT. BONUS	+4	+6	+9	+3
DAMAGE	1d6	Horns 2d6 or Weapon 1d10	C/C/B 1d8	1d8 Kick
SPEC. ATTACK	Poison, petrify	Horn Charge, Knockdown, Rampage	Hug, Knockdown, Rampage	--
SPEC. DEF.	--	--	--	--

Medusa: medusae look like women with a nest of serpents instead of hair. They can make a gaze attack, which, if the target looks at them, requires a save or the victim is turned to stone. A medusa can be safely viewed through a mirror. It can also attack with a weapon, or with its snaky hair (save vs poison or die).

Minotaur: these look like large hairy men with a head of a ferocious bull. They will either use a large weapon, like a Great Ax or Halberd, with slightly higher damage, or will attack with its horns. If a minotaur charges with its horns it does double damage.

Owlbear: appearing like a bear with owl-like feathered arms and a large owl-like head, these guys are the terror of the wastelands. If both claws hit in a round, it inflicts an additional 2d8 damage to the target as a hug attack (see Monster Notes).

Pegasus: a Pegasus is a winged, flying horse.

TYPE	Porcusquid	Purple Worm	Refractocat	Rhemoraz
AC	16	14	16	18
HD	6d8	15d10	6d8	11d10
SIZE	L	G	L	G
MOVE	30'	30', Burrow 30'	50'	35'
ALIGNMENT	Chaotic	Neutral	Neutral	Neutral
SAVE	13	8	14	9
MOR	4d6	3d6	3d6	4d6
ATT. BONUS	+6	+15	+6	+11
DAMAGE	Tentacles x6 1d6;	Bite 2d10 Sting 2d6	Tentacles x2 1d8 Bite 1d8	6d6 bite
SPEC. ATTACK	Spikes, range 60'	Swallow, Poison	Knockdown	Swallow Whole, Kockdown
SPEC. DEF.	Spikes	None	Refraction	--

Porcusquid: the porcusquid looks like a bull-sized porcupine with 6 great tentacles. It can launch 1d6 spikes out at multiple targets, each doing 1d6 damage. Close up it attacks with 6 tentacles. If anyone attacks the beast while using a Small or Medium weapon he will take 1d6 points of damage from being speared by a spike.

Purple Worm: this is a gigantic purple colored worm with a stinger in its tail. If it hits a target with its bite and exceeds the to hit by 3 or more, it swallows the target whole. The victim is helpless and will die in 6 rounds and be totally dissolved in 12. The tail stinger has standard deadly poison.

Refractocat: this looks like a grey-skinned tiger with two tentacles sprouting from its shoulders. It attacks with the tentacles, and if one of them hits, it can then attack the same target with a bite. The cat's greatest power is its ability to refract light around itself. The cat always looks several feet away from its actual location. This gives melee attacks against it by those who can't see the invisible a -3 to hit (this -3 is negated if 3 or more attacks attack the cat in melee at once), and causes all missile weapons shot against it that do not roll a natural 20 to automatically miss.

Rhemoraz: also known as a Cold Bug or Ice Worm, this is a segmented multi-legged creature that looks something like an immense centipede with a big-eyed dragon-like face. If it rolls a natural 20 on its attack it will swallow any size

L or smaller whole, instantly killing it in its stomach which is filled with intensely hot chemicals. The victim may make a saving throw to keep alive in the creatures mouth for 1 round.

TYPE	Rust Monster	Sea Serpent	Shadow	Stirge
AC	18	16	13	12
HD	5d6	15d10	3d6	2d4
SIZE	M	G	M	S
MOVE	35'	Swim 65'	30'	5', Fly 40'
ALIGNMENT	Neutral	Neutral	Chaotic	Neutral
SAVE	15	8	17	18
MOR	3d6	4d6	3d6	3d6
ATT. BONUS	+5	+15	+3	+2
DAMAGE	Rust x2	6d6	1d4+1	1d3
SPEC. ATTACK	Rust	Swallow	Strength Drain	Blood drain 1d4
SPEC. DEF.	Rust	--	Invulnerable, Hard to see Some spell immunity	--

Rust Monster: a bug like being about the size of a large pig or small cow. It has two tentacles each of which gets an attack. It lives only to eat metal objects and will always attack metal-armored targets first. When a tentacle hits, the armor worn by the target is rusted away (Magic armor gets a saving throw equal to the wearer's). Any metal weapon that strikes the rust monster is rusted away immediately (magic weapons get a save equal to the user's).

Sea Serpent: a really big snake that lives in the ocean. If it exceeds its attack roll by 3 points or more it will swallow its target whole, who can still attack until he dies after 6 rounds, or the beast is killed.

Shadow: a shadow appears to be just that. It is 90% unable to be seen, thus automatically surprising targets. Each hit does damage and drains off 1 point of Strength from the target (returns after 1 hour). If target is reduced to 0 strength, becomes a shadow itself. Shadows are not undead and can't be turned, but are immune to sleep, hold, charm and cold attacks.

Stirge: are hideous bird/bat/bug creatures with a long blood-sucking tubular beak. Once it has hit, the beak remains in the wood sucking 1d4 points per round until the stirge has sucked 12 points and flies home or the target dies.

TYPE	Tentabug	Umber Hulk	Unicorn	Yeti
AC	16	18	18	14
HD	3d8	9d8	5d8	5d8
SIZE	L	L	L	L
MOVE	30'	20'	60'	35'
ALIGNMENT	Neutral	Chaotic	Lawful	Neutral
SAVE	17	11	6	15
MOR	3d6	4d6	4d6	4d6
ATT. BONUS	+3	+9	+5	+5
DAMAGE	Paralysis	3d4/3d4/2d10	1d6/1d6/1d12	Claws 1d6/1d6
SPEC. ATTACK	--	Confusion, Knockdown	Charge x2	Squeeze 2d6, Fear
SPEC. DEF.	--	--	Immune to Poison; dimension door 1/day	Hide, immune to cold

Tenta-bugs: this looks like a large, armored millipede or caterpillar with 2 large glowing eyes and a fist full of tentacles for a mouth. Whoever is hit by the tentacles must save or become completely paralyzed for an hour. Once it paralyzes someone it will grab them and drag them away to be eaten, unless attacked.

Umber Hulk: bulking creatures with 2 nasty claws and a huge set of mandibles capable of digging through stone. They love to eat mortals of all flavors. Looking at its four eyes requires you make a saving throw or become confused for 3d4 rounds.

Unicorn: this is a magical horse with a mighty horn. It can strike with 2 hooves and the horn or can charge with the horn for double damage. Once per day it can dimension door as the spell. Its save is much better than its level might suggest.

Yeti: these abominable snowmen are trouble. They attack with claws, if they roll a natural 20 with either attack, they squeeze for an additional 2d6 damage. If they surprise an enemy, the enemy must make a saving throw or be paralyzed for 3 rounds. It can use the Hide Skill (3+ on 1d6) to become impossible to see in the snow or the mountains. They are immune to cold damage.

1.8—CHAPTER EIGHT: GIANTS AND TROLLS

SECTION I: GIANTS

Giants are humanoid creatures of elephant-like mass. There are many types with varied appearance and habitats. Giant's attacks can do 2 points of siege damage to buildings.

TYPE	Cloud Giant	Cyclops	Fire Giant
AC	15	13	15
HD	12d10	10d10	11d10
SIZE	G	G	G
MOVE	30	35	20
ALIGNMENT	Neutral	Neutral	Chaotic
SAVING THROW	8	8	9
MOR	6d6	4d6	5d6
ATTACK BONUS	+12	+10	+11
DAMAGE	6d6 huge hammer	2d10 huge club	5d6 huge sword
SPECIAL ATTACK	Rock: 200', 10' radius, 3d6 damage, Knockdown, Rampage	Knockdown, Rampage	Rock: 200', 10' radius, 2d6 damage; Knockdown, Rampage
SPECIAL DEFENSE	Immune to Air Spells	None	Immune to Fire

Cloud Giants: look like huge elves, often dwell in castles floating in the clouds

Cyclopes have a single large eye in the middle of their face, they are primitive, cave-dwelling man-eaters.

Fire Giants: look like huge, orange-skinned dwarves, dwell in volcanic lairs.

TYPE	Frost Giant	Hill Giant	Mountain Giant
AC	14	13	13
HD	10d10	8d10	12d10
SIZE	G	G	G
MOVE	30	20	35
ALIGNMENT	Chaotic	Chaotic	Neutral
SAVING THROW	10	12	8
MOR	5d6	4d6	4d6
ATTACK BONUS	+10	+8	+12
DAMAGE	4d6, huge axe	2d8, huge club	3d12 huge spear
SPECIAL ATTACK	Rock: 200', 10' radius, 2d6 damage; Knockdown, Rampage	Rock: 200', 10' radius, 2d6 damage, Knockdown, Rampage	Rock: 200', 10' radius, 3d6 damage; Knockdown, Rampage
SPECIAL DEFENSE	Immune to Cold	None	Immune to normal missiles

Frost Giants: look like huge barbaric humans, dwell in cold country.

Hill Giants: just as stupid and man-eating as Ogres, whom they resemble, but bigger.

