

# Chapter 14: Monsters

## Lowlife

The **lowlife** creatures are, for the most part, nonintelligent (Intelligence 0) and have simple lifestyles. Most are plants, fungi, insects, arachnids, slimes, oozes, or other invertebrates such as worms or slugs. The category also includes specimens of huge size.

## Monster

A **monster** is any creature that does not fit into one of the other categories. They tend to be legendary or fabulous creatures, but otherwise may have little in common with each other. Some resemble members of other groups (humanoids or animals, for example) but have abilities or powers that set them apart.

## Planar Monster (Enchanted Monster)

All **planar monsters** have one thing in common: they come from a plane of existence other than the Prime Plane (the dimension that is the player characters' home). Some monsters will have both Prime Plane and other planar versions; these will be noted. Planar monsters that are summoned or gated to the Prime Plane are "enchanted" monsters as well.

Most other-planar creatures do not have "normal" treasures but may have the equivalent in the material of their own planes. For example, valuable gems on the elemental plane of Water may appear as bits of colored ice. When the treasure type given is "Special," the DM may change the treasures to match the plane.

## Undead

The **undead** are creatures that were once alive but now owe their existence to powerful supernatural or magical forces upon their spirits or bodies. Most undead can be repelled by clerics or certain objects, such as holy symbols. Undead are not affected by special attacks that affect only living creatures (such as poison) or by spells that affect the mind (*sleep*, *charm*, *hold*, *discord*, *insanity*, *feeblemind*, etc.). Undead created by magical spells are "enchanted" monsters.

## Monster Frequency

Monsters are listed as being *common*, *rare*, or *very rare*. Rare monsters should be used less frequently than common monsters. Very rare monsters should usually appear in carefully planned encounters or in seldom-visited settings.

## Monster List

This is the basic list of monsters for the D&D® game. Other monsters are introduced in adventures and supplements published for the game.

### Actaeon (Elk Centaur)

Armor Class:	3
Hit Dice:	11** (L)
Move:	150' (50')
Attacks:	2 spears/1 antler or breath (special)
Damage:	1d6 + 6/1d6 + 6/2d8
No. Appearing:	0 (1)
Save As:	C11
Morale:	10
Treasure Type:	B
Intelligence:	12
Alignment:	Neutral
XP Value:	2,700

**Monster Type:** Monster (Rare).

This solitary creature is a protector of woodland creatures. The actaeon is 9' tall, with the arms, torso, and facial features of a human but the antlers and lower legs of an elk; its whole body is covered with brown elklike hide.

It can camouflage itself perfectly (as if *invisible*) in light or dense woods. When angered by the wanton slaying of woodland creatures (or similar vile acts), the actaeon springs out of hiding, usually with surprise (1-5 on 1d6). It often uses large wood and bone spears to punish or slay the defilers of the woods.

It has a powerful breath weapon that can be used once per day, filling a 10' × 10' × 10' cube;

each victim within it must make a saving throw vs. dragon breath or be *polymorphed* into a normal forest creature (owl, squirrel, deer, etc.). If the saving throw is successful, the transformation still occurs, but lasts for only 24 hours.

Once per day an actaeon may summon woodland creatures to assist it; 1d6 creatures arrive in 1d4 turns. Choose or randomly determine the types of creatures appearing:

- 1 boar
- 2 bear
- 3 centaur
- 4 griffon
- 5 lizard (chameleon)
- 6 treant

Actaeons are members of the woodland community along with centaurs, dryads, etc. They are sufficiently bold and rare that they are renowned heroes of these forest folk. Actaeon sometimes work with druids to preserve the safety of the woods, especially if a dangerous threat is involved.

There can be actaeon spellcasters; see "Monster Spellcasters" on page 215.

**Terrain:** Woods.

**Load:** 3,000 cn at full speed; 6,000 cn at half speed.





## Adaptor

Armor Class:	9
Hit Dice:	8* (M)
Move:	120' (40')
Attacks:	2 (sword) or see below
Damage:	1d8 + 4/1d8 + 4 or see below
No. Appearing:	1d6 (1d12)
Save As:	F8
Morale:	10
Treasure Type:	V
Intelligence:	13
Alignment:	Any
XP Value:	1,200

**Monster Type:** Monster (Very Rare).

Adaptors are a peculiar race native to all planes of existence. They are very intelligent, and their ancient race has greater and wider knowledge than any sage, but their cultural philosophy demands that they not pass their great knowledge between planes and human cultures. Instead, they travel and observe civilization throughout the planes, exchanging information only among themselves.

Adaptors are natural (nonmagical) polymorphs, able to change into the form of any creature of human or demihuman size. They also change color after they adapt to an attack. They are travelers, rarely staying anywhere for more than three days, and able to enter and leave other planes at will.

These creatures have the ability to adapt—to alter their physical structure to survive in any environment. Once exposed to any type of magical attack, they then become immune to it; for example, a *lightning bolt* would inflict full or half damage when first used against it, but all electrical attacks would thereafter have no effect. The adaptation fades away in 1d10 turns if not used.

In combat, adaptors are skilled at swordplay (2 attacks per round, +4 bonus to attack and damage rolls). If the DM wishes, he can have an adaptor protect itself with fantastic devices which the PCs cannot comprehend or use (if desired, designed by the DM). Examples might include a flame tube, trance inducer, or energy neutralizer.

Adaptors are not the same as dopplegangers; they cannot turn into duplicates of specific people.

**Terrain:** Anywhere humans are found.

## Aerial Servant (Haoou)\*

Armor Class:	0
Hit Dice:	16** (M)
Move:	240' (80')
Flying:	720' (240')
Attacks:	1
Damage:	4d8
No. Appearing:	1 (1d4)
Save As:	F16
Morale:	9
Treasure Type:	Nil or Special
Intelligence:	12
Alignment:	Chaotic
XP Value:	4,050

**Monster Type:** Planar Monster, Enchanted (Rare).

Aerial servants are humanoid in shape. They appear to be man-shaped figures of roiling fog; they are eerie and menacing.

Aerial servants are beings native to the elemental plane of Air. On their home plane, they

are known by a name which sounds like "haoou." They are only encountered on the Prime Plane when conjured by a cleric (see the clerical spell *aerial servant*). They don't care to be summoned for this slave labor; they do not deliberately or maliciously misinterpret their summoners' orders, but they are hateful enemies of humans who visit the plane of Air.

Clerics can summon aerial servants to perform tasks for them. Summoned aerial servants will not fight; they only accept orders to seize things or prisoners and bring them back to the cleric. They can only be harmed by spells or magical weapons. They travel at super-speed, often surprising their prey (1-7 on 1d8). The percentage chance of breaking free of the servant's grip is equal to the victim's Hit Dice or experience level (i.e., an 18th level fighter has an 18% chance to break free of the grip).

**Plane of Air:** On their home plane, the haoou have their own evil empire, which reigns in places where there are few or no other creatures. Their enemies are the helions and the djinn. They fear earth-type creatures and attacks.

**Terrain:** Plane of Air; Any.

**Load:** 5,000 cn at full flying speed; 10,000 cn at half speed when retrieving items or prisoners for their temporary masters.

## Amir

See *Efreeti, Greater*.

## Animal Herd

Armor Class:	7
Hit Dice:	1-4 (M-L)
Move:	240' (80')
Attacks:	1 attack (butt, bite, or kick, by species)
Damage:	1d4, 1d6, or 1d8
No. Appearing:	0 (3d10)
Save As:	F1
Morale:	5
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	10, 20, 35, or 75

**Monster Type:** Normal Animal (Common).

This set of monster statistics represents most wild grazing creatures, such as caribou, deer, elk, goats, moose, and wild oxen. All but the most inhospitable climates in the world will feature at least one type of herd beast.

PCs might attack members of a herd in order to acquire meat. The Hit Dice of and damage done by herd creatures depend on the type of creatures they are. Here are some sample herd creatures:

Type of Animal	Hit Dice	Damage
Antelope, Deer, Goats	1-2 (M)	1d4
Wild Horses, Zebras	2 (L)	1d4 + 1
Caribou, Oxen	3 (L)	1d6
Elk, Moose, Cattle	4 (L)	1d8

The DM may add other herd animals within these ranges.

In any given herd only one animal in four is male; the rest are females and young. A male has at least 3 hit points per Hit Die; females have normal hit points. Young have only 1-4 hit points per Hit Die. When alarmed, females and

young flee while the males protect them.

Any group of 16 or more may panic when attacked, running toward the disturbance 40% of the time (trampling all in their path for 1d20 points of damage; no attack roll needed).

**Terrain:** Open, Light Woods.

## Ant, Giant

Armor Class:	3
Hit Dice:	4* (M)
Move:	180' (60')
Attacks:	1
Damage:	2d6
No. Appearing:	2d4 (4d6)
Save As:	F2
Morale:	7 (and see below)
Treasure Type:	U (and see below)
Intelligence:	1
Alignment:	Neutral
XP Value:	125

**Monster Type:** Lowlife (Rare).

Giant ants are black ants about 6' long. They are omnivores and will attack anything edible that lies in their path (no reaction roll); if they win, they carry their kills back to the nest. Once engaged in combat, they will fight to the death, even trying to cross flames to reach their opponents.

A giant ant nest looks like a large, bare hill. Giant ant nests are not as heavily populated as those of smaller ants. At any given time, the nest will be protected by 4d6 giant ants, and another 10d6 will be on the trails, gathering food. There is an ant queen in the deep, well-guarded egg chamber of the ant nest.

Giant ants behave just like their smaller cousins. They wander all over the landscape, finding sources of ready food (grain warehouses, watering-holes, villages), communicate their finds to the nest, and set up a trail from the nest to the food and back.

There are legends of giant ants mining gold, and there is a 30% chance that a lair will contain 1d10 thousand gp worth of nuggets.

**Terrain:** Any except Arctic.

## Ape, Snow

Armor Class:	6
Hit Dice:	3 + 1 (M)
Move:	90' (30')
Attacks:	1 club/1 hug
Damage:	1d6/2d6
No. Appearing:	0 (2d10)
Save As:	F3
Morale:	7 (11)
Treasure Type:	K
Intelligence:	4
Alignment:	Chaotic
XP Value:	50

**Monster Type:** Normal Animal (Rare).

Snow apes are squat, baboonlike creatures with shaggy white fur. They are somewhat intelligent, and often make simple tools like clubs or sharpened bones. They cannot, however, grasp more complicated concepts, such as the use of a bow and arrow.

Because of their camouflage, they are extremely difficult to see in snowy conditions (surprising on a 1-4). The snow ape uses one arm to attack with a weapon and attempts to hug its victim with the other. Because the snow ape is so



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strong, any creature caught in its hug takes 2d6 points of damage each round until freed. The ape will maintain its hug until it is slain or its morale fails.

Although generally reclusive, the snow ape is clever and cruel, preferring to ambush its victims whenever possible. If trapped or cornered, the snow ape fights viciously (use the morale in parentheses in this case). Although they cannot make intelligible sounds, snow apes communicate with each other using a complex sign language. In addition, snow apes often leave messages for each other using a system of stacked rocks and snowballs.

Snow apes are omnivores; they like giant insects and red meat (such as humans), but will not attack very large monsters or large parties. They live in snowy mountain forests and do not need to take shelter except in the worst snowstorms.

**Terrain:** Arctic, Mountains (cold).

## Ape, White

Armor Class:	6
Hit Dice:	4 (M)
Move:	120' (40')
Attacks:	2 claws or 1 rock
Damage:	1d4/1d4 or 1d6
No. Appearing:	1d6 (2d4)
Save As:	F2
Morale:	7
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	75

**Monster Type:** Normal Animal (Rare).

White apes have lost their color due to many years of living in caves. They are nocturnal herbivores, looking for fruits and vegetables at night.

They do not go out of their way to attack characters; if approached by humans and demi-humans and given a chance to flee, they will do so. But if creatures approach their lair, the apes will threaten the intruders. If their threats are ignored, they will attack. They may throw one stone per round for 1d6 points each.

White apes are not intelligent and are sometimes kept as pets by Neanderthals (cavemen). Normally, in the wild, they live in caves in family groups of 2-8 members.

**Terrain:** Cavern, Hill, Mountain, Ruin.

## Archon

Armor Class:	-6
Hit Dice:	20***** (L)
Move:	120' (40')
Flying:	360' (120')
Attacks:	See below
Damage:	See below
No. Appearing:	1d2 (1d2)
Save As:	C20
Morale:	11
Treasure Type:	Nil
Intelligence:	16
Alignment:	Lawful
XP Value:	13,175

**Monster Type:** Planar Monster (Very Rare).

Archons are extremely lawful beings whose sole purpose is to oppose chaos and preserve all that is good. They do this by learning about evil

and chaotic people and monsters, persuading adventurers to attack those evils, and sometimes directly helping the adventurers who are advancing their goals.

Both male and female archons have the bodies like that of giant eagles, with golden-feathered wings. The male archon has a head, arms, and torso like a huge muscular man; the female has no torso, but has a dragonlike neck and three heads: two bull's heads flanking a beautiful female human's.

In combat, each female's bull head may gore for 3d10 points of damage or breathe a cone of fire 10' long for 4d6 points of damage. A male may use any human weapon, and many have enchanted weapons.

Archons are immune to fire, poison, and 1st through 4th level spells of all types. Archons may use spells as 12th level clerics and can teleport at will.

Once per day, each may use one *bolt of purity* and may create one *sword of flame*. The *bolt* appears similar to a *lightning bolt* (with the same size and range), but causes all victims to become Lawful and peaceful for 2d6 turns (no saving throw). It removes all evil thoughts and does not cause damage. The *sword* is the size of a normal sword but is solid flame and inflicts 4d8 points of damage to any victim hit. Once created, it lasts for three turns.

Archons live in small families of one mated pair and 1d3 young. Archons are encountered alone or in mated pairs; adventurers almost never encounter archon young.

**Terrain:** Any, any Planar.

**Load:** 5,000 cn at full speed; 10,000 cn at half speed (may carry a character at a crucial time if he is worthy).

## Athach

Armor Class:	0
Hit Dice:	14* (L)
Move:	180' (60')
Attacks:	4
Damage:	2d12/2d12/2d12/2d10 + poison (special)
No. Appearing:	1d3 (1d6)
Save As:	F14
Morale:	7
Treasure Type:	I
Intelligence:	8
Alignment:	Chaotic
XP Value:	2,500

**Monster Type:** Giant Humanoid (Rare).

Athachs are humanoid and stand 18' tall. Each has hideous but recognizable features, a malformed body, and a third arm in the center of its chest.

These huge monsters are quite stupid and ill-tempered. They live in small families, sheltering in caves, and beating on one another when not hunting for meat. (They consider humans to be meat.) They love gems and jewelry and, if an offer is good enough, will accept such in return for not attacking travelers.

Athachs attack by bashing their opponents with thick tree stumps or stones and biting with their gnarled, poisonous tusklike teeth. Any victim bitten must make a saving throw vs. poison with a -4 penalty or be helpless for 1d6 turns.

**Terrain:** Hill, Mountain, Woods.

## Baboon, Rock

Armor Class:	6
Hit Dice:	2 (M)
Move:	120' (40')
Attacks:	1 club/1 bite
Damage:	1d6/1d3
No. Appearing:	2d6 (5d6)
Save As:	F2
Morale:	8
Treasure Type:	U
Intelligence:	2
Alignment:	Neutral
XP Value:	20

**Monster Type:** Normal Animal (Common).

Rock baboons are larger versions of normal baboons and are more intelligent. They are omnivores but prefer meat. They are not inclined to eat humans, preferring small herd animals when they can catch such beasts. They do not make tools or weapons but will pick up bones or branches to use as clubs.

Rock baboons form packs of up to 30 members, each pack led by a dominant male. They are ferocious and have vicious tempers. They do not speak a true language, but use simple screams to communicate warnings and needs.

Rock baboons will not go out of their way to attack travelers, but will try to scare intruders out of their hunting grounds.

**Terrain:** Hill, Mountain, Open.

## Bandit

Armor Class:	6
Hit Dice:	1 (M)
Move:	90' (30')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	2d4 (3d10)
Save As:	T1
Morale:	8
Treasure Type:	(U) A
Intelligence:	11
Alignment:	Chaotic or Neutral
XP Value:	10

**Monster Type:** Human (Common).

Bandits are NPC thieves who have joined together for the purpose of robbing others. Frequently, they have small communities of 3-30 members and send out raiding groups of 2-4 bandits. Bandits will act as normal men so they can surprise their intended victims. Another bandit tactic is to set up an ambush to waylay wealthy travelers; typically, they will drop a tree just around the bend of a road so that travelers have to stop; then the bandits stand back with ranged weapons and rob the travelers.

Treasure Type A is only found in the bandits' wilderness lair.

Bandits may have an NPC leader of any human character class who is one or more levels of experience greater than the bandits. The leader may have an agenda other than mere robbery; he might be assembling a network of bandit gangs for some greater nefarious purpose, or he may be a nobleman framed for a crime, stripped of his title, and living the life of a bandit until he can clear his name.

**Terrain:** Any (usually wilderness along main roads).



## Banshee

A form of undead; see *Haunt*.

### Basilisk

Armor Class:	4
Hit Dice:	6 + 1** (L)
Move:	60' (20')
Attacks:	1 bite/1 gaze
Damage:	1d10 + petrification (special)
No. Appearing:	1d6 (1d6)
Save As:	F6
Morale:	9
Treasure Type:	F
Intelligence:	2
Alignment:	Neutral
XP Value:	950

**Monster Type:** Monster (Rare); Planar Monster (Very Rare).

A basilisk is a 10'-long lizard; it looks much like a large snake with four legs and a crownlike growth on its head. It may be of any color, but is usually very bright and distinctive. It is sometimes called the "king of snakes."

The basilisk is a nonintelligent but very magical lizard. It lives in underground caverns or wild and tangled thickets. Any creature hit by a basilisk must make a saving throw vs. turn to stone or be petrified; all equipment he carries will also be turned to stone. The basilisk's gaze has the same effect; anyone meeting the gaze must make the same saving throw or be petrified. A surprised character automatically meets the gaze (but gets the saving throw).

A character in hand-to-hand combat with the creature must either avoid the gaze or meet the gaze each round. When a character tries to avoid the gaze, he suffers a -4 penalty to all attack rolls against the monster, while the basilisk gains a +2 bonus to all its attacks against the character. If the character meets the gaze, he attacks and defends normally but must make the saving throw at his normal odds.

A character may use a mirror when confronting a basilisk. While using a mirror, he suffers a -2 penalty to the attack roll (instead of -4). The area must be lit for the mirror to be effective and the attacker cannot use a shield. If the basilisk sees itself in the mirror (a roll of 1 on 1d6, checked each round), it must make a saving throw or be turned to stone!