Mountain Giants: grey and flinty-looking, less immediately aggressive as some giants, but just as deadly

TYPE	Stone Giant	Storm Giant	Swamp Giant
AC	16	16	11
HD	9d10	15d10	13d10
SIZE	G	G	G
MOVE	20	45	25
ALIGNMENT	Neutral	Lawful	Chaotic
SAVING THROW	11	8	8
MOR	4d6	5d6	4d6
ATTACK BONUS	+9	+15	+13
DAMAGE	3d6, huge club	7d6 huge spear	4d6 huge club
SPECIAL ATTACK	Rock: 240', 10' radius, 3d6 damage; Knockdown, Rampage	Rock: 200', 10' radius, 3d6 damage; Knockdown, Rampage	Grab and Drown, Hide in Swamp; Knockdown, Rampage
SPECIAL DEFENSE	Immune to Earth Spells	Immune to Lightning	Immune to Water spells
Spells		Control Weather, Lightning Bolt (10d6) at will	

Stone Giants: low-land cousins of the Mountain Giants, most expert of the rock-throwers.

Storm Giants: largest, most powerful of the giants, live in cloud castles and mountain-tops.

Swamp Giants: greenish-brown, covered with weeds, will Hide in swamp (3+ on 1d10) to ambush, grab a victim (to hit) and pull under water to drown, saving throw or grappled, drown in 6 rounds.

SECTION II: TROLLS

Trolls are hideous green humanoids of large or gigantic size, they live to kill and eat mortals. Their most notable feature is regeneration (3 hit points per round automatically healed). Only damage done by fire or acid does not regenerate. The Ice Troll variants are blue of hue and are immune to cold attacks.

TYPE	Troll	Giant Troll	2-Headed Troll
AC	15	15	15
HD	6d8	10d10	12d10
SIZE	L	G	G
MOVE	30	35	35
ALIGNMENT	Chaotic	Chaotic	Chaotic
SAVING THROW	14	10	8
MOR	6d6	6d6	6d6
ATTACK BONUS	+6	+10	+12
DAMAGE	Claw/claw/bite 1d6 each	Claw/Claw/Bite 1d8 each	Claw/Claw/Bite 1d10 each
SPECIAL ATTACK	Knockdown, Rampage	Knockdown, Rampage	Knockdown, Rampage
SPECIAL DEFENSE	Regenerate 3/round	Regenerate 3/round	Regenerate 5/round
Vulnerability	Fire stops regen	Fire stops regen	Fire stops regen

1.9—CHAPTER NINE: LYCANTHROPEs

Lycanthropes are mortals who have either inherited or acquired the curse known as lycanthropy. A person so cursed has 3 forms: mortal, beast, and hybrid (rat-man, shark-man etc). In beast or hybrid forms they are all only affected by silver or magic weapons. They can pass the curse on by doing damage to enemies, any person who is reduced to less than half normal hit points by lycanthrope attacks will acquire the curse in 2d12 days, it can be prevented by casting both a cure disease and remove curse spell during the incubation period. After the curse takes hold either a Limited Wish or Restoration Spell is required to remove the condition. Those who acquire the curse can only transform at night, under a full moon, and they do so automatically and involuntarily every full moon. When transformed, they will go on a killing spree until sunrise and have no memory of the events. After one year, they may make a single saving throw, which if passed allows them to get control of the transformations and retain their faculties while transformed, although they still are overcome with bloodlust. Werebears are the exception, they always maintain control and do not seek indiscriminate slaughter.

TYPE	Werebear	Wereboar	Werebull	Wererat
AC	18	16	17	13
HD	6d8	4d8	5d8	3d6
SIZE	L	L	L	M
MOVE	30'	30'	30'	30'
ALIGNMENT	Lawful	Chaotic	Chaotic	Chaotic
SAVE	14	16	15	17
MOR	5d6	5d6	5d6	3d6
ATT. BONUS	+6	+4	+5	+3
DAMAGE	c/c/b 1d6	Tusks 2d6	Horns x2 1d8	Bite 1d6
SPEC. ATTACK	Lycanthropy, hug, Knockdown	Lycanthropy, Charge x2, Knockdown	Lycanthropy, Knockdown, Charge x2	Lycanthropy Weapon use
SPEC. DEF.	Silver	Silver	Silver	Silver
VULNERABILITY	Sacred Water, Wolfsbane	Sacred Water, Wolfsbane	Sacred Water, Wolfsbane	Sacred Water, Wolfsbane

Werebear: a werebear that hits with both paws does 2d8 extra damage with a hug and maintains the hug each round unless the victim saves, dies or the bear dies.

Wereboar: wereboars do double damage on a charge

Werebull: werebulls do double damage on a charge

Wererat: wererats can use human weapons while in ratman form

TYPE	Wereserpent	Wereshark	Weretiger	Werewolf
AC	14	14	17	15
HD	4d6	6d8	6d8	4d6
SIZE	M	L	L	M
MOVE	20'	30', Swim 35'	35'	30'
ALIGNMENT	Chaotic	Chaotic	Chaotic	Chaotic
SAVE	16	14	14	16
MOR	4d6	5d6	6d6	5d6
ATT. BONUS	+4	+6	+6	+4
DAMAGE	Bite 1d6	Bite 2d6	c/c/b d4/d4/d10	Bite 2d4
SPEC. ATTACK	Poison, lycanthropy	lycanthropy	Lycanthropy, Knockdown	Lycanthropy, Knockdown
SPEC. DEF.	Silver	Silver	Silver	Silver
VULNERABILITIES	Sacred Water, Wolfsbane	Sacred Water, Wolfsbane	Sacred Water, Wolfsbane	Sacred Water, Wolfsbane

Wereserpent: a wereserpent's bite is standard poison attack.

Wereshark: a wereshark can walk on the land in shark-man form.

Weretiger: tough hombres

Werewolf: scary

1.10—CHAPTER TEN: MAGICAL AND OTHER HUMANOIDS

BLOOD IMPS

TYPE	Impling	Impkin	Imp	Great Imp	Mighty Imp
AC	11	12	13	14	15
HD	1hp	1d2hp	1d4	1d6	4d8
SIZE	VT	T	S	M	L
MOVE	10'	15'	20'	25'	30'
ALIGNMENT	Chaotic	Chaotic	Chaotic	Chaotic	Chaotic
SAVE	20	20	20	19	16
MOR	2d6	2d6	2d6	3d6	4d6
ATT. BONUS	+0	+0	+0	+1	+4
DAMAGE	Bite 1hp	Bite 1d2hp	Bite 1d4	Bite 1d6	Fist x4 1d8
SPEC. ATTACK	Growth	Growth	Growth	Split, Growth	Split
SPEC. DEF.	Immune to Blunt	Immune to Blunt	Immune to Blunt	Immune to Blunt	Immune to blunt
Vulnerabilities	2x from Piercing	2x from Piercing	2x from Piercing	2x from Pierce	2x from Pierce

Blood imps are created by a forbidden spell using a cauldron of blood to bind an evil spirit. Being basically small goblinish spongy bags of blood, they are immune to blunt or bludgeoning weapons like clubs, maces and hammers. However they are very susceptible to piercing damage,, taking double damage from arrows, spears and the like. When an enemy falls at 0 hp, a number of imps will swarm him and drink his blood. Roll 1d6 and each one that rolls a "6" will magically grow to the next size larger imp. However, if a Great Imp rolls a "1" it will instead split into 8 implings. If a Mighty Imp rolls a "1", it splits into 4 "Imps". Blood imps speak no language, but can obey the orders of their creators.

TYPE	Crab People	Djinni	Doppelganger	Efreeti
AC	20	16	15	18
HD	4d6	7d8	4d6	10d8
SIZE	M	L	M	L
MOVE	25'	20', Fly 60'	25'	25', Fly 60'
ALIGNMENT	Chaotic	Neutral or Law	Chaotic	Neut or Chaos
SAVE	16	13	8	10
MOR	4d6	3d6	3d6	4d6
ATT. BONUS	+4	+7	+4	+10
DAMAGE	Claws x2 1d8	2d8 Slam	1d12 Weapon/Strangle	3d8 Fire Slam
SPEC. ATTACK	--	Whirlwind	Move Silently. Read Minds	Spells
SPEC. DEF.	--	None	Immune to sleep and charm	Immune to Fire

Crab People: Crab people are the worst kind of people.

Djinni: magical beings who live in the air. They can take 1 round to form a whirlwind, 1 round to sweep through a path 10' wide 60' long, killing all creatures of 2 HD or less and doing 2d6 damage to all others, and 1 round to come back out of it. They can create non-permanent mundane objects 3 times per day, metal or stone ones last a day, wood or cloth ones last a month. The created stuff fills a 20'x20' area.

Doppelganger: doppelgangers are mind-reading, shape-shifting creatures who try to take the place of victims and use their forms to rob and murder. Their saving throws are excellent due to their mind-reading powers. They Read Minds and Change Form on a skill check (3+ on 1d20).

Efreeti: magical fiery beings, enemies of the Djinn. They are immune to normal fire and take half damage from magical fire. They can use the following spells: Flames, Wall of Fire, Hallucinatory Terrain, Polymorph Self, Limited Wish. The limited wish can only be cast if the Efreeti has been bound or controlled, at which time it can grant 3 limited wishes in exchange for its freedom.