Basilisks are native to both the Prime Plane and the elemental plane of Earth.

**Plane of Earth:** On the plane of Earth, a basilisk is merely a lizardlike creature made of rock. Its 90' gaze slows creatures made of earth (as the reverse of the magic-user spell *haste*) for 1d6 rounds (no saving throw). The gaze can still petrify creatures not made of earth (the standard saving throw still applies).

The planar basilisk can burrow through very dense rock at a 180' (60') rate. It usually avoids other life forms on its own plane.

**Terrain:** Cavern, Woods; Plane of Earth.

## Bat

	Normal	Giant
Armor Class:	6	6
Hit Dice:	1/4 (1 hp) (S)	2 (M)
Move:	9' (3')	30' (10')
Flying:	120' (40')	180' (60')
Attacks:	Confusion	1 bite
Damage:	Nil	1d4
No. Appearing:	d100 (d100)	1d10 (1d10)
Save As:	Normal Man	F1
Morale:	6	8
Treasure Type:	Nil	Nil
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	5	20

**Monster Type:** Normal Bat: Normal Animal (Common); Giant Bat: Giant Animal (Common).

Bats are nocturnal flying insectivores. They often live in caves or abandoned buildings and find their way about by echolocation (a type of radar using hearing and echoes to locate objects). Since they have very weak eyes, spells that affect sight (such as *light*) do not work on bats. However, a *silence 15' radius* spell will effectively "blind" a bat.

**Normal bats:** These very small mammals weigh only a few ounces. They will not attack men but may *confuse* them by flying around their heads. There must be at least ten bats to *confuse* one character. Characters who are *confused* have a -2 penalty on their attack rolls and saving throws and cannot cast spells. Normal bats must check morale each round unless they are controlled or summoned.

**Giant Bats:** Giant bats are much larger cousins of normal bat species. Giant bats look like smaller bat species but grow to be approximately 5' long, with a wingspan greater than 25'. They are carnivores (or, more appropriately, hemovores—blood-drinkers) and may attack humans if extremely hungry.

**Giant Vampire Bats:** Of giant bat encounters, 5% will be with groups of giant vampire bats, far more dangerous creatures (HD 2\*, XP Value 25). The bite of a giant vampire bat does no extra damage but its victim must make a saving throw vs. paralysis or fall unconscious for 1d10 rounds. This will allow the vampire bat to feed without being disturbed, draining 1d4 points of blood per round. Any victims who die from having their blood drained by a giant vampire bat must make a saving throw vs. spells or become an undead creature 24 hours after death.

**Terrain:** Cavern, Ruins.

**Load:** Giant Bat: 500 cn at full speed; 1,000 cn at half speed.

**Barding Multiplier:** × 1 (Giant Bat).

## Bear

	Black	Grizzly
Armor Class:	6	8
Hit Dice:	4 (L)	5 (L)
Move:	120' (40')	120' (40')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1d3/1d3/1d6	1d8/1d8/1d10
No. Appearing:	1-4 (1d4)	1 (1d4)
Save As:	F2	F4
Morale:	7	10
Treasure Type:	U	U
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	75	175

	Polar	Cave
Armor Class:	6	5
Hit Dice:	6 (L)	7 (L)
Move:	120' (40)	120' (40')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1d6/1d6/1d10	2d4/2d4/2d6
No. Appearing:	1 (1d2)	1-2 (1d2)
Save As:	F3	F4
Morale:	8	9
Treasure Type:	U	V
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	275	450

**Monster Type:** Black, Grizzly Bears: Normal Animal (Common). Polar Bear: Normal Animal (Rare). Cave Bear: Prehistoric Animal (Very Rare).

Bears are well known to all adventurers. If any bear hits one victim with both paws in one round, the bear hugs its victim and inflicts 2d8 points of additional damage in that same round.

**Black Bear:** Black bears have black fur and stand about 6' tall. They are omnivores but prefer roots and berries. A black bear will not usually attack unless it is cornered and cannot escape. Adult black bears will fight to the death to protect their young. They have been known to raid camps, seeking food. They are especially fond of such treats as fresh fish and sweets.

**Grizzly Bear:** Grizzly bears have silver-tipped brown or reddish brown fur and stand about 9' tall. They are fond of meat and are much more likely to attack than black bears. Grizzlies are found in most climates, but are most common in mountains and forests.

**Polar Bear:** Polar bears have white fur and stand about 11' tall. They live in cold regions. They usually eat fish, but often attack adventurers. These huge bears are good swimmers, and their wide feet allow them to run across snow without sinking.

**Cave Bear:** These enormous bears stand about 15' tall. They do not see well at all but hunt very well by scent. If hungry, they will follow a track of blood until they have eaten. They prefer a diet of fresh-killed red meat and live in caves, mostly in prehistoric environments or very distant mountain areas where human civilization has not penetrated.

**Terrain:** Hill, Mountain, Woods. (Cave Bear: Same, but prehistoric.)



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## Bee, Giant

Armor Class: 7  
Hit Dice: 1/2\* (1-4 hp) (S)  
Move: 150' (50')  
Attacks: 1 sting  
Damage: 1d3 + special  
No. Appearing: 1d6 (5d6)  
Save As: F1  
Morale: 9  
Treasure Type: See below  
Intelligence: 0  
Alignment: Neutral  
XP Value: 6

**Monster Type:** Lowlife (Rare).

Giant bees, also called "killer bees," are foot-long giant bees with nasty tempers. Giant bees always attack anyone within 30' of their hive. If a giant bee attack hits, the bee dies, but the creature stung must make a saving throw vs. poison or die. The stinger will work its way into the victim, inflicting 1 point of damage per round, unless a character spends a round pulling it out.

Owing to the great weight of their hives, giant bees prefer to build their hives in small caves and underground areas near the surface.

There will always be at least 10 bees with their queen in or near the hive. At least four of these bees will have 1 Hit Die each (XP 13). The queen bee has 2 Hit Dice (XP 35) and can sting repeatedly without dying.

Giant bees make magical honey. If a character eats the honey of an entire hive (about two pints), it has an effect like a half-strength *potion of healing*, curing 1d4 points of damage.

**Terrain:** Plain, Woods, Mountain, Hill.

## Beetle, Giant

	Fire	Oil	Tiger
Armor Class:	4	4	3
Hit Dice:	1 + 2 (S)	2* (M)	3 + 1 (M)
Move:	120' (40')	120' (40')	150' (50')
Attacks:	1 bite	1 bite + 1 bite	special
Damage:	2d4	1d6 + special	2d6
No. Appearing:	1d8 (2d6)	1d8 (2d6)	1d6 (2d4)
Save As:	F1	F1	F2
Morale:	7	8	9
Treasure Type:	Nil	Nil	U
Intelligence:	0	0	0
Alignment:	Neutral	Neutral	Neutral
XP Value:	15	25	50

**Monster Type:** Lowlife (Common).

**Fire Beetle:** Fire beetles are 2 1/2'-long creatures often found below ground. A fire beetle has two glowing glands above its eyes and one near the back of its abdomen. These glands give off light in a 10' radius and will continue to glow for 1d6 days after they are removed.

**Oil Beetle:** Oil beetles are 3'-long giant beetles that sometimes burrow underground. When attacked, an oil beetle squirts an oily fluid at one attacker (an attack roll is needed; the range is 5'). The oil raises painful blisters, causing a -2 penalty on the victim's attack rolls until cured by a *cure light wounds* spell or until 24 hours have passed.

**Tiger Beetle:** Tiger beetles are 4'-long giant beetles with a striped carapace that looks like a tiger's skin. They are carnivores and usually prey on robber flies.

**Terrain:** Cavern, Plain, Ruins, Woods.

## Beholder

Armor Class: 0/2/7  
Hit Dice: 11\*\*\*\*\* (hp special) (M)  
Move: 30' (10')  
Attacks: 1 bite + special  
Damage: 2d8 + special  
No. Appearing: 1 (0)  
Save As: M11  
Morale: 12  
Treasure Type: L, N, O  
Intelligence: 16  
Alignment: Chaotic  
XP Value: 5,100

**Monster Type:** Monster (Rare).

A beholder, also called an "eye tyrant" or "sphere of many eyes," looks like a large floating ball (about 4' in diameter) covered with tough armor-plated skin. Atop the beholder are ten small eyes on stalks, each with its own magical power. A large central eye is on the front of the body, with a toothy mouth below it.

A beholder moves by means of a slow flight that cannot be dispelled. It speaks most languages and is extremely intelligent, cruel, and greedy. It is normally found alone but is rarely (5% chance) found with 1d6 young (each with 1/10 normal Hit Dice and range of eye effects, bite damage 1d4 points).

The beholder's front eye always projects an anti-magic ray, which temporarily "turns off" all magic within 60' in front of it (see "Anti-Magic" in Chapter 13). Magical weapons used within the ray are treated as if nonmagical. Spells cast within its area of effect are instantly ruined; spells cast from further away are ruined when the effects get within range. The beholder will usually turn to face any character who starts casting, ruining the spell.

Magical weapons and items will work normally once they are removed from the anti-magic ray area, and existing spell effects with durations will resume once the ray is directed elsewhere. This ray cannot be aimed above or below the creature, but only straight out in front of it. As this ray can affect any magic, even that of the smaller eyes (as explained below), the small eyes cannot be used on targets within the anti-magic ray.

If a character uses a weapon to attack a beholder, the player must declare what his character is aiming at—the body, the large eye, or an eye stalk. Each target has a different armor class and hit points as follows:

- The body is AC 0 and has 50 hit points.
- The front eye is AC 2 and has 20 hit points.
- An eye stalk is only AC 7, but can withstand 12 of damage. Damage to eye stalks does not count toward killing the creature.

**Small eyes and eyestalks:** If an attack roll against an eyestalk is successful, the DM should roll randomly to see which stalk is damaged. A "slain" eyestalk has been cut off, but a damaged stalk does not interfere with the eye's functioning. Lost eyes grow back in 2d4 days; partial damage to eyestalks regenerates at the rate of 1 hit point per day.

Only four small eyes can aim in one direction at the same time, and they cannot see the area directly below the body. Each eye stalk can shoot a ray with a different spell-like effect once per





round. Spell descriptions are given in Chapter 3; reversed spell effects are indicated by an asterisk.

- |         |  |
|---------|--|
| Eye 1.  | <i>charm person</i> (range 120')                       |
| Eye 2.  | <i>charm monster</i> (range 120')                      |
| Eye 3.  | <i>sleep</i> (range 240')                              |
| Eye 4.  | <i>telekinesis</i> (range 120', up to 5,000 cn weight) |
| Eye 5.  | <i>flesh to stone*</i> (range 120')                    |
| Eye 6.  | <i>disintegrate</i> (range 60')                        |
| Eye 7.  | <i>cause fear*</i> (range 120')                        |
| Eye 8.  | <i>slow*</i> (range 240')                              |
| Eye 9.  | <i>cause serious wounds*</i> (range 60')               |
| Eye 10. | <i>death spell</i> (range 240')                        |

**Terrain:** Caverns, Ruins.

## Beholder, Undead\*

**Armor Class:** -4/-2/3  
**Hit Dice:** 20\* (hp special) (M)  
**Move:** 60' (20')  
**Attacks:** 1 bite + special  
**Damage:** 2d10 + special  
**No. Appearing:** 1 (0)  
**Save As:** M20  
**Morale:** 12  
**Treasure Type:** L, N, O (×2)  
**Intelligence:** 16  
**Alignment:** Chaotic  
**XP Value:** 14,975

**Monster Type:** Undead Construct, Enchanted (Very Rare).

An undead beholder is similar to a living one, but is a construct created for some specific evil purpose. All undead beholders are constructs; "real" beholders never become undead.

This monster looks quite similar to a normal beholder—a large floating ball, about four feet in diameter, covered with tough armor-plated skin. Atop the monster are ten small eyes on stalks, each with its own magical power. A large central eye is on the front of the body, with a toothy mouth below it. The creature moves about by magical flight, a natural (nonmagical) ability. It is extremely intelligent, and speaks many languages. Any cleric of 25th level or greater will recognize the creature as undead when he sees it.

An undead beholder cannot be harmed by normal, silver, or even +1 magical weapons; a magical weapon of +2 or better enchantment is needed to damage it. It is immune to all *charm*, *hold*, and *sleep* effects, all illusions, *death rays*, and *poison*.

The monster's body regenerates 3 hit points per round as soon as it is damaged. If reduced to 0 hit points, it is forced into gaseous form and cannot regenerate; it must rest for 1 hour in total darkness before the regeneration starts once again. The monster usually keeps several areas of *continual darkness* near its location.

An undead beholder can assume gaseous form at will. In this form, it has no special abilities, but cannot be harmed except by magic that affects air. The monster cannot use any special abilities during that round of combat in which it is becoming or leaving its gaseous form.

Its bite inflicts 2d10 points of damage and also causes an energy drain of two levels (as a vampire's).

The monster's front eye always projects a *ray of reflection*. Any spell cast at the monster from this direction is reflected back at the caster. In addition, any attempts to turn undead from in front is also reflected back on the cleric, who must make a saving throw vs. spells or run in fear for 2d6 rounds. The monster usually turns to face any character who starts casting a spell, and watches for clerics. This *reflection* cannot be aimed above or behind the creature, but only straight in front of it.

If a character uses a weapon to attack an undead beholder, the player must declare what the character is aiming at—the body, the large eye, or an eye stalk. Each target has a different armor class and hit points as follows:

- The body is AC -4, and can take 90 hit points of damage before the beholder is killed.
- The front eye is AC -2, and has 30 points.
- An eye stalk is only AC 3, but each can withstand 20 points of damage. Damage to the eye stalks does not count toward killing the creature.

**Small eyes and eyestalks:** Each small eye may be used once per round at most, and only three eyes can aim in one direction (forward, backward, etc.; if a target is above the creature, all ten small eyes can be used). The beholder often uses only two small eyes per round unless seriously threatened.

A "slain" eye is cut off, but a damaged eye functions normally. Damaged and lost eyes grow back in 1d4+1 hours and do *not* regenerate as fast as the body of the monster.

- |         |  |
|---------|--|
| Eye 1.  | <i>animate dead</i> (range 60')  |
| Eye 2.  | <i>charm</i> (as vampire, 120' range, -2 penalty to the saving throw)          |
| Eye 3.  | <i>continual darkness</i> (range 120')   |
| Eye 4.  | <i>death spell</i> (range 120')  |
| Eye 5.  | <i>energy drain</i> 1 level (as wight)   |
| Eye 6.  | <i>energy drain</i> 2 levels (as spectre)                                      |
| Eye 7.  | <i>paralysis</i> (as ghoul, range 60'; note that elves are immune to this ray) |
| Eye 8.  | <i>animate object</i> (60' range)  |
| Eye 9.  | <i>dispel magic</i> (26th level)   |
| Eye 10. | <i>telekinesis</i> (4,000 cn)  |

**Terrain:** Cavern, Ruins.



## Berserker

**Armor Class:** 7  
**Hit Dice:** 1+1\* (M)  
**Move:** 120' (40')  
**Attacks:** 1 weapon  
**Damage:** By weapon  
**No. Appearing:** 1d6 (3d10)  
**Save As:** F1  
**Morale:** 12  
**Treasure Type:** (P) B  
**Intelligence:** 9  
**Alignment:** Neutral  
**XP Value:** 19

**Monster Type:** Human (Rare).

Berserkers are fighters who go mad in battle. Most belong to barbarian cultures—typically, northern seagoing cultures.

Berserker reactions are determined normally outside of combat, but once a battle starts they will always fight to the death—sometimes attacking their comrades in their blind rage. When fighting humans or humanlike creatures (such as kobolds, goblins or orcs), they add +2 to their attack rolls due to their ferocity. They never retreat, surrender, or take prisoners.

Berserkers do not look different from any other members of their culture. In a village of the appropriate culture, 10% of all fighters will be berserkers. The DM can create societies where all fighters are berserkers.

**Terrain:** Any.

## Black Pudding\*

**Armor Class:** 6  
**Hit Dice:** 10\* (L)  
**Move:** 60' (20')  
**Attacks:** 1  
**Damage:** 3d8  
**No. Appearing:** 1 (0)  
**Save As:** F5  
**Morale:** 12  
**Treasure Type:** See below  
**Intelligence:** 0  
**Alignment:** Neutral  
**XP Value:** 1,750

**Monster Type:** Monster (Common).

A black pudding is a nonintelligent black blob 5 to 30 feet in diameter. Puddings are always hungry; they will attack any creature they come across.

With their corrosive touch, they inflict 3d8 points of damage to living things, and can dissolve wood and corrode metal in one turn. They cannot affect stone.

They can travel on ceilings and walls, and can pass through small openings. (Passing through a small opening is very slow and usually takes a full turn or longer.)

A pudding can only be killed by fire; other attacks (weapons or spells) merely break it up into smaller puddings, each with 2 Hit Dice and inflicting 1d8 points of damage per blow. However, a *flaming sword* will cause full normal damage.

Puddings normally have no treasure, but gems (the only remnants of previous victims) might be found nearby.

**Terrain:** Cavern, Ruins.



# Chapter 14: Monsters

## Blackball (Deadly Sphere)

Armor Class:	9
Hit Dice:	None (see below) (M)
Move:	30' (10')
Attacks:	1 touch
Damage:	Disintegration
No. Appearing:	1 (1)
Save As:	See below
Morale:	12
Treasure Type:	Nil
Intelligence:	0
Alignment:	None (see below)
XP Value:	7,500

**Monster Type:** Planar Monster (Very Rare).

It is not known what these curious beings are, or even if they are living creatures. A blackball (or "deadly sphere") is simply a featureless black globe, 5' in diameter. It moves slowly but usually randomly. Whatever it touches simply disintegrates (no saving throw), so it moves freely through anything.

When encountered, the blackball moves toward the nearest intelligent creature within 60'. It has no recognizable mind or intelligence and is immune to everything except Immortal control. An Immortal can command a blackball, but it is beyond mortal control; fortunately, it is extremely rare. It may be defeated by a *gate* spell, sending it to some other plane, or by a carefully worded *wish*.

**Terrain:** Any.

## Blast Spore

Armor Class:	9
Hit Dice:	1* (1 hit point) (M)
Move:	30' (10')
Attacks:	1
Damage:	Disease only
No. Appearing:	1d3 (1)
Save As:	F1
Morale:	9
Treasure Type:	Nil
Intelligence:	0
Alignment:	Neutral
XP Value:	13

**Monster Type:** Lowlife (Rare).

A blast spore looks almost exactly like a beholder (see *Beholder*, above). However, it is a type of floating fungus.

When seen in dim light, a blast spore is usually mistaken for a beholder; a character must roll 10% or less on 1d100 to tell the difference. When characters come within 10', their chance for detection improves to 25%.

If a blast spore is damaged in any way, it explodes for 6-36 (6d6) points of damage to all within 20'; each victim may make a saving throw vs. wands to take half damage. This explosion does not shower victims with spores the way the normal attack does.

When approached, this creature might spray a shower of spores in a 20' x 20' x 20' volume before it. Each victim must make a saving throw vs. poison; if he fails, the spores hit him, penetrate, and grow into 1d6 more blast spores, causing death in 24 hours unless a *cure disease* spell is applied.

**Terrain:** Cavern, Ruins.

## Blink Dog

Armor Class:	5
Hit Dice:	4* (S)
Move:	120' (40')
Attacks:	1 bite
Damage:	1d6
No. Appearing:	1d6 (1d6 + 3)
Save As:	F4
Morale:	6
Treasure Type:	C
Intelligence:	9
Alignment:	Lawful
XP Value:	125

**Monster Type:** Monster (Common).

This unusual creature is a small, brown-furred, rugged-looking canine with big jaws. It is not, however, a normal animal. It is intelligent, often travels in packs, and uses a limited teleportation ability. It can "blink out" of one spot and immediately appear ("blink in") at another. It has instincts that prevent it from appearing in a solid object.

When attacking, it "blinks" close to an enemy, attacks, and then reappears 1d4 x 10' away. If seriously threatened, an entire pack will "blink" out and not reappear.

Though as intelligent as many humans, blink dogs do not speak human or demihuman languages; they can communicate only among themselves. They like to live free the way wolves do and tend to come in conflict with humans only when settlers encroach on their territories. They are carnivores, living on wild elk, moose, and other herd-beasts.

Blink dogs also hate and attack displacer beasts, their natural enemies. It is suspected that blink dogs and displacer beasts both come from some distant plane of existence.

**Terrain:** Open, Woods, Desert.

## Boar

	Normal	Great
Armor Class:	7	3
Hit Dice:	3* (M)	10* (L)
Move:	90' (30')	90' (30')
Attacks:	1 tusk	1 tusk
Damage:	2d4	2d8
No. Appearing:	1d6 (1d6)	1d6 (1d6)
Save As:	F2	F5
Morale:	9	9
Treasure Type:	Nil	Nil
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	50	1,750

**Monster Type:** Boar: Normal Animal (Common). Great Boar: Giant Animal (Rare).

Wild boars generally prefer forested areas but can be found nearly everywhere. They are omnivores and have extremely bad tempers when disturbed. They sometimes lie in thickets in the forest and charge passersby. They do have the charge attack special ability; if they can charge for 20 yards before reaching their prey, they inflict double damage when they hit.

**Great Boars:** These rare boars are huge and terrifying. They are most often found in "lost world" settings and are occasionally used as mounts by barbaric tribes.

**Terrain:** Woods.

**Load:** Normal Boar: 1,500 cn at full speed;

3,000 cn at half speed. Great Boar: 3,000 cn at full speed; 6,000 cn at half speed.

**Barding Multiplier:** x 3.

## Bugbear

Armor Class:	5
Hit Dice:	3 + 1 (L)
Move:	90' (30')
Attacks:	1 weapon
Damage:	By weapon + 1
No. Appearing:	2d8 (5d4)
Save As:	F3
Morale:	9
Treasure Type:	(P + Q) B
Intelligence:	7
Alignment:	Chaotic
XP Value:	50

**Monster Type:** Humanoid (Common).

Bugbears are giant hairy goblins—humanoids that grow to about 8' tall and are covered with bristly dark fur.

Despite their size and awkward walk, they move very quietly and attack without warning whenever they can. They surprise on a roll of 1-3 (on 1d6) due to their stealth. When using weapons, they add +1 to all attack and damage rolls because of their strength.

In the wilderness, they live in small communities of 5-20 members, and send out hunting packs of 2-16 fighters. They kill and eat herd animals whenever possible and sometimes raid farmers' grain storage sheds and meat-smoking sheds for food; in times of great hardship, they may kill humans for food. They are basically intelligent, using crude knives, clubs, and spears they make themselves; they know how to use the superior weapons they sometimes steal from humans.

There can be bugbear spellcasters; see "Monster Spellcasters."

**Terrain:** Cavern, Hill, Mountain, Woods.

## Caecilia

Armor Class:	6
Hit Dice:	6* (L)
Move:	60' (20')
Attacks:	1 bite
Damage:	1d8
No. Appearing:	1d3 (1d3)
Save As:	F3
Morale:	9
Treasure Type:	B
Intelligence:	0
Alignment:	Neutral
XP Value:	500

**Monster Type:** Lowlife (Rare).

This giant gray wormlike creature is about 30' long. They are meat-eaters and can be found nearly anywhere.

Caecilia often lie in wait in loose soil just below the surface. Whenever a small party of animals or humans pass, they shoot up out of the ground and begin biting with their large mouths and sharp teeth. An unadjusted attack roll of 19 or 20 means that the caecilia has swallowed its prey whole. A victim takes 1d8 points of damage each round until the victim or the caecilia is dead.

**Terrain:** Any except Arctic.



## Camel

Armor Class:	7
Hit Dice:	2 (L)
Move:	150' (50')
Attacks:	1 bite/1 hoof
Damage:	1/1d4
No. Appearing:	0 (2d4)
Save As:	F1
Morale:	7
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	20

**Monster Type:** Normal Animal (Common).

The camel is an ill-tempered beast, apt to bite or kick any creature that gets in its way—including its owner. It often kicks with one leg.

Camels are used as pack and riding animals in deserts and barren lands (with movement as if in clear terrain). A well-watered camel may travel for two weeks without drinking. Camels are herbivores, preferring grasses and grains, but will eat animal skin and bones when very hungry.

A camel with one hump is called a dromedary, and one with two humps is a Bactrian camel.

**Terrain:** Barren Lands (Bactrian), Desert (dromedary).

**Load:** 3,000 cn normal speed; 6,000 cn half speed.

**Barding Multiplier:** × 1.

## Carrion Crawler

Armor Class:	7
Hit Dice:	3 + 1* (L)
Move:	120' (40')
Attacks:	8 tentacles or 1 bite
Damage:	Paralysis or 1 point
No. Appearing:	1d4 (0)
Save As:	F2
Morale:	9
Treasure Type:	B
Intelligence:	0
Alignment:	Neutral
XP Value:	75

**Monster Type:** Lowlife (Common).

This scavenger is a 9'-long, 3'-high many-legged worm. It can move equally well on a floor, wall, or ceiling. Its small mouth is surrounded by eight tentacles, each 2' long, which can paralyze on a successful hit unless a saving throw vs. paralysis is made. A tentacle hit does no actual damage.

Carrion crawlers are known as scavengers, eating the remains of slain animals. But they are also willing to go after fresh meat. They will attack small parties of travelers, paralyzing their prey, and will eat paralyzed victims in three turns unless except when the carrion crawlers are being attacked. Unless magically cured, the paralysis will wear off in 2d4 turns.

**Terrain:** Cavern, Ruins.

## Cat, Great

	Mountain Lion	Panther	Lion	Tiger	Sabre-Tooth Tiger
Armor Class:	6	4	6	6	6
Hit Dice:	3 + 2 (M)	4 (M)	5 (L)	6 (L)	8 (L)
Move:	150' (50')	210' (70')	150' (50')	150' (50')	150' (50')
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	1d3/1d3/1d6	1d4/1d4/1d8	1d4 + 1/1d4 + 1/1d10	1d6/1d6/2d6	1d8/1d8/2d8
No. Appearing:	1d4 (1d4)	1d2 (1d6)	1d4 (1d8)	1 (1d3)	1d4 (1d4)
Save as:	F2	F2	F3	F3	F4
Morale:	8	8	9	9	10
Treasure Type:	U	U	U	U	V
Intelligence:	2	2	2	2	2
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral
XP Value:	50	75	175	275	650

**Monster Type:** Normal Animal (Common).  
Sabre-Tooth Tiger: Prehistoric Animal (Very Rare).

The "great cats" are large feline predators living in wilderness areas. They are cautious, normally only attacking their natural prey, small herd-beasts. They will avoid fights with humans and demihumans unless forced by extreme hunger or when trapped with no escape route.

Great cats rarely go deeply into caves and usually remember a quick escape route to the outdoors. Despite their shyness, they are very inquisitive and may follow a party out of curiosity. They will always chase a fleeing prey.

**Mountain Lion:** This tawny-furred species lives mostly in mountainous regions but also inhabits forests and deserts. They will wander further into dungeons than any other species of great cat.

**Panther:** Panthers are found on plains, for-

ests, and open shrub lands. They are extremely quick and can outrun most prey over short distances. Panthers are usually black-furred.

**Lion:** Lions generally live in warm climates and thrive in savannah and brush lands near deserts. They usually hunt in groups, known as prides. Male lions have the distinctive lion-maned; female lions do not.

**Tiger:** Tigers are the largest of the commonly found great cats. They prefer cooler climates and wooded lands where their striped bodies offer some degree of camouflage. They often surprise their prey (1-4 on 1d6) when in woodlands.

**Sabre-Tooth Tiger:** Sabre-tooth tigers are the largest and most ferocious of the great cats. They have oversized fangs, from which they get their name. Sabre-tooth tigers are mostly extinct, except in "lost world" areas.

**Terrain:** See the individual cat descriptions, above.

## Centaur

Armor Class:	5
Hit Dice:	4 (L)
Move:	180' (60')
Attacks:	2 hooves/1 weapon
Damage:	1d6/1d6/by weapon
No. Appearing:	0 (2d10)
Save As:	F4
Morale:	8
Treasure Type:	A
Intelligence:	10
Alignment:	Neutral
XP Value:	75

**Monster Type:** Monster (Common).

A centaur is a creature with the head, arms, and upper body of a man joined to the body and legs of a horse. They are of average human intelligence and often carry weapons (clubs, lances, and bows; one weapon per creature). A centaur may use a charge attack with a lance.

Centauri will form into small tribes or families. Their homes are in dense thickets or woods. The females and young will usually stay in the lair. If attacked, females and young will attempt to flee; if escape is impossible, they will fight to the death. The young fight as 2-HD monsters, and do less damage (1d2/1d2/1d4).

There can be centaur spellcasters; see "Monster Spellcasters."

**Terrain:** Woods, Open, Wooded Hills.

**Load:** 3,000 cn at full speed; 6,000 cn at half speed.

## Centipede, Giant

Armor Class:	9
Hit Dice:	1/2 (1-4 hp)* (S)
Move:	60' (20')
Attacks:	1 bite
Damage:	Poison (special)
No. Appearing:	2d4 (1d8)
Save As:	Normal Man
Morale:	7
Treasure Type:	Nil
Intelligence:	0
Alignment:	Neutral
XP Value:	6

**Monster Type:** Lowlife (Common).

A giant centipede is a foot-long insect with many legs. Centipedes prefer dark, damp places and are often found in dungeons or on the boles and branches of trees in deep forest. They do not commonly attack travelers, but will usually attack someone who disturbs them.

They attack by biting. The bite does no damage to characters, but the victim must make a saving throw vs. poison or become violently ill for 10 days. Characters who do not make their saving throws move at half speed and will not be able to perform any other physical action. The bite is more effective against very small creatures, such as the birds and insects they eat; such creatures must save vs. poison or die.

**Terrain:** Cavern, Ruins, Woods.



# Chapter 14: Monsters

## Chimera

Armor Class:	4
Hit Dice:	9** (L)
Move:	120' (40')
Flying:	180' (60')
Attacks:	2 claws/3 heads + breath (special)
Damage:	1d3/1d3/2d4/1d10/3d4 + 3d6
No. Appearing:	1d2 (1d4)
Save As:	F9
Morale:	9
Treasure Type:	F
Intelligence:	6
Alignment:	Chaotic
XP Value:	2,300

**Monster Type:** Monster (Very Rare).

A chimera is a horrid combination of three different creatures. It has three heads (goat, lion, and dragon), the forebody of a lion, the hindquarters of a goat, and the wings and tail of a dragon.

Chimeras are rare, solitary creatures that are very territorial. They usually live in wild hills but may occasionally be found in some dungeons. They might also live in small groups—often mated pairs with one or two young.

In combat, the goat's head butts, the lion's head bites, and the dragon's head can bite or breathe fire (a cone 50' long and 10' wide at the end, for 3d6 points of damage). The breath can only be used three times per day. In a fight, the chimera has a 50% chance each round to use its breath attack; once it has used all three such attacks, it will use only its other attacks.

Occasionally, a chimera—ill-tempered and dangerous to begin with—will turn rogue. A rogue chimera flies to some distant place (usually a hill or mountain near a human community) and begin to terrorize the area, trying to drive out or kill every living thing in that region. A rogue chimera will not stop this course of action; either it kills everything and obtains itself a new territory or it is killed.

**Terrain:** Cavern, Hill, Mountain, Ruins.

**Load:** 4,500 cn at full speed, 9,000 cn at half speed.

**Barding Multiplier:** × 3.

## Cockatrice

Armor Class:	6
Hit Dice:	5** (S)
Move:	90' (30')
Flying:	180' (60')
Attacks:	1 beak
Damage:	1d6 + petrification (special)
No. Appearing:	1d4 (2d4)
Save As:	F5
Morale:	7
Treasure Type:	D
Intelligence:	2
Alignment:	Neutral
XP Value:	425

**Monster Type:** Monster (Very Rare). Planar Monster (Very Rare)

This is a magical monster with the head, wings, and legs of a rooster and the tail of a snake.

## Crocodile

	Normal	Large	Giant
Armor Class:	5	3	1
Hit Dice:	2 (M)	6 (L)	15 (L)
Move:	90' (30')	90' (30')	90' (30')
Swimming:	90' (30')	90' (30')	90' (30')
Attacks:	1 bite	1 bite	1 bite
Damage:	1d8	2d8	3d8
No. Appearing:	0 (1d8)	0 (1d4)	0 (1d3)
Save As:	F1	F3	F8
Morale:	7	7	9
Treasure Type:	Nil	Nil	Nil
Intelligence:	2	2	2
Alignment:	Neutral	Neutral	Neutral
XP Value:	20	275	1,350

**Monster Type:** Normal Animal (Common).

**Giant Crocodile (Rare).**

Crocodiles are commonly found in tropical

and semitropical swamps and rivers. Sometimes they are seen in underground rivers and seas. Awkward on land, crocodiles do not stray far from water and will spend hours floating just under the surface. At such times, they can be mistaken for logs.

If hungry, these animals will attack creatures in the water. They are particularly attracted to the smell of blood or violent thrashing of the water.

Normal crocodiles grow to 10' or more in length. Large crocodiles are about 20' long and can overturn canoes and small rafts. Giant crocodiles are almost always found in "lost worlds" where prehistoric creatures thrive. They are over 50' long and have been known to attack small ships.

**Terrain:** River, Swamp. (Giant Crocodile: "Lost Worlds.")

## Crab, Giant

Armor Class:	2
Hit Dice:	3 (L)
Move:	60' (20')
Attacks:	2 pincers
Damage:	2d6/2d6
No. Appearing:	1d2 (1d6)
Save As:	F2
Morale:	7
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	35

**Monster Type:** Giant Animal (Rare).

Giant crabs are nonintelligent animals found in shallow waters, coastal rivers, and buried in sand on beaches. They cannot swim. The common giant crab is 8' in diameter, but larger specimens may be found (up to 6 Hit Dice, Damage 3d6 points per claw).

They are always hungry and will attack and eat anything that moves. Salt-water giant crabs have a slightly different appearance than fresh-water giant crabs.

**Terrain:** Ocean, River/Lake (including shores).

## Cyclops

Armor Class:	5
Hit Dice:	13* (L)
Move:	90' (30')
Attacks:	1 club
Damage:	3d10
No. Appearing:	1 (1d4)
Save As:	F13
Morale:	9
Treasure Type:	E + 5,000 gp
Intelligence:	9
Alignment:	Chaotic
XP Value:	2,300

**Monster Type:** Giant Humanoid (Rare).

A cyclops (plural: cyclopes) is a rare type of giant, noted for its great size and the single eye in the center of its forehead. A cyclops is about 20' tall. It has poor depth perception because of its single eye, and it strikes with a penalty of -2 on all attack rolls. A cyclops will usually fight with a wooden club. It can throw rocks to a 200' range (60/130/200), each hit causing 3d6 points of damage.

Some cyclopes (5%) are able to cast a *curse* once a week. (The DM should decide the exact nature of the *curse*.)

A cyclops usually lives alone, though a small group may sometimes share a large cave. They spend their time raising sheep and grapes. Cyclopes are known for their stupidity, and a clever party can often escape from them by trickery.

There can be cyclops spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Hill, Mountain.

## Devil Swine

See *Lycanthrope*.

**Elemental Plane of Earth Statistics:** AC 6, HD 1+1, MV 240' (80'), NA 1-20 (2-40), Save F1, ML 7, TT Special, AL N, XP 15.

**Terrain:** Any.



## Devilfish\*

Armor Class:	6
Hit Dice:	1 or more (see below) (L)
Move (Swim):	120' (40')
Attacks:	1 Tail/1 Bite
Damage:	1/1 (or 1d4/1d6 + spells)
No. Appearing:	20 (1d6 × 20)
Save As:	C (level = HD)
Morale:	8
Treasure Type:	A × 2 + F per 20
Intelligence:	9
Alignment:	Chaotic
XP Value:	See below

**Monster Type:** Monster, Enchanted (Rare).

Devilfish are a race of Chaotic undersea clerics resembling manta rays in shape, size and appearance (see *Manta Ray*). Outside their lairs, they are always found in groups of 20 or more. This standard group is outlined in the table.

Other leader types that exist (in the lair, for example) are outlined in the Leader table.

The tail and bite of a normal devilfish of 1-4 Hit Dice each inflict 1 point of damage. However, those of 5 or more Hit Dice have the abilities of vampires as well (see *Vampire*).

These vampire devilfish inflict more damage (1d4/1d6) and a double energy drain with each hit. They can only be harmed by magical or silver weapons (or holy items, as vampires), but can be turned by a cleric, like regular vampires. They can *charm* and regenerate as normal vampires,

but cannot change shape.

Devilfish matriarchs can have 10th to 16th level spell ability. All have 6 Hit Dice, with one asterisk for each two levels of spells used, plus one asterisk for normal-weapon immunity and one for other vampiric abilities. They cannot gain seventh

level spells. It is nearly impossible for characters to tell which devilfish in a group are casting spells; thus, if the PCs defeat the entire group, they get the experience listed in the table as "Entire group."