TYPE	Ferox	Hag	Hag, Greater	Nixie	Mind Flayer
AC	15	13	17	13	15
HD	2d8	3d6	11d6	1d4	8d6
SIZE	L	M	M	S	M
MOVE	30'	40'	40'	20', Swim 30'	30'
ALIGNMENT	Chaotic	Chaotic	Chaotic	Neutral	Chaotic
SAVE	18	17	9	19	12
MOR	4d6	2d6	4d6	2d6	3d6
ATT. BONUS	+2	+3	+11	+0	+8
DAMAGE	1d10 weapon	1d4 Dagger	Caustic dagger: 1d4+1d6	Dagger or javelin	Tentacles x4 1d4
SPEC. ATTACK	Knockdown, Rampage	Death Glance, Fear, Spells	Death Glance, Fear, Spells	Charm Spell	Mind Blast, Suck brain
SPEC. DEF.	--	50% magic resistance	70% magic resistance	25% resistance to all magic	90% magic resistance

Ferox: also known as beast-men or big beefy jerks, look like big humanoids with lots of hair, fur or wool and the head of a beast, like a bear, sheep, goat or boar, for instance. They usually use a mortal 2-handed weapon that does 1d10 damage due to their size and strength. Feroxes are created by forbidden spell that binds a common animal with an evil spirit. They speak no language, but can cooperate with each other through grunts and pointing and are able to understand and obey their creator.

Hag: hags are malevolent magical humanoids who have the forms of hideous old women. Anyone who looks at one, within 60', must save or have a -3 applied to all rolls for 1 hour due to terror. The hag can use a death gaze 3 times per day, with a range of 30' the victim must save or die. Hags typically cast spells as if 4th level magic-users in addition to their powers.

Greater Hags are the sorceress queens of the hags. They have the same Death Glance and Fear powers of other hags, but cast spells as if 12th level but can cast any Blood-Binding Realm spells regardless of level.

Nixie: nixes are small green skinned humanoids, vaguely looking like little, webbed footed elves who inhabit lakes. In a group of 5 they can cast a charm person spell that lasts for 1 full year. They like to enslave humans and get them to work for them for 1 year and then release them. They can cast a water breathing spell with a 1 day duration at will.

Mind Flayer: these have a humanoid general shape with a hideous octopus-like head with 4 tentacles. If a tentacle hits, it does 3 points of damage and will suck out the victim's brain in 1d4 rounds. It can issue a mind blast in a 60'x5' area, all within must save or be stunned for 1d6 rounds. They can use the following spells: Mind Reading, Levitation, Charm Person and Hypnotic Pattern. They are notorious cowards and flee the minute something goes badly.

TYPE	Morlock	Tentacloid	Titan	Toadstool Freaks	Troglodyte
AC	13	18	22	15	15
HD	2d6	10d8	20d10	4d8	2d6
SIZE	M	L	G	L	M
MOVE	35'	25'	50'	30'	30'
ALIGNMENT	Chaotic	Chaotic	Any	Chaotic	Chaotic
SAVE	18	10	6	16	18
MOR	3d6	4d6	6d6	4d6	3d6
ATT. BONUS	+2	+10	+15	+4	+2
DAMAGE	Weapon 1d6	Tentacles x2 1d10	7d6 Weapon	1d8	c/c/b 1d3 or weapon
SPEC. ATTACK	Back stab x3	Spells MU-level 10	Spells; Knockdown	Spores	Stink
SPEC. DEF.	Hide, Move Silent	--	60% magic resistance Invulnerable	Immune to Enchantment	Camouflage

Morlock: morlocks are a race of underground albino creatures who specialize in stealth and ambush they can hide in shadows and move silently on 3+ on 1d10. They have +3 to hit and triple damage from a back-stab with surprise or from hiding. Morlocks also are good at setting mechanical traps.

Tentacloids are a large only vaguely humanoid species whose arms and legs are tentacles rather than bones and flesh. They are solitary creatures skilled in magic, with the powers of level 10 MU, who like to use Mind-Reading and Charm spells to create squads of underlings of various species to protect them. They sometimes have amulets that they have made which act like Charm Person or Mind Reading Wands.

Titan: these gigantic humanoids are said to be of the same race as the gods themselves, without the divine aspect. Each Titan can cast either the spells of a 12th level magic-user or 12th level cleric. A titan's attack can do 1d6 points of siege damage to buildings.

Toadstool Freaks: mushroom-like humanoids from a strange far-off world. These guys use large weapons and ruthlessly attack any animal life (including the mortal species) in sight. If someone hits them in combat with an edged or pointed weapons in melee contact, spores spray on the attacker who must save at -4 or freak out for 1d4 rounds, doing nothing useful during those rounds.

Troglodyte: are lizard-like humanoids with the ability to change their skins to blend in with the surroundings. Make a single skill check for the group (1d6, 3+) and they've hidden. When they enter battle, they give off a revolting stink, anyone who comes within 10' of one must make a saving throw (once per encounter) or lose 1d4 STR and suffer a -2 on all rolls for 1 hour or until neutralize poison is cast on them. Some trogs can become fighters or clerics.

1.11—CHAPTER ELEVEN: Oozes, Puddings and Slimes

TYPE	Black Pudding	Gelatinous Cube	Green Slime	Grey Ooze
AC	14	12	10	12
HD	10d8	4d8	3d6	3d8
SIZE	L	L	M	L
MOVE	15'	15	0	2'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	10	16	17	17
MOR	XX	XX	XX	XX
ATT. BONUS	+10	+4	+3	+3
DAMAGE	3d8 Acid	2d4 touch	Special	2d6 touch
SPEC. ATTACK	Acid	Paralysis, swallow	Slime	Acid
SPEC. DEF.	Only fire hurts	Immune to most spells	Immune to many things	Hide Immune to fire and cold

Black Pudding: black pudding can move through tiny cracks, up walls, across ceilings. Their attack is acid-based, someone hit must roll a save or see his shield or armor destroyed. It only is affected by fire, no other damage can be scored. Hitting it with anything else splits it into 2 smaller puddings.

Gelatinous Cubes are a 10x10x10' cube of protoplasm which sweep underground corridors and caves. Anyone that the cube hits must make a save or be paralyzed. The next round, the cube will swallow up the paralyzed victim, doing 2d4 points per round until killed and digested. Cubes are not affected by lightning, cold or most spells; they can take damage from fire spells or spells that propel rocks or other objects at them.

Green Slime: green slime drop from walls and ceilings onto victims. The first round it lands on someone it destroys any armor or clothes worn, the next it begins to devour his flesh, and the next the victim is destroyed, turned into slime. Cure Disease spell will destroy green slime. Otherwise, it has to be attacked with fire or cold (no other attacks work) which does equal damage to the victim.

Grey Ooze: looks like slowly moving wet stone, so is undetected most of the time (1d6 3+ to hide). When it hits, it destroys a shield or armor. It is immune to fire and cold attacks.

TYPE	Ochre Jelly	Red Goo	Yellow Mold	White Pudding
AC	12	15	10	14
HD	5d8	5d8	XX	10d8
SIZE	L	L	L	L
MOVE	5'	35'	0	5'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	15	15	xx	10
MOR	XX	XX	xx	XX
ATT. BONUS	+5	+5	xx	+10
DAMAGE	2d6 acid touch	2d4 blood	1d6	3d8
SPEC. ATTACK	Dissolve wood/leather	Heals by hitting	Poison spores	3d8 cold damage
SPEC. DEF.	Weapons split	Immune to fire, illusions and mind-spells.	Only fire	Fire heals

Ochre Jelly: a giant amoeba that can ooze through anywhere. If it hits a target it will dissolve a shield and non-metal armor. It is immune to weapons, which just split the jelly into 2 smaller jellies.

Red Goo: red goo lies dormant most of the time, looking like a patch of dried blood. If it is touched is springs to life and snaps out at a nearby living target. Each time it hits a victim, it does 2d4 points of blood-drain damage, which points are actually transferred to the monster. It is immune to fire attacks, illusions and mind-affecting magic.

Yellow Mold: this is a big patch of fungus. If it is touched/ disturbed, it shoots out a cloud of spores 10'x10' area and all within cloud must save or die (standard poison). Touching the mold causes 1d6 points of damage and dissolves wood or leather. **White Pudding:** much like a black pudding, the white pudding does damage by intense cold of its touch. It seeks heat and fire attacks actually heal the monster on a 1 to 1 point basis. Weapons do affect the white pudding, but after doing damage, metal ones will snap due to the effect of the cold.

1.12—CHAPTER TWELVE: PLANT MONSTERS

TYPE	Death Bloom	Plant People	Rose Roach	Shambling Mound
AC	11	13	14	20
HD	3d8	1d6	1d4	10d8
SIZE	L	M	S	L
MOVE	0	25'	20'	20'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	17	19	20	10
MOR	XX	3d6	2d6	4d6
ATT. BONUS	+3	+1	+0	+10
DAMAGE	3xshoots grab	0	1d4	Fist x2 2d8
SPEC. ATTACK	Mouth 3d6	--	--	Suffocation
SPEC. DEF.	Sleep spores	--	Hide	Several Immunities

Death Bloom: this is a carnivorous plant that sends out 3 shoots. When a shoot hits it does no damage but moves the target to the mouth. The mouth then does 2d6 damage per round automatically, unless the target escapes by making a saving throw. There is a 1 in 4 chance that the bloom is in spore state, and if it is hit it shoots out a 10'x10' cloud of spores, save or fall deeply asleep for 1 hour, likely to be dragged in for food.

Plant People: they're like people, only made of plants.

Rose Roach: this monster looks like a very large flower, but is actually a mobile plant monster that waits for prey while sitting on a bush. Usually a herd of these perch on the same bush. As soon as it hits a target, it takes a big bite and then flees with the meat in its mouth.

Shambling Mound: a man-shaped huge plant monster. If both fists hit, it starts suffocating a victim, killing him in 2d4 rounds if the monster not killed first. It is immune to fire (wet and slimy) and takes half damage from weapons and cold attacks. Lightning heals it 1 hp/die.

TYPE	Shrieker	Strangle Weed	Treant	Violet Fungus
AC	13	14	20	13
HD	3d8	4d4	10d10	3d6
SIZE	L	S	G	M
MOVE	5'	0	30'	10'
ALIGNMENT	Neutral	Neutral	Lawful	Neutral
SAVE	17	16	10	17
MOR	XX	xx	4d6	XX
ATT. BONUS	--	+4	+10	+3
DAMAGE	--	1d6	Limbs x2 3d6	1d6
SPEC. ATTACK	Noise	Strangle	Animate Tree, Knockdown	Rot
SPEC. DEF.	Noise	Hide	--	--

Shrieker: a giant walking mushroom. If anyone comes within 5' of it, it makes a hideous noise that will attract wandering monsters.

Strangle Weed: existing as a sea plant and a forest vine, these carnivorous plants attack, and if they hit and roll 4+ points of damage, they strangle the target for 2d6 per round, unless a saving throw is made to escape. They are hard to detect (Hide at 3+ on 1d6).

Treant: these are intelligent, walking tree-people. Once per day, they can spend a round and animate 2 trees that then also fight as treants. Treants have a -4 to their saves against fire and take 1 extra point of damage per die from fire attacks. A Treant attack can do 1d3 points of siege damage to buildings.

Violet Fungus: usually lives with shriekers. It has 4 stalks, and will attack 1 target per stalk. If the stalk hits it does damage and the victim must make a save, if it fails then the wound represents a chunk of flesh having rotted off for the fungus to devour, and the damage is thus permanent until a Regeneration spell or Limited Wish restores it.

1.13—CHAPTER THIRTEEN: Sylvan Creatures

The Sylvan Creatures are those who live in the wild woods in concert with the High Elf principalities and courts. They are mostly neutral toward the conflict between Law and Chaos, thinking of protecting their own homes above all else, but are generally peaceful and friendly (with the exception of certain bands of destructive chaotic centaurs).

TYPE	Brownie	Centaur	Dryad	Mushroom Man
AC	17	15	10	13
HD	1d4	4d8	2d6	4d6
SIZE	S	L	M	M
MOVE	30'	45'	30'	35'
ALIGNMENT	Neutral	Neut or Chaos	Neutral	Neutral
SAVE	8	16	18	16
MOR	2d6	3d6	2d6	3d6
ATT. BONUS	+0	+4	+2	+4
DAMAGE	1d3 small knife	Hoof x2 1d6	Dagger 1d4	Spores
SPEC. ATTACK	Spells	Human weapon, Knockdown	Charm	Spores
SPEC. DEF.	Hide in Forest	--	Dimension Door 50% magic resistance	Dance

Brownie: brownies are peaceful little forest guys who like to bake cookies. They have a high saving throw. They are good at Hiding in the Forest (3+ on 1d20) and use the following spells 1/day each: protection from chaos, continual light, confusion, and dimension door.

Centaur: a horse's body with a man's head, torso and arms atop.

Dryad: these are spirits of mighty oak trees who take on the forms of beautiful women. They can use a powerful charm spell, with a -3 saving throw, up to 3 times per day. If threatened they usually use a dimension door power to teleport back into their tree. They never travel more than 360' from their tree.

Mushroom Man: these are magic, talking man-sized mushrooms, and boy can they dance! They generally aren't aggressive, and if anyone sees them they'll be forest-dancing. Such is the power of their dance that all who see them dancing must make a save or join in and dance to exhaustion (3d4 hours). If someone does them violence they shoot spores which require a save or the victim falls asleep for 1d4 days.

TYPE	Pixie	Porcupine People	Satyr	Woodland Hermit
AC	15	16	15	13
HD	1d4	3d4	5d6	10d6
SIZE	S	S	M	M
MOVE	20', Fly 30'	20'	35'	25'
ALIGNMENT	Neutral	Neutral	Neutral	Neutral
SAVE	20	17	15	10
MOR	2d6	3d6	2d6	3d6
ATT. BONUS	+0, +4 bow	+3	+5	+10
DAMAGE	Sword 1d4, bow 1d4+1	Spines 1d6	2d4 head butt or weapon	1d6 staff
SPEC. ATTACK	Special arrows Spells	Spines	Magic Pipes	Stun, spells
SPEC. DEF.	25% resistant to magic, invisible	Spines	Hide in Forest	75% magic resistance, spells

Pixie: pixies are small, winged, magical fairies. Naturally invisible, enemies who can't see them suffer -4 to hit. They can cast the following spells: dispel magic, hallucinatory terrain, polymorph self, and confusion (this is a special grip spell that is permanent unless a remove curse is cast). In addition to their regular arrows, they can shoot sleep arrows which put the target to sleep for 1 day if save is failed and memory loss arrows which if the save fails can only be cured by a cleric's Restoration spell or a Limited Wish.

Porcupine People: these look like big porcupines, but they can stand up on two feet and talk. They are generally friendly. If they hit someone or someone hits them in melee a spine gets stuck in the victim, doing 1 point of damage each round until removed. It takes a whole round to remove a spine.

Satyr: satyrs are like humans up top and goats down below, but have goat's horns too. A portion of each group will have a set of pipes which they can play to cast a Sleep, Fear or Charm spell that affects all non-satyrs within 60' who fail a save.

Woodland Hermit: sometimes when a human, elf or half-elf of great wisdom passes away his spirit reincarnates as a Woodland Hermit. These hermits dwell in a section of forest and dispense advice and help to all who respectfully approach them, regardless of alignment and what the goal of the creature might be. If they hit with their staff, the victim is stunned for 1 round, no saving throw, in addition to damage. They can cast the following spells: Bless Food and Water, Sanctuary, Cure Wounded, Neutralize Poison, Cure Disease, Remove Curse, Animal Friendship, Summon Animals, Hero's Feast, Flame Strike, Quest, Word of Recall.

1.14—CHAPTER FOURTEEN: The Undead

The corpses of the dead, reanimated through the binding of evil spirits are known as the Undead. All undead are Chaotic in alignment, since even if some have no will of their own, they are all fueled by the powers of Chaos.

Undead Immunities: All undead have the following immunities: immune to all Enchantment Realm Spells, immune to Poison and Disease and immune to any other spell or effect that brings about Sleep, Mind-Reading or Charm.

Undead Vulnerabilities: all undead are subject to the turning/controlling effects of clerics. All undead are able to be damaged by Holy Water.

TYPE	Flying Skull	Crawling Arm	Small Skeleton	Small Zombie
AC	15	10	11	10
HD	1D6 (half d12)	1d6 (half d12)	1d6 (half d12)	HD 1d12
SIZE	S	S	S	S
MOVE	Fly 35'	10'	30'	10'
ALIGNMENT	Chaotic	Chaotic	Chaotic	Chaotic
SAVING THROW	20	20	20	19
MOR	XX	XX	XX	XX
ATTACK BONUS	+0	+0	+0	+0
DAMAGE	Bite 1d4	Claw, 1d4	Claw 1d4	Claw 1d6
SPECIAL ATTACK	Disheartening Cackle	Strangle	None	None
SPECIAL DEFENSE	Undead Immunities Half damage from arrows and bolts.	Undead Immunities Half damage from arrows and bolts.	Undead Immunities Half damage from arrows and bolts.	Undead Immunities

Flying Skull: animated skulls with the power of flight, they make a hideous cackling sound which causes all NPC's who encounter them to check morale on the first round, and any round they are hit by the creatures.

Crawling Arm: a dead arm that imprints on a target and follows it until it sleeps. The arm will make a claw attack, and if it hits, will latch onto the victim's neck, strangling for 1d4 per round. The victim cannot attack the strangling arm.

Small Skeleton or Small Zombie: smaller version of the skeleton or zombie as listed below.

TYPE	Skeleton	Zombie	Ghoul
AC	11	10	13
HD	1d12	2d12	2d12
SIZE	M	M	M
MOVE	30'	15'	30'
ALIGNMENT	Chaotic	Chaotic	Chaotic
SAVING THROW	19	18	18
MOR	XX	XX	3d6
ATTACK BONUS	+1	+2	+2
DAMAGE	Weapon 1d6	Claw, 1d8	Claw/Claw/bite 1d4
SPECIAL ATTACK	---	---	Save or paralysis
SPECIAL DEFENSE	Undead Immunities Half damage from arrows and bolts.	Undead Immunities	Undead Immunities

Skeletons: bones of the dead, nearly mindless, created by Animate Dead spell. Since they have no flesh, they take only half damage from arrows and crossbow bolts.