**Terrain:** Ocean.

### Devilfish Wandering Group

Number In Group	Hit Dice	Clerical Level	Cleric Spells by Level						XP
			1	2	3	4	5	6	
15 Acolytes	1	1	—	—	—	—	—	—	10
1 Priest	2*	3	2	—	—	—	—	—	25
1 Curate	3*	5	2	2	—	—	—	—	50
1 Bishop	4**	7	3	2	2	—	—	—	175
1 Patriarch	5****	9	3	3	3	2	—	—	675
1 Matriarch	6*****	12	4	4	4	3	2	1	1,400

Entire group: 3,000

(The asterisks beside the Hit Dice stand for the following: one asterisk for each two levels available (rounded down), one for immunity to normal weapons, and one for vampiric abilities.)

### Devilfish Leaders

	Hit Dice	Clerical Level	Cleric Spells by Level						XP
			1	2	3	4	5	6	
Adept	1 + 3*	2	1	—	—	—	—	—	19
Vicar	2 + 3*	4	2	1	—	—	—	—	35
Elder	3 + 3*	6	2	2	1	—	—	—	100
Lama	4 + 3*	8	3	3	2	2	—	—	275
Patriarch	5 + 3*****	10	4	4	3	2	1	—	1,100

## Dinosaur, Aquatic

	Small	Large	Armored
Armor Class:	7	5 to 7	2 to 4
Hit Dice:	2 to 8 (S to L)	9 to 24 (L)	6 to 9 (L)
Move:	0 to 30'	0 to 60'	10' to 60'
Swimming:	120' to 180'	150' to 240'	90' to 150'
Attacks:	.....	1 bite (+ 2 flippers).....	.....
Damage:	1 to 2d4	2d4 to 4d8	1d4 to 2d8
No. Appearing:	1d2 to 2d8	1d2 to 1d4	1d2 to 1d6
Save As:	.....	F (level = 1/2 HD).....	.....
Morale:	3 to 6	6 to 11	7 to 9
Treasure Type:	Nil	Nil (U + V)	Nil
Intelligence:	1 to 3	1 to 3	1 to 3
Alignment:	Neutral	Neutral	Neutral
XP Value:	Varies	Varies	Varies

## Dinosaur, Land Carnivore

	Small	Large	Flying
Armor Class:	5 or 4	6 to 4	7 or 6
Hit Dice:	1 to 5 (S to L)	6 to 20 (L)	1 to 7 (S to L)
Move:	120' to 180'	120' to 210'	150' to 210'
Attacks:	1 bite (+ 2 claws)	2 claws/1 bite	1 bite
Bite Damage:	1d3 to 2d4	2d4 to 5d8	1d3 to 2d6
Claw Damage:	0 or 1	1d3 to 2d6	0
No. Appearing:	2d4 to 2d6	1d2 to 2d4	1d4 to 3d6
Save As:	.....	F (level = 1/2 HD).....	.....
Morale:	6 to 8	9 to 11	6 to 8
Treasure Type:	Nil	Nil (U + V)	Nil or V
Intelligence:	1 to 3	1 to 3	1 to 3
Alignment:	Neutral	Neutral	Neutral
XP Value:	Varies	Varies	Varies

**Monster Type:** Monster (Rare).

Though not strictly correct in the scientific sense, the game term "dinosaur" applies to any prehistoric bird, fish, mammal, or reptile found in the Mesozoic or Paleozoic eras. Dinosaurs were the ancestors of modern birds, reptiles, and

mammals. All dinosaurs are very stupid (Intelligence 1-3) and easily fooled.

Each dinosaur can be placed in one of three categories: aquatic (mostly marine) dinosaurs, land-based carnivores (meat eaters), and land-based herbivores (plant eaters). Use the general infor-

mation given to create your own dinosaurs. You can create your own totally "new" dinosaurs, or base their descriptions on real dinosaurs.

When assigning XP, treat them as having no special abilities unless they can swallow opponents whole (as noted in some descriptions). If you create your own dinosaurs, add an asterisk for each special ability (such as poison, throwing spikes, swoop, exceptional armor, and so on).

Dinosaurs listed elsewhere in this book include: cave bear (bear), giant boar, giant crocodile, mastodon (elephant), pterosaur, sabretooth tiger (cats, great), triceratops, and tyrannosaurus rex.

Most aquatic dinosaurs are fish, turtles, or a combination of the two. Most are omnivorous, eating marine plants and a few small fish or other easy victims. The fins or flippers of any aquatic dinosaur may be used in defense, though this is not a normal attack form (use only if the dinosaur is in a frenzy).

**Small aquatic:** Only primitive fish and eels fall into this category. Most flee if disturbed by anything 1 foot long or more.

**Large aquatic:** Some large land herbivores have marine counterparts, similar in appearance except for smaller legs, and fins instead of claws. Some look like snakes with unarmored turtlelike bodies. Only the largest aquatic dinosaurs have high morale. Carnivorous types will be more aggressive and territorial. A very large specimen (20+ HD) may be able to swallow man-sized opponents on an attack roll of 20; treasure may be found inside its body.

**Armored aquatic:** All the dinosaurs in this category are slow in comparison to other marine life, because of their large shells. They are the ancestors of modern turtles.

**Terrain:** River/Lake, Ocean (prehistoric)



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## Monster Type: Monster (Rare).

All carnivorous dinosaurs are aggressive, attacking nearly any prey on sight, even attacking other carnivores smaller than themselves.

**Small carnivores:** These normally attack with bite only, although some of the larger ones might use claws for minimal damage. They commonly hunt in packs. Only the fastest types gain the better armor class (4).

**Large carnivores:** These types usually attack with both claws and a bite. Many carnivores of 10 Hit Dice or more hold on with their bites, in-

flicting automatic damage each round. The largest may actually swallow prey whole if the attack roll is 20. Treasure might be found in their stomachs or droppings.

**Flying carnivores:** These dinosaurs have wingspreads of 10 to 60 feet, with body length about 30-40% of the wingspread. With surprise, a flying carnivore might swoop upon prey, inflicting double damage if the attack succeeds. Most flying carnivores flee if harmed, preferring easier prey, unless they are very hungry.

**Terrain:** Any warm climate (prehistoric).

## Dinosaur, Land Herbivore

	<i>Small</i>	<i>Medium*</i>	<i>Large</i>
Armor Class:	7	6 or 5	6 or 5
Hit Dice:	1 to 5 (S to L)	6 to 12 (L)	13 to 40 (L to L)
Move:	90' to 180'	60' to 120'	30' to 90'
Attacks:	1 tail or bite	1 tail	1 tail
Damage:	1 to 2d4	1d4 to 2d6	2d8 to 4d6
Trample Damage:	Nil or special	2d8 to 3d6	2d6 to 10d10
No. Appearing:	2d6 to 3d10	1d6 to 2d8	1d4 to 2d8
Save As:	.....	F (level = 1/2 HD) .....	.....
Morale:	4 to 6	5 to 7	6 to 8
Treasure Type:	Nil	Nil	Nil
Intelligence:	1 to 3	1 to 3	1 to 3
Alignment:	Neutral	Neutral	Neutral
XP Value:	Varies	Varies	Varies

\*And Armored

## Monster Type: Monster (Rare).

Herbivores are usually not aggressive unless armored (see below). However, if surprised or frightened, their actions are often unpredictable. To determine random actions, roll 1d6: 1-2 = attack with tail; 3-4 = run away; 5-6 = charge at intruders. If the dinosaur is damaged, add 1 to the die roll.

When herbivores charge intruders, each victim must make a saving throw vs. death ray to avoid being trampled, if they can't get out of the way in time. This may be required up to twice per charging dinosaur, per victim. A success means no damage is taken; a failure means the trampling damage is automatically taken. No attack roll is made, as herbivores do not actually pursue individuals.

**Small herbivores:** Many of these stand on their hind legs, and might at a distance seem identical to common carnivorous dinosaurs.

**Medium-sized herbivores:** Most of these are four-legged browsing dinosaurs, 15 to 30 feet long. Some are amphibious, and will move into nearby water to escape predators.

**Armored herbivores:** These medium-sized herbivores have developed heavy bony plates for protection. This armor gives them armor class 3 to -3, and sometimes will be studded with spikes or sharp plates. Attackers might, if they successfully hit these types, take damage themselves, ranging from 1d4 to 2d4 points of damage. Some armored herbivores can use 1 or 2 horn attacks, sometimes with a bite as well, to defend themselves.

**Large herbivores:** These huge creatures often stand in swamp or shallow waters, both to support their vast bulks and to avoid predators. They often have long necks and tails.

**Terrain:** Any warm climate (prehistoric).

## Displacer Beast

Armor Class:	4
Hit Dice:	6* (L)
Move:	150' (50')
Attacks:	2 tentacles
Damage:	2d4/2d4
No. Appearing:	1d4 (1d4)
Save As:	F6
Morale:	8
Treasure Type:	D
Intelligence:	3
Alignment:	Neutral
XP Value:	500

## Monster Type: Monster (Rare).

A displacer beast looks like a large black panther with six legs and a pair of 6' long tentacles growing from its shoulders. It attacks with these tentacles, which have sharp hornlike edges.

A displacer beast's skin bends light rays, so the

creature always appears to be 3' from its actual position. All attackers have a -2 penalty on all attack rolls, and the creature gains a +2 bonus to all saving throws.

If the creature is severely damaged (6 hit points or less remaining), it can use a ferocious bite attack (+2 bonus to attack roll, damage 1d6 points).

Displacer beasts are carnivores; they prey on smaller herd animals in forests and jungles. They sometimes stray into dungeons out of curiosity or because they smell something good within. They only attack PC parties when especially hungry.

Displacer beasts hate and fear blink dogs, and will always attack them and anyone traveling with them. It is suspected that displacer beasts and blink dogs both come from some faraway plane of existence, and are at war with one another throughout the dimensions.

**Terrain:** Hill, Jungle, Woods.

## Djinni (Lesser)\*

Armor Class:	5
Hit Dice:	7 + 1* (L)
Move:	90' (30')
Flying:	240' (80')
Attacks:	1 (fist or whirlwind) + special
Damage:	2d8 (fist) or 2d6 (whirlwind)
No. Appearing:	1 (1)
Save As:	F14
Morale:	12
Treasure Type:	Nil
Intelligence:	14
Alignment:	Chaotic
XP Value:	1,025

**Monster Type:** Planar Monster, Enchanted (Rare).

Djinn are intelligent, free-willed, enchanted creatures from the elemental plane of Air. They appear as tall, humanlike beings; 50% of encountered djinn are male and 50% are female. Djinn are basically good-hearted, in spite of their Chaotic alignment.

Djinn are highly magical in nature, and can only be harmed by magic or magical weapons. A djinn can use each of its seven powers three times each day. These powers are:

- *Create food and drink* (as a 7th level cleric).
- *Create metallic objects* of up to 1,000 cn weight (of temporary duration, varying by type: gold = 1 day, iron = 1 round).
- *Create soft goods and wooden objects* of up to 1,000 cn weight (of permanent duration).
- *Become invisible.*
- *Assume gaseous form.*
- *Form a whirlwind.*
- *Create illusions* (which affect both sight and hearing, lasting until touched or magically dispelled—the djinni need not concentrate to maintain them).

A djinni has two forms of attack. In normal form, it strikes with its fist. It may also transform itself into a *whirlwind*—a cone 70' tall, 20' diameter at the top, 10' diameter at the base, movement rate 120' (40'). The transformation takes five rounds. The djinni-whirlwind inflicts 2d6 points of damage to all in its path, and sweeps aside all creatures with fewer than 2 HD unless they make a saving throw vs. death ray. If a djinni is slain, its spirit returns to its own plane.

Djinn normally appear on the Prime Plane when summoned or when bound into a magical item. On their own plane, they live in cities similar to those of wealthy human desert cultures. They do not care to be preyed upon and enslaved by magic-users and view them with suspicion.

There can be djinni spellcasters; see "Monster Spellcasters."

**Plane of Air:** Additional information applies to djinn encountered on their own plane, the elemental plane of Air.

A djinni on its own plane is immune to normal weapons, all 1st level spells, and to all attacks based on water. A djinni on its own plane can *detect invisible* at will (120' range).



*Elemental Plane of Air Statistics: AC 3, HD 7+1\*, MV 240' (80'), #AT 1 strike or special, D 2-16 or special, NA 1-4 (1-100), Save F14, ML 9, TT Special, ALC, XP 1,025.*

The benevolent djinn empire is noted for its lack of laws. The air elementals and the djinn are generally at peace, though occasional quarrels and rare fights do occur. Their enemies are the haouu and the efreet, and they fear earth-type creatures and attacks.

*Terrain:* plane of Air, Desert (preferred).

*Load:* A djinni can fly carrying 3,500 cn of weight at full speed or 7,000 cn of weight at half speed; in times of grave need, it can carry up to 12,000 cn of weight (for 3 turns walking or 1 turn flying) but the djinni must rest for 1 turn afterward.

## Djinni (Greater; Pasha)\*

Armor Class: -2  
Hit Dice: 15\*\*\* (L)  
Move: 120' (40')  
Flying: 360' (120')  
Attacks: 2 fists or 1 whirlwind  
Damage: 3d10/3d10 or 3d12 + special  
No. Appearing: 1 (1)  
Save As: M30  
Morale: 11  
Treasure Type: Nil  
Intelligence: 14  
Alignment: Chaotic  
XP Value: 4,800

*Monster Type:* Planar Monster, Enchanted (Very Rare).

In the elemental plane of Air, the rulers of the djinn are known as pashas. They appear as very large normal djinn. A pasha cannot be affected by normal weapons, or even by weapons of less than +2 enchantment. They regenerate at the rate of 3 points per round.

A pasha can perform all the abilities of a normal djinni (above) as often as desired, up to once per round. It can also enter or leave the Ethereal Plane by concentrating for 1 full round.

They have other special powers, each usable once per day, including:

- Grant another's wish
- Cast *cloudkill*
- Cast *water to gas*
- Cast *weather control*

A pasha's *whirlwind* form is 120' tall, 40' diameter at the top, 10' diameter at the base, and can move at 240' (80') rate. Unlike normal djinn, it can enter or leave whirlwind form in only 1 round. This form inflicts 3d12 points of damage to all in its path and slays any victim of less than 5 Hit Dice unless the victim makes a saving throw vs. death ray.

Pashas cannot be summoned by spells, and are influenced by very few magical items. They normally appear on the Prime Plane only in response to the cries of a mistreated djinni.

*Terrain:* Normally found only on their own plane; prefer Desert terrains.

*Load:* 10,000 cn flying at full speed; 20,000 cn flying at half speed; or double this when walking.

## Dolphin

Armor Class: 5  
Hit Dice: 3\* (L)  
Move: 180' (60')  
(Swimming):  
Attacks: 1 head butt  
Damage: 2d4  
No. Appearing: 0 (1d20)  
Save As: D6  
Morale: 10  
Treasure Type: Nil  
Intelligence: 15  
Alignment: Lawful  
XP Value: 50

*Monster Type:* Normal Animal (Common).

Dolphins are seagoing mammals; their favorite food is fish. They are related to whales, but are much smaller. They are 10' long with a smooth hide. Dolphins cannot breathe water and must come to the surface once every 15 minutes for air.

Dolphins are intelligent and have their own high-pitched language. They can communicate telepathically with other dolphins within 50 miles, and they can *detect magic* underwater (360' range).

Dolphins hate sharks and occasionally attack them. Dolphins are the friends of most sailors and have been known to help people in trouble. Mermen sometimes ride dolphins as steeds; fantastic sea-beings may even harness them to chariots.

*Terrain:* Ocean.

*Load:* 1,500 cn at full speed; 3,000 cn at half speed.

## Doppleganger

Armor Class: 5  
Hit Dice: 4\* (M)  
Move: 90' (30')  
Attacks: 1 bite  
Damage: 1d12  
No. Appearing: 1d6 (1d6)  
Save As: F8  
Morale: 8  
Treasure Type: E  
Intelligence: 9  
Alignment: Chaotic  
XP Value: 125

*Monster Type:* Monster (Rare).

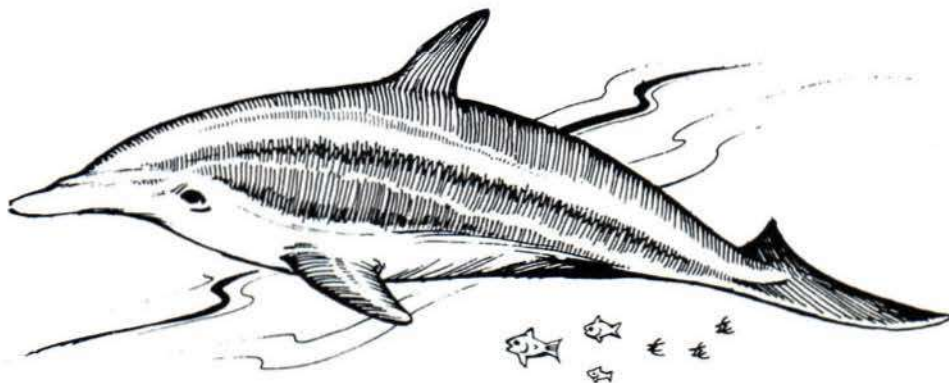
These man-sized shape-changing creatures are intelligent and evil. A doppleganger is able to shape itself into the exact form of any human, demihuman, or humanoid creature it sees (up to 7' tall). Once in the form of the person it is imitating, it attacks that person, intending to kill him and assume his identity. Its favorite trick is to kill the original person in some way without alerting the party. Then, in the role of that individual, it attacks others by surprise, often when they are already engaged in combat.

*Sleep* and *charm* spells do not affect dopplegangers and they make all saving throws as 8th level fighters due to their highly magical nature. When killed, a doppleganger turns back into its original form, a skinny, hairless, genderless humanoid with pale, rubbery skin.

It is believed the doppleganger establishes a limited telepathic link with an intended victim (only). It quickly learns everything the victim knows (even to the point of answering detailed questions at the same time—or sooner—than the victim, should both be present). However, a doppleganger cannot use spells memorized by a spellcasting victim.

Doppleganger spellcasters are extremely rare, but not unknown. Such spellcasters can use their own spells in any humanoid form; see "Monster Spellcasters."

*Terrain:* Any.