Zombies: fleshy corpses, nearly mindless, created by Animate Dead spell. Zombies always go last in initiative.

Ghouls: revived dead with cunning and purpose, seek to devour the dead. Any round someone is hit by a ghoul, he must save or be paralyzed for 1 hour.

TYPE	Skeleton Warrior	Wight	Wraith
AC	14	15	17
HD	3d12	3d12	4d12
SIZE	M	M	M
MOVE	30'	20'	30', Fly 60'
ALIGNMENT	Chaotic	Chaotic	Chaotic
SAVING THROW	17	17	16
MOR	XX	4d6	4d6
ATTACK BONUS	+3	+3	+4
DAMAGE	Weapon 1d6+1	Energy Drain 1 level	Touch, 1d6+1 level
SPECIAL ATTACK	--	Save or Drain	Save or Drain
SPECIAL DEFENSE	Undead Immunities Half damage from arrows and bolts. Silver	Undead Immunities Silver	Undead Immunities Invulnerable

Skeleton Warrior: these are the re-animated bones of damned warriors with better resilience and skill than ordinary skeletons. They also take half damage from arrows and crossbow bolts. It requires silver or magic weapons to injure them.

Wights are embalmed bodies inhabited by evil spirits to cause havoc. Each hit in combat by a wight requires the target make a saving throw or lose 1 level or HD permanently. Silver or magic weapons are required to injure them.

Wraiths: are evil spirits of the dead able to partially materialize to attack the living. Any hit in combat forces the victim to make a save or lose 1 level or HD permanently. It requires a magic weapon to injure a wraith.

TYPE	Mummy	Master Ghoul	Specter
AC	15	16	18
HD	5d12	5d12	6d12
SIZE	M	M	M
MOVE	30'	35'	40', Fly 75'
ALIGNMENT	Chaotic	Chaotic	Chaotic
SAVING THROW	15	15	14
MOR	4d6	4d6	4d6
ATTACK BONUS	+5	+5	+6
DAMAGE	2 fists, 1d6+rot each	c/c/b 1d6 each	1d8+2 levels
SPECIAL ATTACK	Fear Effect, Mummy Rot	Save or paralysis	Save or Energy D 2
SPECIAL DEFENSE	Undead Immunities; Invulnerable; Half damage from magic weapons and fire	Undead Immunities	Undead Immunities Invulnerable

Mummy: the bodies of the dead embalmed and wrapped with secret ceremonies can reanimate as frightful monsters. Anyone who sees a mummy must make a save or be paralyzed with fear until one of his fellows is hit in combat. If a mummy does damage to anyone during a battle, he must make a save or be infected with Mummy Rot, which prevents any natural healing and reduces magic healing by half, permanently. A cure disease cast within an hour of infection, or a cure disease and remove curse together cast within a week will remove the rot. Beyond a week, it takes a Restoration or Wish to remove the rot. Mummies take half damage from all magic weapons and from fire.

Master Ghoul: a more powerful ghoul who can command lesser ghouls.

Specter: a more powerful version of the Wraith who drains 2 levels per hit.

Type	Knight of the Damned	Vampire 7-8	Vampire 9-10
AC	19	19	20
HD	7d12	7-8D12	9-10D12
SIZE	M	M	M
MOVE	25'	30', Fly 40'	30', Fly 40'
ALIGNMENT	Chaotic	Chaotic	Chaotic
SAVING THROW	13	13 or 12	11 or 10
MOR	5d6	4d6	4d6
ATTACK BONUS	+7	+7/+8	+9/+10
DAMAGE	1d6+3 Sword (2 attacks)	2d4+2 slam	2d4+2 slam
SPECIAL ATTACK	Save or energy drain 1 Chargex2	Save or energy drain 2	Save or energy drain 2
SPECIAL DEFENSE	Undead Immunities Invulnerable	Undead Immunities Invulnerable	Undead Immunities; Invulnerable

Knight of the Damned: the spirit of an evil warlord reanimated as an undead warrior. Each hit with his sword requires a saving throw or the loss of 1 level or HD. It requires a magic weapon to injure the knight. Knights often are mounted on Night Mares, and if so may use a Lance which will do double damage on a charge.

Vampires: each hit by a vampire drains 2 levels or HD on a failed save. Vampires suffer 6d6 damage each round exposed to direct sunlight. They can regenerate 3 hit points per melee round, transform into the shape of a bat or wolf, use their eyes to cast a Charm Person, and can transform into a mist at will.

Type	Lich	Undead Dragon	Greater Lich
AC	20	21	22
HD	11d12	14d20	18d20
SIZE	M	G	M
MOVE	20'	30', Fly 40'	20'
ALIGNMENT	Chaotic	Chaotic	Chaotic
SAVING THROW	9	8	8
MOR	6d6	6d6	6d6
ATTACK BONUS	+11	+14	+18
DAMAGE	1d10+paralysis	c/c/b 1d10/1d10/2d12 + paralysis	1d12+paralysis
SPECIAL ATTACK	Spells, many	Necrotic Breath	Spells, many
SPECIAL DEFENSE	Undead Immunities; Invulnerable	Undead Immunities; Invulnerable	Undead Immunities ;Invulnerable

Lich and Greater Lich: these are powerful wizards transformed into undead by a powerful spell. The regular lich has all the spells of a 14th level magic-user, a greater lich has the spells of a 19th level magic-user. A hit by a lich in combat requires a saving throw to avoid being paralyzed for 1d4 rounds. It requires a magic weapon to injure a lich or greater lich.

Undead Dragon: the reanimated body of a dragon is a menace to the world. Each hit by the dragon corpse requires a saving throw or paralysis for 1d6 rounds. Its breath weapon is a 60'x10' blast of necrotic energy which, if a saving throw is failed against, drains 1 level or HD for each target, but if succeeded does 3d10 points of damage instead. It requires magic weapons to do damage to the beast.

PART TWO: THE MORTAL SPECIES

2.1--THE MORTAL SPECIES: NOTES AND GUIDELINES

Mortals or Persons are the human-like intelligent creatures that are on roughly same physical scale as humans and are capable of living in communities and making civilizations in the fantasy worlds. All Mortals in section 2.1 have character classes, can be used to make player characters and can be encountered as adversaries and friends. The default for non-adventuring Mortals is for them to be J1 (first level jacks).

Each mortal encountered will have a class designation, either C (cleric), F (fighter), M (magic-user), or J (jack) or perhaps a combination of two of them in a multiclass (e.g. F/J meaning Fighter/Jack). The difficulty of an encounter revolves around the class, level and equipment of mortals, not so much on the species' native abilities per se.

Apprentice Level Mortals: before taking on a class, a mortal would be designated Apprentice Level (for humans, children up to 13 years old—for those who become Farmers or Tradesmen at 14 as J1-- or as high as 22-25 for those studying to be clerics or magic-users of a more scholarly sort). Treat Apprentice level mortals as Jacks, level-1, but without the Skills yet, and the Judge decides whether to roll 1 hit die or just assigns them 1-2 hp.

Species Guideline Description Example:

BADGERMON

Classes: C, F, J

Size/HD: M, d6

Move: 25'

Ability Score Mod: +1 WIS, +1 CON, -1 INT, -1 DEX

Vision: Poor

Special Ad: Berserk Rage

Special Ad 2: Track by Scent

Format Description:

Name Line: the name of the species (Badgermon)

Classes: what character classes are open to the species: C (cleric), F (fighter), M (magic-user), J (jack). Members of the species may multiclass in any 2 classes they are eligible for. Badgermon can be Clerics, Jacks or Fighters or a Cleric/Fighter, Cleric/Jack or Fighter/Jack multiclass.

Size/HD: which of the sizes and Hit Die type the species are (see Monster Notes in this book, and Hit Dice in Book 1 for details). Size S mortals cannot use large weapons, or longbows or composite bows. Size L mortals must pay double price for armor and cannot ride horses, but may use most large melee weapons in one hand and still use a shield. A Badgermon is Medium Size, and uses 1d6 for hit points.

Move: what base movement allowance members of the species have. A Badgermon moves 25' at standard encumbrance.

Ability Score Mod: how the ability scores of each member of the species is adjusted after initial roll. A badgermon will add 1 to both his WIS and CON stats, but subtract 1 from both INT and DEX.

Vision: Each species is rated as having Normal, Dark-Vision or Poor Vision. Normal vision is the same as human vision, and those with this vision need a light source to see in dungeons or in the dark generally. Dark-vision is the ability to see in dark, although there is no ability to see color without a light source. Poor vision, while it does allow one to see in the dark, both day and night vision is restricted to only 30'. Some mortals are also Sun Sensitive (orcs and goblins) and suffer a -1 to all rolls when under direct sunlight.

Special Ad: a special advantage, usually it is a Jack Skill, like Stonework or Move Silently, or a Fighter Combat Training like Berserk Rage or else a bonus to certain saving throws. Badgermon get the Combat Training Berserk Rage for free.

Special Ad 2: some species have a second special advantage. Badgermon get the Tracking Jack skill for free, and can use it by scent alone.