# Chapter 14: Monsters

## Dragon

### White

	<i>Small</i>	<i>Large</i>	<i>Huge</i>
Armor Class:	3	1	-1
Hit Dice:	6** (L)	9*** (L)	12**** (L)
Move:	90' (30')	120' (40')	150' (50')
Flying:	240' (80')	300' (100')	360' (120')
Attacks:			
Ground:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Air:	Up to 6: See below	Up to 6: See below	Up to 6: See below
Damage:	See below	See below	See below
Breath cone:	80' × 30'	80' × 40'	90' × 40'
No. Appearing:	1d4 (1d4)	1d3 (1d3)	1d2 (1d2)
Save As:	F6	F18	F36
Morale:	8	9	10
Treasure Type:	H	H × 2, I	H × 3, I × 2
Intelligence:	9	12	15
Alignment:	Neutral	Neutral	Neutral
XP Value:	725	3,000	4,750
XP with spells:	950	3,700	5,625

### Blue

	<i>Small</i>	<i>Large</i>	<i>Huge</i>
Armor Class:	0	-2	-4
Hit Dice:	9** (L)	13 + 3*** (L)	18**** (L)
Move:	90' (30')	120' (40')	150' (50')
Flying:	240' (80')	300' (100')	360' (120')
Attacks:			
Ground:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Air:	Up to 6: See below	Up to 6: See below	Up to 6: See below
Damage:	See below	See below	See below
Breath line:	100' × 5'	150' × 5'	200' × 5 (F M)
No. Appearing:	1d4 (1d4)	1d3 (1d3)	1d2 (1d2)
Save As:	F9	F27	F36
Morale:	9	9	10
Treasure Type:	H	H × 2, I	H × 3, I × 2
Intelligence:	9	12	15
Alignment:	Neutral	Neutral	Neutral
XP Value:	2,300	4,500	7,525
XP with spells:	3,000	5,500	8,875

### Black

	<i>Small</i>	<i>Large</i>	<i>Huge</i>
Armor Class:	2	0	-2
Hit Dice:	7** (L)	10 + 3*** (L)	14**** (L)
Move:	90' (30')	120' (40')	150' (50')
Flying:	240' (80')	300' (100')	360' (120')
Attacks:			
Ground:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Air:	Up to 6: See below	Up to 6: See below	Up to 6: See below
Damage:	See below	See below	See below
Breath line:	60' × 5'	90' × 5'	120' × 5'
No. Appearing:	1d4 (1d4)	1d3 (1d3)	1d2 (1d2)
Save As:	F7	F21	F36
Morale:	8	9	10
Treasure Type:	H	H × 2, I	H × 3, I × 2
Intelligence:	9	12	15
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	1,250	3,500	5,500
XP with spells:	1,650	4,300	6,500

### Red

	<i>Small</i>	<i>Large</i>	<i>Huge</i>
Armor Class:	-1	-3	-5
Hit Dice:	10** (L)	15*** (L)	20**** (L)
Move:	90' (30')	120' (40')	150' (50')
Flying:	240' (80')	300' (100')	360' (120')
Attacks:			
Ground:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Air:	Up to 6: See below	Up to 6: See below	Up to 6: See below
Breath cone:	90' × 30'	135' × 30'	180' × 30'
Damage:	See below	See below	See below
No. Appearing:	1d4 (1d4)	1d3 (1d3)	1d2 (1d2)
Save As:	F10	F30	F36
Morale:	10	10	11
Treasure Type:	H	H × 2, I	H × 3, I × 2
Intelligence:	9	12	15
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	2,500	4,800	9,575
XP with spells:	3,250	5,850	11,375

### Green

	<i>Small</i>	<i>Large</i>	<i>Huge</i>
Armor Class:	1	-1	-3
Hit Dice:	8** (L)	12*** (L)	16**** (L)
Move:	90' (30')	120' (40')	150' (50')
Flying:	240' (80')	300' (100')	360' (120')
Attacks:			
Ground:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Air:	Up to 6: See below	Up to 6: See below	Up to 6: See below
Damage:	See below	See below	See below
Breath cloud:	50' × 40' × 30'	50' × 40' × 30'	50' × 50' × 30'
No. Appearing:	1d4 (1d4)	1d3 (1d3)	1d2 (1d2)
Save As:	F8	F24	F36
Morale:	9	9	10
Treasure Type:	H	H × 2, I	H × 3, I × 2
Intelligence:	9	12	15
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	1,750	3,875	6,250
XP with spells:	2,300	4,750	7,350

### Gold

	<i>Small</i>	<i>Large</i>	<i>Huge</i>
Armor Class:	-2	-4	-6
Hit Dice:	11** (L)	16 + 3*** (L)	22**** (L)
Move:	90' (30')	120' (40')	150' (50')
Flying:	240' (80')	300' (100')	360' (120')
Attacks:			
Ground:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Air:	Up to 6: See below	Up to 6: See below	Up to 6: See below
Damage:	See below	See below	See below
Breath cone:	90' × 30'	135' × 30'	180' × 30'
Breath cloud:	50' × 40' × 30'	50' × 40' × 30'	50' × 50' × 30'
No. Appearing:	1d4 (1d4)	1d3 (1d3)	1d2 (1d2)
Save As:	F11	F33	F36
Morale:	10	10	11
Treasure Type:	H	H × 2, I	H × 3, I × 2
Intelligence:	9	12	15
Alignment:	Lawful	Lawful	Lawful
XP Value:	2,700	5,450	11,750
XP with spells:	3,500	6,600	14,000



## Dragon Breath Weapons; Dragons Talking and Asleep

Color Dragon	Breath Weapon	Breath Shape	Chance of Talking*	Chance of Being Asleep
White	Cold	Cone	10%	50%
Black	Acid	Line	20%	40%
Green	Chlorine Gas	Cloud	30%	30%
Blue	Lightning	Line	40%	20%
Red	Fire	Cone	50%	10%
Gold	Fire Gas	Cone Cloud	100%	5%

\* Talking dragons can also use spells.

## Dragon Damage and Spells

Type of Dragon	Dragon Size	Bite or Crush	Claws, Kicks, Wings, Tail	Spells (by Level)				
				1	2	3	4	5
White:	Small	2d8	1d4 each	3	—	—	—	—
	Large	2d8 + 4	1d6 + 1 each	4	2	—	—	—
	Huge	2d8 + 8	1d8 + 2 each	5	3	1	—	—
Black	Small	2d10	1d4 + 1 each	4	—	—	—	—
	Large	2d10 + 4	1d6 + 2 each	5	3	—	—	—
	Huge	2d10 + 8	1d8 + 3 each	5	4	3	—	—
Green:	Small	3d8	1d6 each	3	3	—	—	—
	Large	3d8 + 4	1d8 + 1 each	4	4	3	—	—
	Huge	3d8 + 8	1d10 + 2 each	5	5	4	3	—
Blue:	Small	3d10	1d6 + 1 each	4	4	—	—	—
	Large	3d10 + 4	1d8 + 2 each	5	5	3	—	—
	Huge	3d10 + 8	1d10 + 3 each	5	5	5	4	—
Red:	Small	4d8	1d8 each	3	3	3	—	—
	Large	4d8 + 4	1d10 + 1 each	5	4	3	2	—
	Huge	4d8 + 8	1d12 + 2 each	5	5	4	3	2
Gold:	Small	6d6	2d4 each	4	4	4	—	—
	Large	6d6 + 4	3d4 each	5	5	4	3	—
	Huge	6d6 + 8	4d4 each	5	5	5	4	3

## Monster Type: Dragon (Rare).

Dragons are a very old race of huge winged lizards. They like to live in isolated, out-of-the-way places where few men are found. Dragons are extremely powerful monsters and should be used with caution when encountered by low level player characters. It is recommended that until characters reach 4th level and higher that only the youngest and smallest dragons be used.

There are several types of dragon, distinguishable by the colors of their hides: white, black, green, blue, red, and gold. Though the colors of their scaly hides make dragons look different, they all have quite a few things in common: they are all hatched from eggs, all are carnivores, all have breath weapons. Dragons have a great love of treasure, but they value their own lives more. Dragons in battle will do everything possible to save their own lives, including surrender.

Many dragons live hundreds or thousands of years. Because of their long history, they tend to think less of the younger races (such as Man). Chaotic dragons might capture men, but will usually kill and eat them immediately. Neutral dragons might either attack or ignore a party completely. Lawful dragons, however, may actually help a party if the characters are truly worthy of this great honor. When playing a dragon, a DM should keep in mind that, because of its pride, even the hungriest dragon will pause and listen to flattery (if no one is attacking it, and if it understands the language of the speaker).

**Talking Dragons:** Dragons are intelligent, and some dragons can speak the Dragon and Common tongues. The percentage listed under





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"Chance of Talking" is the chance that a dragon will be able to talk. Talking dragons are also able to use magical (but not clerical) spells. The number of spells and their levels are given in the table. Dragon spells are usually selected randomly. Wherever applicable, treat the Hit Dice of the dragon as the level of caster for spell-like effects (for purposes of duration, dispelling, etc.).

**Sleeping Dragons:** The percentage chance given under "Chance of Being Asleep" applies whenever a party encounters a dragon on the ground (flying dragons are never asleep). Any result greater than the percentage means that the dragon is not asleep (though it may be pretending to be!). If a dragon is asleep, it may be attacked for one round (with a bonus of +2 on all attack rolls), during which it will awaken. Combat is handled normally for the second and subsequent rounds.

**Gold Dragons:** Gold dragons always talk and use spells. They can also change their shape, and often appear in the form of a human or animal. Gold dragons can breathe either fire (like a red dragon) or chlorine gas (like a green dragon), though they still have a total of three breath weapon attacks per day (not six). The type of breath used should be chosen by the DM to fit the situation.

## Breath Weapons

All dragons have a special attack called their "breath weapon." Any dragon can use its breath weapon up to three times each day. A dragon's first attack is almost always with its breath weapon. The number of points of damage the breath weapon does is equal to the dragon's current number of hit points. Any damage done to a dragon will reduce the damage it can do with its breath weapon.

After the first breath attack, and until it has used up all three breaths for the day, a dragon might choose either to breathe or attack with its natural weapons. To determine this randomly (small dragons only), roll 1d6: on a roll of 1-3 the dragon will use its claw and bite attacks; on a roll of 4-6 the dragon will breathe again.

Large and huge dragons use breath weapons intelligently, not randomly. They rarely aim at single opponents, and normally save the attack for use against groups. The volume of the breath weapon increases with the size of the dragon; the breath sizes are given in the tables above.

**Shape of Breath:** A dragon's breath weapon appears as one of three different shapes: cone-shaped, a straight line, or a cloud of gas.

A cone-shaped breath begins at the dragon's mouth (where it is 2' wide) and spreads out until it reaches its widest point at its furthest end. For example, the area of effect of a small white dragon's breath is a cone 80' long and 30' wide at its far end.

A line-shaped breath starts in the dragon's mouth and stretches out toward its victim in a straight line (even downward). Even at its source, a line-shaped breath is 5' wide.

A cloud-shaped breath billows forth from the dragon's mouth to form a cloud. On the table, three dimensions are shown: The first is the width, the second is the depth, and the third is the height. Therefore, with a small green dragon, you get a cloud that's 50' wide, 40' deep (i.e., it reaches up to 40' away from the dragon),

and 30' tall, around the dragon's targets directly in front of it.

**Saving Throws:** Each victim within a dragon's breath must make a saving throw vs. breath weapon (even if the breath is similar to another type of attack). If successful, the victim takes only half damage from the breath.

Breath weapons are not spells and cannot be turned or absorbed by devices or other protective spell effects except those that specifically mention dragon breath.

Dragons are immune to the effects of their own breath weapon type. Further, they automatically make their saving throws against any attack form that is the same as their breath weapon. For example, a red dragon suffers no damage from (and usually ignores) flaming oil, and suffers only one-half damage from a fireball spell.

## Physical Attacks

**Attack Bonuses:** Small dragons attack as monsters of their listed Hit Dice. Large dragons gain a +2 bonus to all attack rolls. Huge dragons gain a +4 bonus to all attack rolls.

**Types of Physical Attacks:** Dragons usually make two claw attacks and one bite attack; at the DM's option they can use other special attack forms (kick, tail, wing) defined later.

When a flying dragon attacks an aerial target, it gets two claw attacks and one bite attack, but cannot use wing, kick or tail attacks. When attacking a ground-level victim from the air, a dragon can use one Crush, Hover, or Swoop attack (as described below), but no two in combination.

If a dragon attacks while on the ground, it can substitute a wing, kick or a tail attack for any of its normal attacks, so long as it makes only three attacks in the round. (For example, the dragon might bite one target, kick another, and sweep its tail across a third instead of using two claws and one bite.)

**Crush:** This maneuver is often used if the dragon surprises nonhuman victims, or possibly against any opponents if the dragon is seriously wounded. When crushing, the dragon actually lands on its victims. Each may make a saving throw vs. death ray; success indicates complete evasion of the crush, and no damage is inflicted. A victim may choose to remain in the area, taking the full damage of the crush; if he holds a weapon in hand, he may make an attack roll with a +4 bonus. If he hits, he inflicts double damage.

A small dragon can crush one victim only. A large dragon can crush all in a 10' radius circle. A huge dragon can crush all in a 20' radius circle.

**Hover:** When using this attack form, the dragon pauses in flight directly above its targets, its wings beating furiously. The dragon may attack up to six opponents in one round while hovering, using 1 bite, 2 front claws, 2 rear kicks, and 1 tail (but no wing attacks). A breath weapon cannot be used while hovering, because of the wind from the wings.

After 1 round of hover attacks, the dragon must land immediately, but the dragon cannot crush after hovering. (Note that the location of opponents might prevent the use of some attack forms.)

**Swoop:** This special ability is mentioned at the start of this chapter; in addition the dragon may

pick up one or more victims if its attack rolls are high enough (see table).

When a dragon swoops, its victims suffer a -1 penalty to their surprise roll, because of the creature's silent glide. If the dragon surprises the victim, each hit inflicts double damage.

Size	Attack Roll Needed	Swoop Attack Forms
Small	20	1 claw
Large	18-20	2 claws
Huge	16-20	2 claws + 1 bite

A victim caught by a swoop can attack the dragon, but with a -2 penalty to all attack rolls, and each hit inflicts only minimum damage.

A victim held in a claw automatically takes normal claw damage each round, but if the victim wins initiative, he may act first (cast a spell, use a device, etc.).

A victim held in a bite automatically takes normal bite damage each round, and cannot concentrate (regardless of initiative). When the victim is dead he is swallowed. A dragon can bite a victim held in a claw, but with a -2 penalty to the attack roll. If successful, the victim is transferred to the mouth.

## Other Attacks

These are elements of the hover attack or optional ground attacks, including those outlined in the following paragraphs.

**Kick:** Any victim hit by a kick attack must make a saving throw vs. paralysis or be knocked over. A penalty applies to the saving throw, equal to the amount of damage inflicted. Any victim knocked over can get up during the next round, but will automatically lose initiative.

**Tail:** Any victim hit by the tail attack of a large or huge dragon must make a saving throw vs. paralysis or be knocked over (as with a kick) and is disarmed. A penalty applies to the saving throw, equal to the damage inflicted. A disarmed opponent can spend one round picking up the weapon, or can switch weapons, merely losing initiative.

**Wing:** A wing attack can be used against any opponent within range—which is great. The range is 3' per Hit Die of the dragon. Any victim hit by a wing attack must make a saving throw vs. paralysis or be stunned. A penalty applies to the saving throw, equal to the damage inflicted.

## Dragon Tactics

Small dragons normally attack with claws and bite when on the ground, without using kicks or tail attacks. Their legs are too short for effective kicking unless an opponent is close behind them. They are not proficient in attacking with the tail (though it may be used to inflict damage only, at the DM's choice). If its swoop attack hits, a small dragon can pick up one man-sized opponent.

Large dragons use all attacks except wings. Kick attacks can be used against any opponents within 10' of the body. A tail attack can be aimed at any opponent to the rear or sides. If its swoop attack hits, a large dragon can pick up one or two man-sized opponents, or one horse-sized creature.

Huge dragons use all attacks effectively against any opponent within melee range,



through maneuvering. Wing attacks can be aimed at any opponents to the sides, or, if more than one opponent is in front of the dragon, against those on either side. If its swoop attack hits, a huge dragon can pick up one, two, or three man-sized victims, or two horse-sized, or one giant-sized opponent.

## Subduing Dragons

Whenever characters encounter a dragon, they may choose to try to subdue it rather than kill it. To subdue a dragon, all attacks must be with the "flat of the sword." Thus, missile weapons and spells cannot be used to subdue. Attacks and damage are determined normally, but this "subduing damage" is not real damage. The dragon will fight normally until it reaches 0 or less hit points, at which time it will surrender. The subduing damage does not reduce the damage done by the dragon's breath weapon.

A dragon may be subdued because it realizes that its attackers could have killed it if they had been striking to kill. It therefore surrenders, admitting that the opponents have won the battle.

A subdued dragon will attempt to escape or turn on its captor if given a reasonable chance to do so through the party's actions. For example, a dragon left unguarded at night, or who is ordered to guard a position alone, would consider these "reasonable chances." A subdued dragon can be sold. The price is up to the DM, but should never exceed 1,000 gp per hit point.

The dragon may be forced to serve the characters who subdued it. If a subdued dragon is ever ordered to perform a task which is apparently suicidal, the dragon will attempt to escape, and may try to kill its captors in the process.

## Final Details

**Age:** The statistics given above are for average-sized dragons of each type. Younger dragons are smaller and have acquired less treasure; older dragons are larger and have acquired more. Age will cause a dragon to vary in Hit Dice from 3 HD smaller (younger) to 3 HD larger (older) than average. For example, a small red dragon could have from 7 to 13 Hit Dice, depending on its age.

**Treasure:** Younger dragons may have as little as 1/4 to 1/2 the listed treasure; older dragons may have as much as double the listed amount. Dragon treasure is found only in a dragon's lair. These lairs are rarely left unguarded, and are well-hidden to prevent easy discovery.

**Terrain:** Each type of dragon prefers a specific type of terrain. White: Cold regions. Black: Swamp, Marsh. Green: Jungle, Woods. Blue: Desert, Open. Red: Mountain, Hill. Gold: Any.

**Load:** A dragon can move at its full speed when carrying 1000 cn times its Hit Dice; or half speed when carrying 2,000 cn times its Hit Dice.

**Barding Multiplier:** This varies, depending on size: Small Dragon × 3, Large Dragon × 5, Huge Dragon × 10.

## Dragon, Gemstone

(Crystal, Onyx, Jade, Sapphire, Ruby, Amber)

Dragon	Alignment	Similar to	Breaths
Crystal	Lawful	White	Cold or Crystal
Onyx	Neutral	Black	Acid or Darkness
Jade	Neutral	Green	Chlorine Gas or Disease
Sapphire	Lawful	Blue	Lightning or Vaporize
Ruby	Lawful	Red	Fire and Melt
Amber (or brown)	Chaotic	Gold	Fire and Melt, Gas and Disease

Gemstone	Breath Weapon	Breath Shape	Chance of Talking*	Chance of Being Asleep
Crystal	Cold or Crystal	Cone	10%	50%
Onyx	Acid or Darkness	Line	20%	40%
Jade	Chlorine Gas or Disease	Cloud	30%	30%
Sapphire	Lightning or Vaporize	Line	40%	20%
Ruby	Fire and Melt	Cone	50%	10%
Amber	Fire and Melt or Gas and Disease	Cone	100%	5%

Unless otherwise noted, the gemstone dragons are similar to the standard dragons, including the details of preferred terrain, attacks, size, age, treasure, etc. For XP value, add an asterisk for every two spell levels available to the dragon.

At 120' or greater range, each of the "gemstone" dragons appears identical to that of the corresponding normal color (i.e., crystal to white, onyx to black, jade to green, sapphire to blue, ruby to red, amber to gold). At closer ranges (within 30'), the shimmering color differences can be easily distinguished by the trained eye.

The new breath weapons are summarized for each dragon.

**Crystal (crystal):** A victim who fails the saving throw takes full damage, and all his nonliving carried items turn to crystal. If the victim makes his saving throw, the victim takes only half damage and his items are unaffected. Any weapon, tooth or claw turned to crystal can be used to attack, but will probably (1-5 on 1d6) shatter if a hit is scored. If the weapon shatters, it inflicts the minimum possible damage for that blow, and is destroyed. A *stone to flesh* spell (in modified form) can be used to permanently turn up to 100 cubic feet of crystal items (easily including all items normally carried by 1-3 persons) back to their normal forms.

**Onyx (darkness):** A victim who fails his saving throw takes full damage, and a *darkness* spell effect (15' radius) appears centered on the victim, moving as he moves. It can be countered by a *light* spell, or removed by *dispel magic*; otherwise it remains for 1 round per Hit Die of the dragon. This *darkness* is a special type through which the dragon can easily see; it otherwise functions exactly as a normal *darkness* spell. If the saving throw is successful, the victim takes only half damage.

**Jade (disease):** A victim who fails his saving throw takes full damage, and he and all items carried become infected with a rotting disease.

This disease causes all nonmetal items to rot away in 1d6 turns unless a *cure disease* spell is cast on them during that time. A victim cannot be affected by any healing spells, nor healing item, save a *cure disease* effect. The disease also inflicts 1 point of damage per turn (but not cumulative in the case of multiple failed saving throws). If the saving throw is successful, the victim takes only half damage and avoids the disease.

**Sapphire (vaporize):** A victim who fails the saving throw takes full damage, and he and all items carried are turned into gaseous form for one turn per Hit Die of the dragon. Vaporized creatures and items are invisible and unable to make any noise or affect any solid item. The victim can move at up to a 60' (20') rate by concentrating. A *dispel magic* effect can restore the victim and items to normal form; treat the level of magic as equal to the dragon's Hit Dice. Vaporized creatures are immune to most attacks (such as lightning, fire, etc.).

**Ruby (fire and melt):** A victim who fails his saving throw takes full damage, and all items carried start to burn or melt (no saving throw). Paper items are destroyed instantly; leather items in 1 round; all other nonmetal items in 2 rounds; nonmagical metal items in 3 rounds; and magical items of all sorts in 4 or more rounds. If the item has a bonus ("pluses"), add 1 round to the 4-round period for each point. Items that give immunity or resistance to fire also melt, but in double the normal time. The burning or melting items may be saved if immersed in water (or otherwise cooled, such as magically) before they are destroyed. The DM may choose to deduct 1 or more "pluses" from partially damaged items. If the saving throw is successful, the victim takes only half damage.

**Amber (chlorine gas and disease, fire and melt):** See notes for the jade dragon (disease) and ruby dragon (fire and melt).



# Chapter 14: Monsters

## Dragon Ruler

### Pearl (The Moon Dragon), Ruler of all Chaotic Dragons\*

Armor Class: -8  
Hit Dice: 24\*\*\*\*\* (L)  
Move: 180' (60')  
Flying: 420' (140')  
Attacks: Up to 9 (see below)  
Damage: See below  
Breath: As any chaotic dragon  
No. Appearing: 1 (1) (unique)  
Save As: F36 (and see below)  
Morale: 10 (see below)  
Treasure Type: H x 4, I x 3, N, O  
Intelligence: 18  
Alignment: Chaotic  
XP Value: 25,250

### Opal (The Sun Dragon), Ruler of all Neutral Dragons\*

Armor Class: -9  
Hit Dice: 27\*\*\*\*\* (L)  
Move: 180' (60')  
Flying: 420' (140')  
Attacks: Up to 9 (see below)  
Damage: See below  
Breath: As any neutral dragon  
No. Appearing: 1 (1) (unique)  
Save As: F36 (see below)  
Morale: 10 (see below)  
Treasure Type: H x 4, I x 3, N, O  
Intelligence: 18  
Alignment: Neutral  
XP Value: 32,000

### Diamond (The Star Dragon), Ruler of all Lawful Dragons\*

Armor Class: -10  
Hit Dice: 30\*\*\*\*\* (L)  
Move: 180' (60')  
Flying: 420' (140')  
Attacks: Up to 9 (see below)  
Damage: See below  
Breath: As any lawful dragon  
No. Appearing: 1 (1) (unique)  
Save As: F36 (see below)  
Morale: 10 (see below)  
Treasure Type: H x 4, I x 3, N, O  
Intelligence: 18  
Alignment: Lawful  
XP Value: 38,750

### The Great One, Ruler of All Dragonkind\*

Armor Class: -12  
Hit Dice: 40\*\*\*\*\* (L)  
Move: 240' (80')  
Flying: 480' (160')  
Attacks: Up to 10 (see below)  
Damage: See below  
Breath: As any dragon  
No. Appearing: 1 (1) (unique)  
Save As: F36 (see below)  
Morale: 10 (see below)  
Treasure Type: H x 5, I x 4, N x 2, O x 2, + special  
Intelligence: 18  
Alignment: Unknown  
XP Value: 68,000

## Attacks and Damages

	Bite or Crush	Claws, Kicks, Wings, and Tail
Pearl (Moon)	6d8	2d8 each
Opal (Sun)	6d8 + 4	2d8 + 2 each
Diamond (Star)	6d8 + 8	2d8 + 4 each
The Great One	6d10	3d10 each

## Spells By Level (Both C and MU)

	1	2	3	4	5	6	7
The Lesser Rulers	7	6	5	4	3	2	1
The Great One	9	8	7	6	5	4	3

**Monster Type:** Dragon, Planar Monster (Very Rare).

Each of the three Dragon Rulers is the leader of all dragons with the same alignment. These three rulers, in turn, obey the Great One, ruler of all dragons.

**Pearl:** Rules Chaotic Dragons (Black, Green, Red and Amber)

**Opal:** Rules Neutral Dragons (White, Onyx, Jade and Blue)

**Diamond:** Rules Lawful Dragons (Crystal, Sapphire, Ruby and Gold)

These creatures are extremely rare, almost never appearing on the Prime Plane unless there is great need. They are all Immortal. If a dragon ruler's material body is slain, the spirit goes to its home plane (one of the outer planes) and creates a new body.

Each of these dragons is bigger than the biggest gold or amber dragon; in natural form, each is over 100' long.

**Pearl**, ruler of Chaotic dragons, has scales like mother-of-pearl—white but iridescent, constantly shifting, like her Chaotic nature.

**Opal**, ruler of Neutral dragons, has scales which are white with thousands of tiny specks of color in all the hues of the rainbow.

**Diamond**, ruler of Lawful dragons, has scales with the refractive qualities of faceted diamond: They glitter and gleam with so much reflected light that it is hard to stare at this dragon.

**The Great One** has scales which glow brightly, like the surface of a white sun; no one can stare directly at him except through a *darkness* spell effect (through which he looks like an enormous three-headed white dragon).

Each ruler is always attended by four of his or her largest, most powerful followers. Pearl is always accompanied by four huge amber dragons, each with 176 hit points. Opal is always with four blue dragons, each with 144 hit points. Diamond is always with four gold dragons, each with 176 hit points. The Great One has a retinue

of twelve dragons: four gold, four amber, and four blue, all sufficiently dedicated to serving the Great One that they do not get into fights based on alignment differences. All of these attendants can use spells.

When traveling, the dragon rulers usually bring one of each type of their largest subjects; for example, when on an excursion to the Prime Plane, Diamond brings one ruby dragon (160 hit points), one sapphire dragon (144 hit points), and one crystal dragon (96 hit points), in addition to the usual four gold dragons (176 hit points each).

All dragon rulers are immune to *charm*, *hold*, *paralysis*, *slow*, *death ray*, *disintegration*, and *poison*. Dragon rulers cannot be subdued or tamed like some lesser dragons.

The three lesser rulers are immune to normal and silvered weapons, to all spells of 6th level or less, and to all weapons of less than +3 enchantment. The Great One is immune to normal and silvered weapons, clerical/druidic spells of 6th level or less and magical spells of 8th level or less, and weapons of less than +4 enchantment.

All dragon rulers are immune to all dragon breath weapons and are unaffected by *dragon control* magical items.

A dragon ruler can *polymorph* itself at will into the form of any of its follower dragons. Each ruler has a spell book containing all of the known spells, but must study and learn them just as a normal magic-user. Clerical spells are gained with the usual amount of meditation.

Each dragon ruler can use any breath weapon of its followers, each once per day, and while in either normal or polymorphed (to a lesser dragon) form. For example, Opal can breathe a cone of cold (as a white), line of acid-and-darkness (as an onyx), cloud of gas-and-disease (as a jade), or a lightning bolt (as a blue), for a total of four breaths per day. Each dragon ruler can attack up to nine times per round (with two bites, two claws, two wings, two kicks, and two tail).

The Great One can use any breath weapon of any dragon, each once per day, and while in either normal or polymorphed form. He has up to 10 attacks, using the tail twice.

The lair treasures of the dragon rulers always include at least three miscellaneous magical items usable by dragons; these items may be used against invaders, as appropriate. The Great One, in addition, owns one artifact. (The specific artifact is the DM's choice, but the artifact is not ultimately fatal to the dragon ruler, nor does it involve undead in any way.)

The Dragon Rulers act as leaders for all dragon-kind. They arbitrate disputes between clans of dragons and occasionally—very occasionally—act on the behalf of lesser dragons against other species. They do not intercede when a party of heroes destroys a rogue dragon, but will act when a clan of dragons faces extinction or enslavement.

The three lesser rulers of dragonkind do not like or cooperate with each other, but neither do they fight each other. The Great One treats them equally, without a favorite. The origins of the rulers are unknown, but the lesser rulers may be the offspring of The Great One.

**Terrain:** Outer Plane (their own).

**Load:** Full speed when carrying 1,000 cn x HD in encumbrance; half speed when carrying 2,000 cn x HD in encumbrance.



## Dragon Turtle\*

Armor Class:	-2
Hit Dice:	30* (L)
Move:	30' (10')
Swimming:	90' (30')
Attacks:	2 claws/1 bite
Damage:	1d8/1d8/1d6 × 10
No. Appearing:	0 (1)
Save As:	F15
Morale:	10
Treasure Type:	H
Intelligence:	5
Alignment:	Chaotic
XP Value:	9,000

**Monster Type:** Dragon-Kin (Rare).

Dragon turtles are a magical crossbreed of a dragon and a giant turtle. They have the head, limbs, and tail of a great dragon and the hard shell of a turtle. Dragon turtles are so large that sailors have landed on ones floating on the surface, mistaking them for small islands. These creatures usually live in the depths of great oceans and seas, seldom surfacing or approaching land.

The dragon turtle is able to use a breath weapon just like a dragon. It can breathe a cloud of steam 50' long and 40' wide. This breath weapon

does damage like a dragon's breath weapon, inflicting hit points of damage equal to the current hit points of the dragon turtle.

Dragon turtles live in great caverns on the bottom of the deepest oceans, where they keep the treasures of sunken ships. On occasion, they will rise under ships, attempting to overturn them and devour the occupants.

**Note:** Dragon turtles are extremely powerful creatures that should not be used unless the player characters are of very high level.

**Terrain:** Ocean.

## Drake

	Mandrake	Woodrake	Coldrake	Elemental*
Armor Class:	0	0	0	0
Hit Dice:	3*** (M)	4*** (M)	5*** (M)	6**** (M)
Move:	120' (40')	120' (40')	120' (40')	120' (40')
Flying:	30' (10')	30' (10')	30' (10')	30' (10')
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	1d2/1d2/1d6	1d2/1d2/1d8	1d2/1d2/2d4	1d3/1d3/1d8 + 2
No. Appearing:	1d4 (1d4)	1d4 (1d4)	1d4 (1d4)	1d4 (1d4)
Save As:	M6	M8	M10	M12
Morale:	8	8	8	9
Treasure Type:	(V × 2), E	(V × 2), E	(V × 2), E	Special
Intelligence:	10	10	10	10
Alignment:	Chaotic	Chaotic	Chaotic	Neutral
XP Value:	80	225	550	1,175

**Monster Type:** Dragon-Kin (Rare), Elemental  
Drakes: Dragon-Kin, Planar Monster, Enchanted (Rare).

A drake is a man-sized creature that looks much like a dragon in its normal form. However, it is most often encountered *polymorphed* into a human or demihuman form. Drakes have no breath weapons or spellcasting abilities, but they can talk. They may be evil or good (50% chance of each) but, except for Elemental forms, are always very Chaotic. Drakes are extremely intelligent and clever; they tell lies as needed, and surrender rather than fight to the death.

Drakes are immune to all spells of 4th level or less, but may cancel this immunity for 1 round by concentrating—to receive the benefits of a *cure wounds* spell, for example.

In normal form, a drake looks similar to a small dragon without front legs and with tiny wings. These wings can only support slow flight, and only for an hour at a time. All drakes can *polymorph* themselves into humanoid form (and back) as often as desired. In human or demihuman form, a drake can use any weapon permitted to thieves. The attacks and damage given above apply to normal (dragon-kin) form only.

All drakes are thieves, having all the special abilities of a 5th level thief. Some mandrakes may actually join Thieves' Guilds and improve their abilities, though most avoid such lawfulness. They are fond of pranks and tricks, and sometimes act as agents for evil powers. A *protection from evil* spell blocks drakes.

**Mandrake:** These tan drakes can change into human form, and they enjoy the company of men. They often hold minor jobs in stables and taverns in towns (never in positions of importance or power), and may pretend to be adventurers. They often steal food from town storehouses, and valuables from wandering

townsfolk.

**Woodrake:** These dark green drakes can change themselves into elf or halfling forms. They are otherwise very similar in habits to mandrakes, and are sometimes discovered amidst elf or halfling communities.

**Coldrake:** These white drakes shun the light of day, living deep underground (usually in icy caverns). They can change themselves into dwarf or gnome forms, and can sometimes be found amidst an underground dwarf or gnome community.

**Elemental Drake:** There are four types: air-drakes (blue), earthdrakes (brown), firedrakes (red), and waterdrakes (sea-green). They have the same immunities as all drakes. Elemental drakes are also immune to normal and silver weapons; a magical weapon is needed to damage them. They live on the elemental planes, and are very rare on the Prime Plane. They cannot normally travel between the planes, but may "ride" along with an elemental or other creature, either to or from their plane of origin.

On the Prime Plane, elemental drakes can take the forms of young giants (1-4 feet shorter than normal), but they cannot throw rocks in those forms, and can only inflict 2d6 points of damage in hand-to-hand combat (instead of the normal damage done by the giant form). An air-drake can assume the form of a cloud giant; an earthdrake, a stone giant; a firedrake, a fire giant; and a waterdrake, a storm giant. They are sometimes found amidst similar real giants, acting for their own purposes.

On their home planes, elemental drakes cannot change into giant forms; instead, they assume the form of a small elemental, with all the abilities of that form (treat each as a 6 Hit Dice elemental in size and ability).

**Terrain:** Any.

## Drolem\*

Armor Class:	-3
Hit Dice:	20***** (L)
Move:	120' (40')
Flying:	240' (80')
Attacks:	2 claws/1 bite
Damage:	2d6/2d6/1d20 + 10
No. Appearing:	1 (1)
Save As:	F10 (and see below)
Morale:	12
Treasure Type:	Special (see below)
Intelligence:	3
Alignment:	Neutral
XP Value:	11,375

**Monster Type:** Construct, Enchanted (Very Rare).

A drolem is a type of golem that looks like a dragon; it can be made to look like a dragon of any color, or may simply be a dragon skeleton. Like other golems, it is not alive, but a construct made by a high level magic-user or cleric. Drolems are extremely rare, made and used only to guard a special item or area. A special book and several rare materials are needed to make a drolem.

A drolem is nonintelligent, and obeys its instructions exactly. It can see invisible things within 60', and is immune to *charm*, *hold*, *sleep*, and all other mind-affecting spells, all forms of fire and cold, and all gases. It is also immune to all spells of 4th level or less, to normal and silver weapons, and even magical weapons of +2 or lesser enchantment.

The drolem's claws inflict 2d6 points of damage each, and its huge jaws cause 11-30 (1d20 + 10) points of damage. A drolem can also breathe three times per day. Its breath is a small poisonous cloud, 20' × 20' × 20'; all within it must make a saving throw vs. dragon breath or die.

**Terrain:** Any.

**Load:** 20,000 cn at full speed; 40,000 cn at up to half speed.

## Druj

A form of undead; see *Spirit*.



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## Dryad

Armor Class:	5
Hit Dice:	2* (M)
Movement:	120' (40')
Attacks:	See below
Damage:	By weapon type
No. Appearing:	0 (1d6)
Save As:	E4
Morale:	6
Treasure Type:	D
Intelligence:	14
Alignment:	Neutral
XP Value:	25

**Monster Type:** Humanoid (Rare).

Dryads are beautiful female tree spirits who live in trees, in woodland settings or dense forests. They are very shy and nonviolent, but very suspicious of strangers. If a dryad wishes to be unobserved, she will join with her tree, becoming part of it.

Dryads possess a powerful *charm person* ability—it is just like the magical spell, but the dryad can use it any number of times per day, and its victims save at a -2 penalty. Dryads only use this power on people following or attacking them or on males to whom they are attracted—and even then will only use the power on men who do not return their affection.

Dryads will send *charmed* attackers off to a deadly monster's lair or ambush where the attackers may be slain; they draw objects of affection into their trees and keep them. Unless rescued immediately, such victims will never be seen again (or, at the DM's option, will reappear after a few years, remembering little of the time they were gone). Characters can rescue the victim by threatening to destroy the dryad's tree; a dryad will release a *charmed* victim rather than see her tree die.