2.1.1—MORTAL SPECIES GUIDELINES

Species	Apeling	Badgermon	Bugbear	Catter
Classes	F, J, C	C, F, J	F, J	M, J
Size/HD	M, 1d6	M, 1d6	L, 1d8	M, 1d6
Move	25'	25'	35'	35'
Stat Mod	+1 ST, -1 INT, -1 CHA	+1 WIS, CON -1 INT, DEX	+1 DEX, -1 WIS, - 1 CHA	+1 INT, DEX, -1 STR, WIS
Vision	Normal	Poor	Dark Vision	Dark Vision
Special Ad	Climb Walls	Track by Scent	Move Silently	Claw/Claw/Bite
Special Ad 2	--	Berserk Rage	--	--

Species	Changeling	Dogger	Dwarf	Elf, High
Classes	C, M, J	C, F, J	C, F, J	C, F, M
Size/HD	M, 1d6	M, 1d6	M, 1d6	M, 1d6
Move	30'	30'	25'	30'
Stat Mod	+1 CHA, -1 STR	+1 WIS, CON -1 INT, CHA	+1 CON, -1 CHA	+1 INT, -2 CON
Vision	Dark Vision	Normal	Dark Vision	Dark Vision
Special Ad	+2 save magic	Track by Scent	+2 save mag/poi	Observer Skill
Special Ad 2	--	--	Stonework skill	+2 v Enchant

Species	Elf, Wood	Gnoll	Gnome	Goblin
Classes	F, M, J	F, C	F, M, J	F, J, C
Size/HD	M, 1d6	L, 1d8	S, 1d4	S, 1d4
Move	30'	30'	25'	25'
Stat Mod	+1 DEX, -2 CON	+1 STR, -2 INT	+1 INT, -1 WIS	+1 DEX, -1 INT, -1 CHA
Vision	Dark Vision	Dark Vision	Dark Vision	Dark Vision, Sun sensitive
Special Ad	Move Silently	Track by Scent	+2 saves, Stone W	+1 rear attack
Special Ad 2	+2 v Enchantment	--	Det Mag 1/day	Tracking

Species	Half-Elf	Half-Ogre	Halfling	Hobgoblin, Hoborg
Classes	C, F, M, J	F, C	F, C, J	F, M, C, J
Size/HD	M, 1d6	L, 1d8	S, 1d4	M, 1d6
Move	30'	30'	25'	30'
Stat Mod	+1 CHA, -2 CON	+2 STR, +1 CON, -2 INT, -2 CHA, -1 DEX	+1 DEX, -1 STR	+1 WIS, -2 CHA
Vision	Normal	Normal	Normal	Dark Vision
Special Ad	Observer Skill	Buster Skill	+2 missile attack	Hear Noise (gob)
Special Ad 2	+2 vs Enchant	--	Move S/Hide F	Hide in S (borg)

Species	Human	Kobold	Lizardo	Ogre
Classes	C, F, M, J	J, M	C, F	F
Size/HD	M, 1d6	S, 1d4	M, 1d6	L, 1d8
Move	30'	25'	30'	30'
Stat Mod	None	+1 DEX, -1 CON, -1 CHA	+1 CON, -1 INT	+3 STR, +2 CON, -3 INT, CHA, -1 DEX
Vision	Normal	Dark Vision	Normal	Dark Vision
Special Ad	+1 Skill/Training	Searcher	Hide in Forest	Buster
Special Ad 2	--	Swapper	--	--

Species	Orc (Half Orc)	Ratter	Sprite	Trollson
Classes	C, F, J	J	M, J	F, M
Size/HD	M, d6	S, 1d4	S, 1d4	L, 1d8
Move	30'	35'	25'	30'
Stat Mod	+1 STR, -1 INT, -1 CHA	+1 DEX, WIS -1 CON, CHA	+2 DEX, CHA -2 STR, CON	+1 CON, -1 WIS -1 DEX
Vision	Darkvision, sun sensitive*	Dark Vision	Normal	Normal
Special Ad	+2 pois/dis save	+4 pois/dis save	Invisible 1/day	See through Illu.
Special Ad 2	Searcher Skill*	--	--	Immune to Cold

*Orcs are sun-sensitive and have Searcher Skill, but Half-orcs have neither.

Size S mortals cannot use Large weapons, longbows, or composite bows.

Orcs, Lizardo and Size L mortals cannot ride horses.

Size L mortals pay double for armor but can use most large weapons in 1 hand

Elf Immunities: immune to ghoulish paralysis, +2 save vs sleep/charm.

Sun-sensitive: -1 to all rolls under direct sunlight

2.1.2—MORTAL SPECIES DESCRIPTIONS:

2.1.2.1—APELING

Apelings are fully bipedal, more or less intelligent, apes. They may look like Gorillas, Chimps, Orangutans, Baboons or Gibbons in general outward appearance, but are all of the same species. Apelings have normal human-like day light vision. They are a little slow and a little stupid and a little hard to get along with but are natural climbers. Apelings are about evenly split between Chaotic and Neutral alignments and don't tend to form large kingdoms or build great cities.

2.1.2.2—BADGERMON

The Badgermon are a species of intelligent badgers with the power of speech and thumbs.

They can be found in very small numbers scattered all across the world. Perceptive, fierce and tough, they have become known as serviceable warriors and clerics. Most non-adventuring Badgermon can be found living as hunters near human communities.

Badgermon are either loners, living in isolated communities with a Neutral alignment, or they get wrapped up in a Lawful or Chaotic religious cult.

Badgermon have poor vision overall, being descended from burrowing creatures, and while they can see in the dark, both their daylight and dark vision is limited to about 30'. It is rare, therefore to see a Badgermon with a bow, sling or crossbow. They are excellent trackers, using their sense of smell, however. Badgermon are incredibly dangerous when confronted and all have the ability to fly into a berserk rage, using the training of that name.

2.1.2.3—CATTER

The Catters are a species of cat-like humanoids that can be found in very small numbers scattered all across the world. Intelligent and nimble they have become known as excellent magicians and general adventurers. Most non-adventuring Catters can be found living as hunters or herdsman near human communities. More Catters than not are Neutral in alignment.

The Catters, unlike most other civilized mortal species have retained the claw and bite attacks of their feline ancestors. A Catter can make 3 melee attacks with his claws and bites for 1d3 each. These attacks do not gain any bonus damage from a high STR score. They also see very well in the dark and can move quite rapidly.

2.1.2.4—CHANGELING

A Changeling is a half-mortal, half-demonic or half-fairy creature that has been brought up in the world as a mortal. Changelings have the outer appearance of their mortal parent, but their eyes have an unnatural shine to them. They have a reputation as being very easy to get along with, but often prove to be physically cowardly. Those with a demonic parent are Chaotic in alignment 99% of the time. Those with a fairy parent are Neutral 99% of the time. Of course, PC's can be any alignment they like. Changelings see in the dark, perhaps unlike their mortal family members and friends. They are also somewhat resistant to magic, getting a +2 to saves against spells and magic effects.

2.12.5—DOGGER

The Doggers are a species of dog-like humanoids that can be found in fair numbers wherever human communities have reached. Tough and perceptive, they make good soldiers and priests. Most non-adventuring Doggers can be found living as hunters, shopkeepers or herdsman in or near human communities. Doggers are about evenly divided among all three alignments. The Doggers have normal, daylight vision like humans. However, they can detect by smell to a distance up to 120' and can follow tracks by scent on a normal skill roll.

2.1.2.6—DWARF

The Dwarves are one of the oldest civilizations in the world. Dwarves generally look like short, thick bodied humans. They typically live in small underground towns where they mine ores and gems and create first rate metal work and jewelry that they trade for the food they need. The Dwarves have the reputation of being distant and irritable, but physically resilient. A large proportion of their population have a level or two in the fighter class, but there are some miners and craftsmen who are not warrior trained. Most Dwarves are Lawful in alignment.

The Dwarves have excellent Night Vision from living underground. Because of their unfamiliarity with arcane magic and their general hardiness, all Dwarves get +2 saves vs. Magic and vs. Poison. They also are very accustomed to dealing with underground constructions, so have the Stonework Skill, allowing them to spot pits, weird construction and stone-traps underground.

There is a subspecies of Dwarves known as the Crimson Dwarves, notable in that they have bright red skin. They are culturally connected to Chaos and look down on the rest of the Dwarves, calling them "Mongrels" or "Half Dwarves", mistakenly thinking them to be cross-breeds of some sort.

2.1.2.7—ELF AND HALF-ELF

The Elves have a truly ancient magical civilization located in sylvan hideaways and hidden by ancient magics. Elves generally look like slender, willowy humans with pointed ears and bright eyes. They have a lifespan of many centuries. Despite their long-lifespans, elves are rather frail overall. High Elves are the ancient nobility of the species and lord over secret castles far from

the sight of ordinary creatures and are divided into three kindreds : the Golden Elves (aligned with Law), the Bronze Elves aligned with Neutrality) and the Silver Elves (aligned with Chaos) . The bulk of the elves are Wood Elves who live in forest encampments surrounding the High Elven fortresses. Half-elves are people with both human and elf ancestry, and there are even whole small communities made up of half-elves of long mixed lineage.