A dryad will die if her tree dies, and can only survive for 1 turn if taken more than 240' away from it. She hides her treasure in hollows under her tree's roots.

Most dryads rarely carry weapons, but a dryad defending her tree or helping an actaeon may pick up a javelin or spear.

There can be dryad spellcasters; see "Monster Spellcasters."

**Terrain:** Woods (dense).

## Dwarf

Armor Class:	4
Hit Dice:	1
Move:	60' (20')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1d6 (5d8)
Save As:	D1
Morale:	8 or 10 (see below)
Treasure Type:	(Q + S) G
Intelligence:	10
Alignment:	Lawful or Neutral
XP Value:	10

**Monster Type:** Demihuman (Common).

Dwarves can appear as NPCs. Otherwise, they are usually met in clan groups or as war or mining expeditions. They attack as first level fighters. For every 20 dwarves, there will be one leader (level 3-8) who may have a magical weapon.

(To check for possible magical items, multiply the leader's level by 5. The result is the percent chance for that leader to own a magical item from any one particular subtable. Roll separately for each type (subtable) of magical treasure. Check all subtables except the Scroll subtable and the Wand/Rod/Staff subtable.) As long as their leader is alive and fighting with them, dwarven morale is 10 rather than 8. Dwarves hate goblins and will usually attack them on sight.

**Terrain:** Hill, Mountain.

## Efreeti, Lesser\*

Armor Class:	3
Hit Dice:	10* (L)
Move:	90' (30')
Flying:	240' (80')
Attacks:	1 fist
Damage:	2d8
No. Appearing:	1 (1)
Save As:	F15
Morale:	12
Treasure Type:	Nil
Intelligence:	14
Alignment:	Chaotic
XP Value:	1,750

**Monster Type:** Planar Monster, Enchanted (Rare).

Efreets are free-willed, enchanted creatures from the elemental plane of Fire. They usually appear as clouds of smoke, condensing into giant-sized men surrounded by flames. The air around them is always hot and smoky. Efreets are highly magical, and can only be hit with magical weapons. If slain, the efreeti's spirit returns to its own plane.

An efreeti can *create objects*, *create illusions*, and turn *invisible* like a djinni. It can cast a *wall of fire* spell three times per day. An efreeti may also transform itself into a *pillar of flame* (the same height as the efreeti) that will set fire to all flammable items within 5'. It can retain the flame shape for up to 3 rounds. When in this form, the fire adds 1d8 points of damage to each of the efreeti's blows. The creature can only assume flame shape once per turn at most.

An efreeti may be summoned by a high level magic-user (if the special spells required are known—the magic-user must cast both *create magical monsters* to summon the efreet and *wish* to bind it to the magic-user's service for as long as possible). Once summoned, the efreeti can be forced to serve for 101 days. It is a reluctant and difficult servant, and will obey its exact instructions while attempting to distort their meaning (to cause trouble for its master).

On their own plane, efreet live in cities similar to those of wealthy human desert-dwellers. Among all creatures, efreet are most similar to djinn, but they are of opposed elements, so efreet hate djinn and will attack them on sight.

**Plane of Fire:** The following details apply to efreet encountered on their own plane, the elemental plane of Fire.

An efreeti on its own plane is immune to normal weapons, all 1st level spells, and to all attacks based on earth. On its own plane, an efreeti can *detect invisible* at will (120' range).

**Elemental Plane of Fire Statistics:** AC 1, HD 10\* (L), MV 240' (80'), #AT 1 strike or special, D 2-16 or special, NA 1-4 (1-100), Save F15, ML 8, TT Special, AL C, XP 1,750.

Efreets are irritable and often evil. The fire elementals and the efreet are generally at peace, though the efreet pick fights and have been at war with the elementals in the past. Their enemies are the helions and the djinn, and they fear water-type creatures and attacks.

There can be efreet spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Plane of Fire.

**Load:** 5,000 cn at up to full speed; 10,000 cn at up to half speed.

## Efreeti (Greater; Amir)\*

Armor Class:	-2
Hit Dice:	20*** (L)
Move:	120' (40')
Flying:	360' (120')
Attacks:	2 fists
Damage:	3d10/3d10
No. Appearing:	1 (1)
Save As:	M36
Morale:	11
Treasure Type:	Nil
Intelligence:	14
Alignment:	Chaotic
XP Value:	7,775

**Monster Type:** Planar Monster, Enchanted (Very Rare).

In the elemental plane of Fire, the rulers of the efreet are known as amirs (ah-MEERS). They appear as very large normal efreet (15'-30' tall). An amir cannot be affected by normal weapons, or even by weapons of less than +2 enchantment. Amirs also regenerate at the rate of 2 hit points per round.

An amir can perform all the abilities of a normal efreet as often as desired, once per round. It can also enter or leave the Ethereal Plane by concentrating for 1 full round.

Special powers usable once per day are grant another's *wish*, cast *fireball* or *explosive cloud* (all as if a 20th level magic-user).

An amir's *pillar of flame* form ignites all flammable objects within 15' and adds a bonus of 2d8 points to each fist attack. It can retain this shape without limit.

Amirs cannot be summoned by spells, and are affected by very few magical items. They normally appear on the Prime Plane only in response to the cries of a mistreated efreeti. When they appear on the Prime Plane, they can appear anywhere, but prefer warmer climates, such as deserts.

**Terrain:** Plane of Fire.

**Load:** Fly with 10,000 cn at up to full speed; 20,000 cn at up to half speed. Walk with 20,000 cn at up to full speed; 40,000 at up to half speed.





## Elemental\*

	Air, Earth, Fire, Water			
Armor Class:	2, 0, or -2 (see below)			
Hit Dice:	8, 12, or 16 (see below) (L)			
Move:				
Air (Flying):	360' (120')			
Earth:	60' (20')			
Fire:	120' (40')			
Water:	60' (20')			
Swimming:	180' (60')			
Attacks:	1 or Special			
Damage:	1d8, 2d8, or 3d8 (see below)			
No. Appearing:	1 (1)			
Save As:	F8-16 (see below)			
Morale:	10			
Treasure Type:	Nil			
Intelligence:	9			
Alignment:	Neutral			
XP Value:	See below			

Summoning	XP		Save	
Item	AC	HD	Value	Damage
Staff	2	8	650	1d8
Device	0	12	1,250	2d8
Spell	-2	16	1,850	3d8

**Monster Type:** Planar Monster, Enchanted (Common).

An elemental is a magical, enchanted creature that lives on another plane of existence (one of the elemental planes). It can be harmed only by magic or magical weapons.

**Staff Elementals** (the weakest) are summoned by a magic-user with a special staff.

**Device Elementals** are summoned with the

use of a special miscellaneous magical item.

**Conjured Elementals** are summoned by the casting of the 5th level magic-user spell.

To summon an elemental, a character must have a large amount of the element nearby (such as open air, bare earth, a pool of water or a bonfire). When the elemental arrives, it is hostile, and must be controlled by concentration at all times. The summoner's concentration is broken if he takes damage or fails any saving throw. The summoner can move only up to half normal speed while concentrating.

If the summoner's concentration is broken, the elemental will attack him. Once lost, control cannot be regained. The elemental can attack any creature between it and its summoner if it desires.

If summoned in an area too small for it (see size notes below), an elemental will fill the available area—sideways, for example—possibly damaging the summoner in the process (and thus breaking the summoner's concentration).

However, an elemental cannot pass a *protection from evil* spell effect.

An elemental will vanish if it or its summoner is slain, or when the summoner sends it back to its plane (which requires control), or if a *dispel magic* is cast upon it.

An **air elemental** appears as a great whirlwind, 2' tall and 1/2" in diameter for each Hit Die (a staff elemental would be 16' tall and 4' across). In combat, all victims of 2 HD or less hit by the whirlwind must make a saving throw vs. death ray or be swept away. The elemental inflicts an extra 1d8 points of damage against any flying opponent.

An **earth elemental** appears as a huge manlike figure, 1' tall for each Hit Die (a spell-conjured elemental would be 16' tall). It cannot cross a water barrier wider than its height. It inflicts an extra 1d8 points of damage against any opponent standing on the ground.

A **fire elemental** appears as a swirling pillar of roaring flame, 1' tall and 1' in diameter for each

## Elemental Defenses and Vulnerabilities

Type of Elemental	Double Damage from	Normal Damage* from	Minimal Damage** from
Air	Earth	Air, Fire	Water
Earth	Fire	Earth, Water	Air
Fire	Water	Fire, Air	Earth
Water	Air	Water, Earth	Fire

\* When double damage is indicated, the elemental may make a saving throw vs. spells to take normal damage.

\*\* Minimal damage is 1 hit point per die of damage.



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Hit Die (a device elemental would be 12' tall and 12' across). It cannot cross a water barrier wider than its own diameter. It inflicts an extra 1d8 points of damage against any creature with cold-based abilities.

A *water elemental* appears as a great wave of water, 1/2' tall and 2' in diameter for each Hit Die (a staff elemental is 4' tall and 16' across). It is not able to move more than 60' from water. It inflicts an extra 1d8 points of damage against any opponent in water.

An elemental takes double, normal, or minimal damage from certain attack forms.

**Terrain:** Any.

**Load:** 500 cn × HD at up to full speed, or 1,000 cn × HD at up to half speed. Some protections may be needed (for example, against the heat of a fire elemental).

## Elemental\* (on elemental planes)

Armor Class:	5 or better (see below)
Hit Dice:	1* or more (see below) (L)
Move:	360' (120')
Attacks:	1
Damage:	By size (see below)
No. Appearing:	1d6 (1d100)
Save As:	F (level = HD)
Morale:	9
Treasure Type:	Variable
Intelligence:	9
Alignment:	Neutral
XP Value by Hit Dice:	Variable (see below)

HD	AC	Dmg	XP Value
1-2	5	1d2	20
3-4	4	1d4	75
5-6	3	1d6	275
7-8	2	1d8	650
9-10	1	2d6	1,000
11-12	0	2d8	1,250
13-14	-1	2d10	1,500
15-16	-2	3d8	1,850
17-18	-3	3d10	2,125
19-20	-4	4d8	2,375
21-22	-5	5d8	2,750
23-24	-6	6d8	3,250
25-26	-7	7d8	3,750
27-28	-8	8d8	4,250
29-30	-9	9d8	4,750
31-32	-10	10d8	5,250

**Monster Type:** Planar Monster, Enchanted (Very Rare).

The statistics above apply only to elementals encountered on their own planes of existence. On the Prime Plane, their abilities are very limited. One asterisk (for XP calculation) applies only to elementals encountered on their own planes.

Elementals are the dominant life forms on the elemental planes, and refer to themselves as "people." Size may range from 1 to 32 Hit Dice, and the rulers are much larger (50 Hit Dice at least, and possibly over 100).

Their system of rule is similar to that of human Dominions.

An elemental's normal form is a bloblike shape. It can create "arms" as needed, to a maximum of 1 per Hit Die, but can only attack with one blow per round. The elemental's material form is held together by its life force. The young-

ger the elemental, the less material it can hold together. Thus, aging effects can change an elemental's size. Its normal life span is 30 to 35 Hit Dice.

Small elementals are created when a large elemental splits itself. When this occurs, the "parent" elemental divides into a number of parts equal to its Hit Dice; each new elemental has 1 Hit Die. This does not occur frequently, and the elementals are very secretive about the details of the process.

Elementals usually distrust creatures from the Prime Plane (-1 penalty to all reaction rolls). They can recognize such visitors by smell. However, when visitors appear in elemental form, they do appreciate the effort (+1 bonus to reaction rolls, instead of -1 penalty). In any event, they will not normally attack nor help visitors except in special circumstances. Though most are of Neutral alignment, Lawful (ruling) and Chaotic (renegade) elementals do exist. Some are even good or evil.

Elementals live in towns and cities on their own worlds. Both the worlds and the building materials are made entirely of pure elemental material, in solid, liquid, or gaseous form. In the universe of its own plane, each elemental race occupies thousands of worlds.

The elemental races are far older than humankind, and more civilized in many ways. They have art forms for six senses.

Some elementals become clerics or magic-users in much the same ways as humans. However, an elemental must be an adult of 9 or more Hit Dice before this knowledge can be learned. Many of the spells of the elementals are entirely different, and some cannot be cast by humans except when in elemental form.

**Terrain:** Elemental Planes.

## Elemental Ruler\*

Armor Class:	See below
Hit Dice:	41*** to 80*** (L)
Move:	120' (40')
Attacks:	2 fists
Damage:	See below (per fist)
No. Appearing:	1d6
Save As:	F36
Morale:	11
Treasure Type:	Special
Intelligence:	15
Alignment:	Lawful or Neutral
XP Value:	28,500 at 41**** Hit Dice, plus 1,000 per Hit Die over 41

Hit Dice:	Armor Class:	Damage:
31 to 48	-11	8d12
49 to 56	-12	9d12
57 to 64	-13	10d12
65 to 72	-14	11d12
73 to 80	-15	12d12

**Monster Type:** Planar Monster, Enchanted (Very Rare).

These slow, huge creatures are identical to normal elementals, but far larger. They are 2' tall per Hit Die. The number appearing applies per plane. Elemental rulers are immune to 1st through 5th level spells, poison, all *charm*, *hold*, and other mental attacks, illusions of all types, and any spell which could cause instant death (such as *disintegrate*). Weapons of +3 or less en-

chantment have no effect on them.

Any victim hit by an elemental ruler must make a saving throw vs. death ray or be crushed by the blow, instantly slain regardless of damage. Most of the victim's items and equipment are also destroyed by the blow (95% chance per item, -5% per "plus" if magical). However, any elemental struck by a ruler is not slain, but shattered into several small elementals of 1 Hit Die each (the number of parts equal to half the original Hit Dice).

All elemental rulers are friendly with and can summon most creatures of their respective planes. The creatures summoned will arrive as quickly as possible (usually from 3 rounds to 3 turns).

The "Special" treasures of elemental rulers are similar to those of human rulers, but unique to their respective planes.

**Terrain:** Elemental Planes.

## Elephant

	Normal	Prehistoric
Armor Class:	5	3
Hit Dice:	9* (L)	15 (L)
Move:	120' (40')	120' (40')
Attacks:	2 tusks or 1 trample	2 tusks or 1 trample
Damage:	2d4/2d4 or 4d8	2d6/2d6 or 4d8
No. Appearing:	0 (1d20)	0 (2d8)
Save As:	F5	F8
Morale:	8	8
Treasure Type:	See below	Nil
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	1,600	1,650

**Monster Type:** Elephant: Normal Animal (Rare). Prehistoric: Prehistoric Animal (Very Rare).

Elephants are large, ponderous four-legged mammals. Though they are herbivores, they are very dangerous creatures when frightened or when defending their young. These mighty creatures dwell at the edges of sub-tropical forests, living in medium to large herds. Both males and females have tusks, which are valued at 100-600 gp per tusk for the ivory.

In combat, elephants attack with a charge, if possible, for double tusk damage. In the following rounds of combat they will either strike with their tusks (75%) or trample (25%). Elephants can be used as draft and riding animals. Sometimes they are equipped with barding and used as war-mounts.

**Prehistoric (Mastodon):** This creature is a large, shaggy elephant. It has two mighty tusks that slope downward and then curve up and backward toward the elephant; they are a mighty battering weapon. Each tusk is worth 200-800 gp. Mastodons live in cold, icy lands or "lost worlds."

**Terrain:** Modern Elephants: Open, Woods (subtropical). Mastodons: Open, Woods (prehistoric).

**Load:** Elephant: 9,000 cn at full speed; 18,000 cn at half speed. Mastodon: 7,500 cn at full speed; 15,000 cn at half speed.

**Barding Multiplier:** ×3.



## Elf

Armor Class:	5
Hit Dice:	1*
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1d4 (2d24)
Save As:	E1
Morale:	8 or 10 (see below)
Treasure Type:	(S + T) E
Intelligence:	13
Alignment:	Lawful or Neutral
XP Value:	6

**Monster Type:** Demihuman (Rare).

Elves can also appear as NPCs. Otherwise, they might be encountered as travelers or wilderness patrols. In hand-to-hand combat, they attack as first level fighters. Each elf will have one 1st level spell (chosen at random). If 15 or more elves appear, one of them will be a leader (level 2-7). To check for possible items the leader may have, multiply the leader's level by 5. The result is the percent chance for that leader to own a magical item from any one particular subtable. Roll separately for each subtable, checking them all. As long as their leader is alive and fighting with them, elven morale is 10 rather than 8. Elves cannot be paralyzed by ghouls.

**Terrain:** Woods. Sea Elves: Ocean.

## Faerie

Armor Class:	5
Hit Dice:	1 + 1* or more (S)
Move:	120' (40')
Flying:	240' (80')
Attacks:	1 weapon or spell
Damage:	By weapon or spell
No. Appearing:	1d6 (5d8 + 20)
Save As:	E1 (or better)
Morale:	9
Treasure Type:	(Nil) Special
Intelligence:	13
Alignment:	Any
XP Value:	19 (or more)

**Monster Type:** Humanoid (Rare).

The faerie inhabit the air and clouds. Faeries are close relatives of the demihumans, with features of each race: They appear as halfling-sized humanoids with gossamer ears, dwarvish noses and beards, and elvish eyes and eyes. Faeries' bodies are light and they fly with little effort.

They build their homes of "clouds," and enjoy basking in the sun while storms rage below. They have their own great empire of the wind far above the earth, commonly known only to themselves and a few air creatures.

Faeries are naturally invisible at all times, and never appear to normal sight. Faeries can see invisible things easily. The following abilities are common to all faeries, usable at will, up to once per round: *assume gaseous form* (like the potion), *create fog* (a 10' cube around the faerie), *condense fog* (causing drizzle within fog), *return to normal form* (from gaseous), *summon breeze* (causes open flames to flicker, blows out candles, and enables the faerie to move at a 360' (120') rate).

Common faeries have 1+1 Hit Dice, but leaders have up to 9 Hit Dice. Spellcasters are rare but do exist (magic-users and clerics); see "Monster Spellcasters" later in this chapter.

**Terrain:** Any.

## Ferret, Giant

Armor Class:	5
Hit Dice:	1 + 1 (S)
Move:	150' (50')
Attacks:	1 bite
Damage:	1d8
No. Appearing:	1d8 (1d12)
Save As:	F1
Morale:	8
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	15

**Monster Type:** Giant Animal (Common).

Giant ferrets, like normal ferrets, are long, slender mammals with yellow-white fur and red eyes. But giant ferrets grow to 3' in length, more than twice as long as normal ferrets. Giant ferrets hunt giant rats, and are slender, fast and strong enough to seek these creatures out in their underground lairs. They are sometimes trained for this purpose. Unfortunately, their tempers are highly unpredictable, and they have been known to attack their trainers and other humans.