The Elves (but not Half Elves) have excellent Dark Vision arising from their equally diurnal and nocturnal lifestyle. Their keen senses make it easy for High Elves and Half-elves to locate many invisible or hidden foes (gaining the Observer Jack skill) but Wood Elves instead are able to use the Move Silently skill. Most NPC Wood Elves who are magic-users are Natural Talents who do not use a spell book. Most NPC High Elves and Half-elves who are magic-users are standard Magic-Users and do use a spell book. Elves and Half-elves gain a +2 on saves vs. all Enchantment spells, even gaining a saving throw against such magic when the spell indicates they shouldn't.

2.1.2.8—GNOLL

Gnolls are a group of large, hairy, hyena-like bipedal humanoids who are known world-wide as violent barbarian raiders, building or producing little of their own. About 80% of them are given over to chaos, with the remaining 20% being neutral. They have Dark Vision from their habits of nocturnal raiding over the millennia. Gnolls are able to Track by Scent. Being large creatures, Gnolls cannot ride horses, but can use most large sized weapons (except pikes, bills and halberds) in one hand and still use a shield or buckler in the other. Armor for Gnolls cost twice the normal list price. The legend is that Gnolls arose from a chaotic band of Gnomes and Trolls who worked together for spreading ill and destruction, laughing at all their victims viciously. One of the gods turned all the members of the band into hyena-shaped monsters in punishment. Their own myth says that Gnolls are the primordial species, and the only ones who are gnormal.

2.1.2.9—GNOME

The Gnomes are cousins to the dwarves and look similar but are much smaller and have longer noses. They live both in underground towns and in forest communities. Gnomes are friendlier than dwarves, more mercurial and humorous than dwarves, and sometimes more treacherous than dwarves. Gnomes are about evenly divided among Lawful, Neutral and Chaotic alignment.

The Gnomes have excellent Dark Vision from living underground. The Gnomes are much more involved in the works of magic and many are natural sorcerers. Their magical mastery and native cunning have given them improved saving throws across the board. This familiarity with magic allows all gnomes to cast a Detect Magic spell once per day, even if wearing armor and even if they can't otherwise cast spells. They also are very accustomed to dealing with underground constructions, so have the Stonework Skill, allowing them to spot pits, weird construction and stone-traps underground. Because of their small size, Gnomes cannot use Large Weapons, Longbows or Composite Bows.

2.1.2.10--GOBLIN, HOBGOBLIN, HOBORG AND BUGBEAR

Goblins, Hobgoblins and Bugbears are different varieties of the same humanoid species, while Hoborgs share both Hobgoblin and Orcish ancestors. Their faces are twisted and uneven, their skin is rough and an orange or greenish hue (Hoborgs typically a reddish orange). Goblins are small, about 4' tall, while Hobgoblins and Hoborgs are bigger, standing between 5 and 6 feet, and Bugbears even larger, being between 6 1/2 and 7 feet tall. All four sorts are nearly all given over to the Chaotic alignment, but Neutral and Lawful renegades can be found.

The Goblinoids have excellent Dark Vision from living underground. Goblins are known for their nimbleness and treachery, although on average they're a bit stupid. Hobgoblins have more cunning and foresight, but both types have a reputation for unpleasantness. Bugbears are tall and lanky, known for their speed and stealth. Goblins find the sun to be incredibly unpleasant, and the suffer a -1 on their attack rolls and Morale level when under its direct rays. Goblins are excellent trackers (tracking skill) and gain a +1 to hit bonus when making a surprise

attack, and Hobgoblins are known for their keen hearing (hear noise skill) and Hoborgs for their skill at lurking in darkness (Hide in Shadows). Because of their small size, Goblins cannot use Large Weapons, Longbows or Composite Bows. Because of their large size, Bugbears can use Large melee weapons (pikes, bills and halberds) in 1 hand and still use a shield. Because of their large size, any suit of armor that will fit a Bugbear will cost double normal price and they cannot ride horses. Hoborgs are known for their treachery, beyond that of the other goblinoids, and are prone to be talented sorcerers or Jacks skilled in ambush and deviousness.

2.1.2.11—HALFLING

Just as Gnomes are smaller cousins to the dwarves, so Halflings are the cousins of humans, but they are much smaller and have hairier feet. Halflings live in farming villages scattered about the world and are agricultural experts. Halflings are usually open and friendly but prefer the company of their own kind. The overwhelming majority of halflings are Lawful, but renegades of other alignments can be found.

Halflings have normal daylight vision like humans. Because of their superior hand/eye coordination, Halflings get a +2 to hit when using any missile weapon. They are also naturally difficult to spot in the wild, and so they all get the Move Silently and Hide in Forest skills, no matter what class they are. Because of their small size, Halflings cannot use Large Weapons, Longbows or Composite Bows.

There also exist some very rare individuals called Dwomelings, who are said to be one half dwarf, one half gnome and one half halfling. Statistically, they are the same as halflings, but, brother, they're not halflings.

2.1.2.12—HUMAN

Humans are the same sort of beings you see all around you every day. They have normal daylight vision and are the standard that the ability scores are set upon. They are evenly divided among all 3 alignments and can be saintly or friendly or reserved or unfriendly or monstrous in character. All human characters may choose a bonus either Fighter Combat Training or Jack Skill at first level, no matter what class they are.

2.1.2.13—KOBOLD

The kobolds are a weird species of underground dwelling miscreants. They have a wide-range of appearance, some looking liked twisted, aged Gnomes, others looking like small dog-people and still others looking like small lizard-people or even tiny dragon people. They all speak the same language and live in mixed company.

Kobolds have Dark Vision due to their subterranean habitat. They are considered by most to be nimble, fragile and unpleasant to deal with. They often live as scavengers, and so are quite good at searching through dungeon garbage safely. They are known for quick-tactics traps and ambushes too. Their nimbleness allows them to change equipment on the fly easily (Swapper Skill). Almost all kobolds are Chaotic in alignment, but a few Neutral renegades are known. Because of their small size, Kobolds cannot use Large Weapons, Longbows or Composite Bows.

2.1.2.14—LIZARDO

The Lizardo are a species of bipedal reptilian humanoids. They currently live in primitive tribal communities in the deserts, jungles and swamps of the world. While today they are ignorant of the building arts and of arcane magic, it seems that in the distant past they had a complex civilization with deep arcane knowledge. Lizardo have normal daylight vision, being largely diurnal. They usually live as hunter-gatherers, with some clerical shaman offering the help of the gods. Lizardo all have the Hide in Forest Skill, which also works in the desert or marsh for them. Lizardo are about evenly divided among Neutral and Chaotic alignments. Because of

their tails and weird smell, Lizardo cannot ride horses.

2.1.2.15—OGRE AND HALF-OGRE

Ogres are a species of large, cruel and rather stupid humanoids. They are largely seen as bullies and terrorists by other species, because the bully and terrorize anyone they can. They've never built a civilization of their own, but often act as torpedoes and goons for Chaotic civilizations that let them run wild on occasion. They have heavy brows and thick heavy jaws, often with protruding fangs. About three in four Ogres is Chaotic and the other fourth are Neutral.

Half-ogres are folk with part Ogre heritage, the other half being usually Orc or Human. They are a bit less robust, a bit less stupid than full ogres, but still rather robust and stupid. Half-ogres are mostly loners.

Ogres have Dark Vision, but Half-Ogres do not, but both are good at breaking things (Buster Skill). Their large size allows them to use Large Melee Weapons (apart from bills, halberds and pikes) in one hand and use a shield in the other. But, because of their large size, any suit of armor that can fit an Ogre or Half-Ogre costs twice the list price. Because of their size, Ogres and Half-ogres cannot ride horses.

2.1.2.16—ORC AND HALF-ORC

Orcs are a species of particularly cruel and destructive humanoids, perhaps created by Chaotic powers to spread ruin and disorder. Like Ogres, they've never built a civilization of their own, but often act as thugs and goons for Chaotic civilizations that let them run wild on occasion. They have a stooped posture, warty skin, long arms, red glowing eyes and often protruding fangs. Nearly all Orcs are chaotic in alignment.

Orcs are surprisingly interfertile with many species. Half-orcs are people who have some orcish ancestry, usually mixed with humans, halflings, hobgoblins, goblins, kobolds or even lizardo. They are a bit less likely to be given in to chaos and vandalism, but are looked at with suspicion by many. Individuals might be called Half-orcs, but whole mixed-orc communities are usually called Orkin.

Both Orcs and Half-orcs have Dark Vision and are used to eating garbage (+2 saves vs poison or disease). Full orcs also are good at searching through garbage safely (Searcher Skill) but also are adverse to sunlight, making all attack rolls at -1 and suffering a -1 penalty to their Morale stat under sun-lit conditions. Because of their natural weird scent, full orcs cannot ride horses.

2.1.2.17—RATTER

Ratters are intelligent rats the size of a gnome, gifted with human-like hands and voices. They have developed speech and a rudimentary society. Most often found skulking about large human cities and ruins or raiding farmers' fields, they are considered to be a nuisance rather than a menace. Halflings find them a true problem, while Catters find them delicious. They have aptitude for little other than stealing things.

They have Dark Vision because of their nocturnal shenanigans, and gain +4 on saves vs. poison and disease since they live mostly on garbage. They often go down on all fours and thus have a very fast movement rate. Because of their small size, they cannot use Large Weapons or Longbows or Composite Bows.

2.1.2.18—SPRITE

Sprites are an ancient species of diminutive size that dwells in secluded wilderness areas. They are smaller than gnomes or halflings, being only about 2' tall, Gifted in magic, they can cast an Invisibility Spell once per day, regardless of class or the armor they wear. Most Sprites are Neutral, but both Lawful and Chaotic bands have been encountered. They have normal daylight

vision, like humans, because of the diurnal lifestyle. They are reputed to have the best fashion sense of all mortal species. Because of their small size, they cannot use Large Weapons or Longbows or Composite Bows.

2.1.2.19—TROLLSON

The Trollsons are a species descended from a group of ancient Frost Giants, who were gifted magicians, and humans (“giant” and “troll” were synonyms among the human group from which these folk descend). They are larger than normal humans and have some inherent magical gifts. They appear as large humans, around 7 feet tall with a bit of an icy sheen to them.

They have normal daylight vision, like humans. Their giant heritage gives them immunity to cold damage and the ability to see through any illusion (but not to see the invisible). Because of their large size, they can use Large Melee weapons (apart from pikes, bills and halberds) in 1 hand and use a shield. Because of their large size, any suit of armor that can fit a Trollson costs twice the list price and they are unable to ride horses. Trollsons are evenly divided among all 3 alignments.

2.2 NPC MORTALS

While the species in 2.1 are all available for players to use as characters, the ones in this section are so stepped in chaos or so alien to humanity that they only appear as NPC's, usually as enemies. They are still created using Mortal Rules (book 1—Hacklords) and all have character classes and levels, but simply are unsuitable for player use.

2.2.1—NPC MORTAL GUIDELINES

Species	Blood-Sucking Freaks	Bugmen	Dagonites	Deep Ones
Classes	J, M	F, J, C	C	F, J
Size/HD	M, 1d6	L	M, 1d6	M, 1d6
Move	30'	30'	20' Swim 30'	10', Swim 40'
Stat Mod	+1 DEX, -1 CON	+1 DEX, -2 CHA	+1 WIS, -1 DEX	+1 DEX, -1 CON
Vision	Dark Vision, Sun-sensitive	Normal	Dark Vision	Dark Vision
Special Ad	Bite Attack	Bite Attack	Breath Water	Aquatic
Special Ad 2	Hide in Shadows	Telepathy	Disguise Skill	--

Species	Mahal	Mermaids/Mermen	Mi-Go	Old Ones
Classes	M, C	F, J, M	M, C	F, M
Size/HD	M, 1d6	M, 1d6	L, 1d8	M, 1d6
Move	20', Fly 75'	5', Swim 40'	45', Fly 90'	30'
Stat Mod	+1 INT, -1 CON	+1 CON, -1 WIS	+1 WIS, -3 CHA	+1 INT, -1 WIS
Vision	Dark Vision	Normal	Normal	Dark Vision
Special Ad	Flight	Breath water/air	Flight, AC 15	+2 save vs Magic
Special Ad 2	Telepathic Comm	--	Teleportation	Hide in Shadows

Species	Snake-men	Span-Kee	Turtors	Wormuloids
Classes	F, M	M, C, J	F, J	M, C, J
Size/HD	M, 1d6	S, 1d4	L, 1d8	S, 1d4
Move	20', Crawl 30'	25'	20'	20', burrow 30'
Stat Mod	+1 Dex, -2 Cha	+2 INT, -2 CON	+2 CON, -2 DEX	+1 INT, +1 Dex, -4 CHA
Vision	Poor	Dark Vision	Normal	Poor
Special Ad	Track by Scent	Mind Reading	AC 16	Burrow
Special Ad 2	Poison Bite	+2 all saves	+2 save vs damage	Hear Noise

2.2.2—NPC MORTALS DESCRIPTIONS

2.2.2.1—Blood-Sucking Freaks

Blood-Sucking Freaks: are a rare species of goblinoids who were mutated in the service of a vampire-sorcerer in times of old. They are roughly man-sized, gangly, bald with skin that is grey or chalk-white, mottled with reddish spots. Their jaws are over-sized allowing them to make a bite attack in addition normal attacks, if they attack by surprise or against stunned, held, sleeping or paralyzed enemies. The bite does 1d4, but they can continue to suck 1d4 damage in blood each round.

They have Dark Vision because of their goblinoid and vampiric origins. And are also sun-sensitive. If they are magic-users they are always Natural Talents. They are also naturally stealthy, getting the Hide in Shadows skill for free.

2.2.2.2—Bugmen

Bugmen are members of a hive society with an inborn caste system. Warriors are born into the Fighter Class, Workers are born into the Jack Class, and the rulers are born into the Cleric-Spiritual Class. They are nimble, but have no “people skills”, with rulers in their society giving telepathic commands to the Warriors and Workers. Some can learn to speak other mortal languages, but they don’t use language among themselves. They can bite instead of using weapons, treated as a Small weapon, doing 1d4 damage.

2.2.2.3—Dagonites

Dagonites look like scaly, stocky, tailed humanoids with large fish-like heads. They are all clerics of the chaotic god Dagon and gather slaves and vassals to serve their needs (often Ratters, Grey Cave Ogres and Grey Cave Giants). They all train in the art of disguise, in order to infiltrate human cities (although they must keep themselves well covered by a hood to pull it off (they get Disguise skill for free). While they are excellent swimmers and can breath under water, they tend to live on land, in caves connected to the ocean, especially.

2.2.2.4—Deep Ones

Deep Ones (also known as Gill-men) are, like their enemies the Dagonites, devoted to the chaotic sea god Dagon. They live underwater, rarely coming to the surface unless to kill, rob or kidnap surface dwellers. They are fighters or jacks, considering there to be no need for clerics, since they have a close personal relationship with Dagon.

2.2.2.5—Mahal

The Mahal are intelligent, winged dinosauric creatures. They don’t speak but can communicate with any mortals using telepathy. They are deeply chaotic, given over to the darkest of gods. They do little work or melee combat, relying on spells and slaves to do all those tasks. They are slightly frail and quite intelligent. If they chose the Cleric class, they are always Cleric-Spiritual.

2.2.2.6—Mermaids/Mermen

The mer-people have human-like upper bodies and fish-like tails instead of legs. They are able to breath both in air and in water. They can be of any alignment and some get along quite well with humans. They are generally NPC’s only because of the whole can’t walk thing. Merpeople magic-users are all either Natural Talents or Witches, since books don’t fare well under water.

2.2.2.6—Mi-Go

The Mi-Go are large, winged centipede like beings who are a nightmare to all they meet. They move quickly and can teleport up to 500’ once per turn. Much like the Mahal, they rely on spells and slaves for all their needs. They’re language is completely unpronounceable to all other beings, but they have developed a machine that allows them to speak to other species.

They are perceptive, but all other mortals find them utterly repulsive. They see with normal daylight vision as humans do. They are completely given over to chaos, and consider all other species either as food or slaves only. They cannot wear armor, but have a natural AC of 15.

2.2.2.7—Old Ones

The Old Ones are a very ancient species who used to have large cities and empires devoted to Chaos on the surface. They were driven underground when the Silver Elves betrayed them and the forces of Law defeated them. They now live in underground cities and tunnels. They look vaguely like humans with withered grey skin and eyes that are entirely black. Their underground lifestyle accounts for their Dark Vision and skill in hiding in the shadows. Male Old Ones are all fighters, while female old ones are all Magic-Users.

2.2.2.8—Snake-men

Snake-men have the torso of a scaly human, but the lower parts and head of a snake. They live in ancient cities deep in the jungle, a survival of a great reptilian civilization, ancient and wicked. Most are fighters, some are magicians, all are devotees of Chaos. Their eyesight is poor, day or night, but they can track by scent. They are nimble but somewhat careless. In combat, they can use either normal weapons, or a bite that does 1d4 damage, plus requiring a save or deadly venom. When they rear up to fight, they can only move 20' per round, but if they drop shields and weapons, they can crawl quickly at 30'.

2.2.2.9—Span-Kee

Span-Kee are small (3-4') tall hairless, grey-skinned humanoids with large black eyes, small noses and mouths. They reputedly come from beyond the heavens, and have motives that are baffling to most mortals. They are terrible at melee combat and tend to use magic or alchemy for most confrontations. Once an hour, each Span-Kee can read minds for 1d4 rounds (see spell). Their huge eyes give them Dark Vision and their otherworldly nature gives them a +2 on all saving throws.

2.2.2.11—Turtors

Turtors are humanoid turtle-creatures who count as large, not for height, but rather for sheer bulk. They are hardy but slow. They have normal daylight vision. Their shells and thick hides give them a natural AC of 16 and a +2 on all saving throws against magical or normal attacks that inflict points of damage. They are by nature neutral, but they suffer a -4 save against any enchantment type spell or effect cast by a Chaotic spell caster, due to an ancient curse. Thus they are usually encountered as flunkies to the forces of chaos.

2.2.2.12—Wormuloids

Wormuloids are super-gross servants of Chaos, looking like halfling-sized worms with little spindly arms and pinched little faces. They can burrow through dirt (not stone) at a prodigious rate as long as they aren't wearing metal armor. They have a natural ability to locate people above them through the Hear Noise skill. If they hear such a person, they can get an automatic surprise attack on them.