**Terrain:** Cavern, Woods.

## Fish, Giant

	<i>Giant Bass</i>	<i>Giant Rockfish</i>	<i>Giant Sturgeon</i>
Armor Class:	7	7	0
Hit Dice:	2 (L)	5 + 5* (L)	10 + 2* (L)
Move (swim):	120' (40')	180' (60')	180' (60')
Attacks:	1 bite	4 spines + poison (special)	1 bite
Damage:	1d6	1d4 each + poison	2d10
No. Appearing:	0 (2d4)	0 (2d4)	0 (2d10)
Save As:	F1	F3	F5
Morale:	8	8	9
Treasure Type:	Nil	Nil	Nil
Intelligence:	1	1	1
Alignment:	Neutral	Neutral	Neutral
XP Value:	20	400	1,900

**Monster Type:** Giant Animal (Common).

These monsters are just three typical examples of the category of "giant fish;" many others exist, and the DM may create as many as he wishes.

**Giant Bass:** These are normally shy fish, and will attack only if a morsel of food (halfling-sized or smaller) is floating nearby or on the surface. They may also be summoned, and directed to fight, by nixies.

**Giant Spiny Rockfish:** This fish, found in shallow salt water, is very difficult to see. Observers may mistake it for a large rock or lump of coal (70% chance). If disturbed, the fish will attack to drive off foes. If it hits a victim or is touched by accident, the victim is automatically hit by

four of the sharp spines covering the creature's body; the victim takes 1d4 points of damage per spine and requiring a saving throw vs. poison for each hit. Any failure results in death. Despite its fearsome attacks, the fish is normally peaceful, and will only attack if disturbed.

**Giant Sturgeon:** This dangerous creature is almost 30' long and covered with thick armorlike scales. It is a fierce fighter, and can swallow an opponent with an attack roll of 18 or better. The victim takes 2d6 points of damage per round and must make a saving throw vs. death ray or be paralyzed. If not paralyzed, the victim may attack from within.

**Terrain:** River/Lake, Ocean.

## Gargantua

	<i>Carrion Crawler</i>	<i>Gargoyle*</i>	<i>Troll</i>
Armor Class:	3	1	4
Hit Dice:	25* (L)	32* (L)	51** (L)
Move:	240' (80')	180' (60')	240' (80')
Flying:	—	300' (100')	—
Attacks:	8	4	3
Damage:	1d4 + 1 each + Paralysis	4d3/4d3/ 4d6/4d4	4d6/4d6/ 4d10
No. Appearing:	1 (1)	1 (1)	1 (1)
Save As:	F13	F32	F36
Morale:	11	11	11 (9)
Treasure Type:	B × 4	C × 4	D × 4
Intelligence:	0	5	6
Alignment:	Neutral	Chaotic	Chaotic
XP Value:	6,500	10,000	29,000

**Monster Type:** Gargantua Carrion Crawler: Lowlife (Very Rare); Gargantua Gargoyle: Construct, Enchanted (Very Rare); Gargantua Troll: Giant Humanoid (Very Rare).

A *gargantua* is a very large variety of some other monster. A gargantua is the same type of monster as its smaller form, thus a gargantuan gargoyle is a construct, a gargantuan troll is a giant humanoid, and so on.

These monsters are extremely rare, the products of the mad wizard Gargantua. Three examples of Gargantuan creatures are given above.

Because of their incredible size, gargantuas are noisy while moving, and cannot surprise anything. They also suffer a -4 penalty to their attack rolls when attacking man-size or smaller opponents.



# Chapter 14: Monsters

The statistics for any gargantuan monster are calculated as follows:

- Height: 2 times normal
- Hit Dice: 8 times normal, counting each "plus" as one Hit Die added
- Movement rate: 2 times normal
- Damage: 4 times normal
- Number Appearing: 1
- Save As: Fighter of level equal to its Hit Dice; half level if unintelligent
- Morale: 11
- Treasure Type: 4 times normal size, at 2 times normal percentages

Armor class, alignment, number and type of attacks, and normal and magical abilities are unchanged, except for regeneration (4 times normal rate).

*Terrain:* Same as the original species.

*Load:* Eight times normal.

## Gargoyle\*

Armor Class:	5
Hit Dice:	4** (L)
Move:	90' (30')
Flying:	150' (50')
Attacks:	2 claws/1 bite/1 horn
Damage:	1d3/1d3/1d6/1d4
No. Appearing:	1d6 (2d4)
Save As:	F8
Morale:	11
Treasure Type:	C
Intelligence:	5
Alignment:	Chaotic
XP Value:	175

*Monster Type:* Construct, Enchanted (Rare).

Gargoyles are magical constructs, created by wizards for various tasks—especially as guards for treasure chambers and other sites. Many thousands have been created over the centuries; most of them eventually escape or outlive their masters and leave to form their own groups.

As pictured in medieval architecture, they are humanoid creatures with horns, claws, fangs, and batlike wings; they are considered hideous-looking beasts. Their skin often looks exactly like stone and they are often mistaken for statues.

Gargoyles are very cunning, at least semi-intelligent, and incredibly patient. Never needing food or drink, they can sit and watch a site literally for years.

Because of the purposes for which they were created, gargoyles tend to be very territorial creatures. If not still commanded by a wizard, they will normally choose a place (such as a ruined building, a cave complex, or a mountain) and defend it from all intruders, attacking nearly anything that encroaches on their territory.

Gargoyles can only be hit with magic or magical weapons and are not affected by *sleep* or *charm* spells. The DM should not use gargoyles unless the player characters have at least one magical weapon.

*Terrain:* Cavern, Ruins.

*Load:* 2,000 cn at full speed; 4,000 cn at half speed.

## Gelatinous Cube

Armor Class:	8
Hit Dice:	4* (L)
Move:	60' (20')
Attacks:	1
Damage:	2d4 + special
No. Appearing:	1 (0)
Save As:	F2
Morale:	12
Treasure Type:	(V)
Intelligence:	0
Alignment:	Neutral
XP Value:	125

*Monster Type:* Monster (Common).

This monster looks like a great quantity of clear jelly, usually in the form of a 10' × 10' × 10' cube. It is hard to see, and it surprises often (1-4 on 1d6). A gelatinous cube moves through the rooms and corridors of a dungeon, sweeping the halls clean of all living and dead material. In the process, it may pick up items it cannot dissolve (such as weapons, coins, and gems). The gelatinous cube will attack any living creature it encounters. Any successful hit will do damage to the victim and will also paralyze him unless a saving throw vs. paralysis is made. This paralysis lasts 2d4 turns unless magically cured. An attack on a paralyzed target automatically hits (only a damage roll is needed). The gelatinous cube will continue attacking creatures until it dies or they do; if it wins, it sweeps up the dead with all the other trash and continues on its path.

A gelatinous cube may be harmed by fire and weapons, but not by cold or lightning. The lair of these strange monsters may contain 1d4 cubes (each with treasure type V, but usually no additional treasure). The lair will not have any "young" gelatinous cubes; adults split into two fully grown cubes.

*Terrain:* Cavern, Ruins.

## Ghost

A form of undead; see *Haunt*.

## Ghoul

Armor Class:	6
Hit Dice:	2* (M)
Move:	90' (30')
Attacks:	2 claws/1 bite
Damage:	1d3/1d3/1d3 + special
No. Appearing:	1d6 (2d8)
Save As:	F2
Morale:	9
Treasure Type:	B
Intelligence:	3
Alignment:	Chaotic
XP Value:	25

*Monster Type:* Undead (Common).

Ghouls are undead creatures, immune to *sleep* and *charm* spells. They are hideous, beast-like creatures who will attack and eat any living thing. They have no real memories of their former lives; they do not talk, and have little more than animal intelligence. Any hit from a ghoull will paralyze any creature of ogre-size or smaller (except elves) unless the victim makes a saving throw vs. paralysis. Once an opponent is paralyzed, the ghoul will turn and attack another opponent, continuing until either the ghoul or all the opponents are paralyzed or dead. This paralysis lasts 2d4 turns unless magically cured.

These creatures do not like the sun. They tend to live in graveyards, clustering in empty tombs when not hunting. Ghouls are also scavengers, feeding on carrion when living prey is scarce.

*Terrain:* Cavern, Ruins.





## Giant

	<b>Hill</b>	<b>Stone</b>	<b>Frost</b>	<b>Fire</b>
Armor Class:	4	4	4	4
Hit Dice:	8 (L)	9 (L)	10 + 1* (L)	11 + 2* (L)
Move:	120' (40')	120' (40')	120' (40')	120' (40')
Attacks:	1 weapon	1 weapon	1 weapon	1 weapon
Damage:	2d8	3d6	4d6	5d6
No. Appearing:	1d4 (1d4)	1d2 (1d6)	1d2 (1d4)	1d2 (1d3)
Save As:	F8	F9	F10	F11
Morale:	8	9	9	9
Treasure Type:	E + 5,000 gp	E + 5,000 gp	E + 5,000 gp	E + 5,000 gp
Intelligence:	7	10	14	13
Alignment:	Chaotic	Neutral	Chaotic	Chaotic
XP Value:	650	900	1,900	2,125

	<b>Cloud</b>	<b>Storm</b>	<b>Mountain</b>	<b>Sea</b>
Armor Class:	4	2	0	0
Hit Dice:	13* (L)	15** (L)	12* to 20* (L)	9* to 15* (L)
Move:	120' (40')	150' (50')	150' (50')	120' (40')
Attacks:	1 weapon	1 + special	1 weapon	1 or special
Damage:	6d6	8d6 + special	5d10	See below
No. Appearing:	1d2 (1d3)	1 (1d3)	1d4 (1d20)	1d2 (1d20)
Save As:	F12	F15	F (level = HD)	F (level = HD)
Morale:	10	10	9	10
Treasure Type:	E + 5,000 gp	E + 5,000 gp	E + 5,000 gp	E + 5,000 gp
Intelligence:	16	18	11	12
Alignment:	Neutral	Lawful	Neutral	Neutral
XP Value:	2,300	3,750	By HD	By HD

### XP Value for Mountain and Sea Giants:

9* = 1,600	10* = 1,750	11* = 1,900
12* = 2,125	13* = 2,300	14* = 2,500
15* = 2,700	16* = 2,950	17* = 3,150
18* = 3,475	19* = 3,800	20* = 4,175

**Monster Type:** Giant Humanoid (Hill Giants—Common, Others—Rare)

Giants are huge humanlike monsters. The "lesser" forms of giants (fire, frost, hill and stone) are crudely-formed and ugly, while the "greater" races (cloud, mountain, sea and storm) are much more like humans in form and nature.

Giants either live solitary lives or live in communities of their own kind; in either case, they tend to live far away from human and demi-human civilizations. There can be giant spellcasters (hill, stone, frost, fire, cloud, and storm giants only); see "Monster Spellcasters" in this chapter.

Lesser giants are usually willing to negotiate when encountered, as they have heard of the dangers of attacking men. Greater giants usually have no prejudice against adventurers and sometimes will entertain them as guests. However, giants stake out large tracts of land as their own and sometimes destroy human communities built in the lands they've claimed. Also, some few rogue giants develop habits which bring them into conflict with adventurers—such as a bandit's habit of robbery, a ghoulish taste for human flesh, or an evil wizard's desire to rule lesser beings.

All giants can throw boulders as missile weapons, though the range varies. Any hit from a thrown boulder inflicts 3d6 points of damage. Throwing ranges in yards (for outdoor encounters) are given for each giant. If encountered in a dungeon, the range should be read as feet.

**Hill Giants:** These hairy brutes are 12' tall and very stupid. They wear animal skins and carry huge clubs and spears. They sometimes (25%)

throw rocks, but have limited range (30/60/100). They live in hills or at the base of mountains, and raid human communities from time to time for food and plunder.

**Stone Giants:** These giants are 14' tall and have gray rocklike skin. They use large stalactites as clubs. They often hurl rocks (ranges 100/200/300). They live in caves or crude stone huts, and may have 1d4 cave bears as guards (50% chance).

**Frost Giants:** These awesome giants have pale skin and light yellow or light blue hair. They stand 18' tall, have long full beards, and wear fur skins and iron armor. Frost giants may hurl rocks (ranges 60/130/200). They often build castles above the timberline of snow-capped mountains. Frost giants always have either 3d6 polar bears (20% chance) or 6d6 wolves (80%) as guards. They are not affected by cold-based attacks.

**Fire Giants:** These giants have red skin and dark black hair and beards. They are 16' tall and wear copper, brass, or bronze armor. They often throw rocks (ranges 60/130/200). Fire giants usually make their home near volcanoes or other equally hot places. Their castles are often made of black baked mud reinforced with crude iron. They always have either 1d3 hydras (20% chance) or 3d6 hellhounds (80%) as guards. These giants are not affected by fire-based attacks.

**Cloud Giants:** These fierce giants have white or gray skin and hair. They wear pale robes and stand 20' tall. Cloud giants have keen eyes and a sharp sense of smell, so they are rarely surprised (1 chance in 6). They may throw boulders (ranges 60/130/200). They live in castles in the sides of mountains or atop masses of clouds. They keep either 1d6 small rocs (in clouds or mountains) or 6d6 dire wolves (only in mountains) as guards. Cloud giants hate to be disturbed and may block mountain passes to discourage trespassers.

**Storm Giants:** These are the tallest giants, often over 22' tall. They have bronze-colored skin and bright red or yellow hair. They rarely (10%)

throw boulders (ranges 150/300/450). They love thunderstorms, and may create one in 1 turn. If a storm is present, a storm giant may throw one lightning bolt every 5 rounds. This bolt will do damage equal to the remaining hit points of the giant (a saving throw vs. spells will reduce this to half damage). Storm giants live on mountain tops, in cloud castles, or deep under water. Their castles will always be guarded by either 2d4 griffons (in mountains and clouds) or 3d6 giant crabs (under water). Lightning does not affect these giants, and they are often found in the middle of fierce storms, enjoying the weather.

**Mountain Giants:** These appear similar to stone or hill giants. They are hairy, have grayish skin, and stand 12' to 20' tall (usually 1' per Hit Die). They often (80%) carry boulders, and can throw them great distances (100/200/400), for 4d6 points of damage each. They are usually reclusive but mercenary, and may be hired to fight for any large force. In melee combat, they use huge swords or stone clubs (for 1d10 × 5 damage).

**Sea Giants:** These normally friendly creatures are rarely seen, preferring to live in the deepest canyons of the ocean depths. They appear identical to humans, except for their height (15' to 20' tall). Sea giants breathe water, but can hold their breaths for up to a full turn when venturing out of the sea (which is something they do very rarely). Though able to use weapons (usually huge spears, doing 1d10 × 4 damage), they rarely do so. They can push water with great force, creating a current (underwater) in a cone-shaped area 50' long and 30' wide at its base; all within that area are shoved 60' away from the giant at great speed (no saving throw), and each victim must make a saving throw vs. death ray or be stunned for 1d6 rounds. On the surface, this current becomes a wave with the same effect but of greater size (120' long and 60' wide at the base), and inflicts 2d6 hull points of damage to any vessel in its path.

**Terrain:** Variable by giant type.



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## Gnoll

Armor Class: 5  
Hit Dice: 2 (L)  
Move: 90' (30')  
Attacks: 1 weapon  
Damage: By weapon +1  
No. Appearing: 1d6 (3d6)  
Save As: F2  
Morale: 8  
Treasure Type: (P) D  
Intelligence: 7  
Alignment: Chaotic  
XP Value: 20

**Monster Type:** Humanoid (Common).

Gnolls are ferocious humanoids of low intelligence. They resemble a cross between a human and a hyena. They live in rough, rugged wasteland and wilderness areas. Gnolls may use all weapons, but most do not work metal; they steal most of their metal weapons from humans. They are strong, but dislike work and prefer to bully and steal. For every 20 gnolls encountered, one will be a leader with 16 hit points who attacks as a 3 Hit Die monster.

Gnolls are rumored to be the result of a magical combination of a gnome and a troll by an evil magic-user.

There can be gnoll spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Hill, Mountain.

## Gnome

Armor Class: 5  
Hit Dice: 1 (S)  
Move: 60' (20')  
Attacks: 1 weapon  
Damage: By weapon  
No. Appearing: 1d8 (5d8)  
Save As: D1  
Morale: 8 or 10 (see below)  
Treasure Type: (P) C  
Intelligence: 11  
Alignment: Lawful or Neutral  
XP Value: 10

**Monster Type:** Humanoid (Common).

Gnomes are a humanoid race related to (but smaller than) dwarves. They stand 3 1/2' to 4' tall and have long noses and full beards. Gnomes have well-developed infravision, with a 90' range. They usually live in burrows in the lowlands or in underground communities.

Gnomes are excellent smiths and miners. They love gold and gems and have been known to take foolish risks just to obtain them. They love machinery of all kinds and prefer crossbows and war hammers as weapons. Gnomes like most dwarves, but make war with goblins and kobolds, who steal their precious gold. They usually attack kobolds on sight.

For every 20 gnomes, one will be a leader with 11 hit points who fights as a 2 Hit Die monster. In the gnome city or village lives a clan chieftain and his 1d6 bodyguards. The clan chieftain has 18 hit points, attacks as a 4 Hit Die monster, and gains a bonus of +1 on damage rolls. The bodyguards have 10-13 hit points and attack as 3 HD monsters. As long as the clan chieftain or leader is alive, all gnomes within sight of him have a morale of 10 rather than 8.

There can be gnome spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Cavern, Open.

## Goblin

Armor Class: 6  
Hit Dice: 1-1 (S)  
Move: 90' (30')  
Attacks: 1 weapon  
Damage: By weapon  
No. Appearing: 2d8 (6d10)  
Save As: Normal Man  
Morale: 7 or 9 (see below)  
Treasure Type: (R) C  
Intelligence: 9  
Alignment: Chaotic  
XP Value: 5

**Monster Type:** Humanoid (Common).

Goblins are a humanoid race, small (3 1/2' to 4 1/2' tall) and very ugly by human standards. They have pointed ears and misshapen teeth. Their skin is a pale earthy color, such as chalky tan or livid gray. Their eyes are red, and glow when there is little light.

Goblins live underground in caves and caverns

and have well-developed infravision, with a 90' range. In full daylight they fight with a penalty of -1 on their attack rolls. They normally send hunting parties out at night to scavenge food and attack poorly-defended groups of humans. There is a 20% chance that when goblins are encountered outdoors, 1 of every 4 will be riding a dire wolf. Goblins hate dwarves and will attack them on sight.

In the goblin lair lives a goblin king with 15 hit points who fights as a 3 HD monster and gains a +1 bonus to damage rolls. The goblin king has a bodyguard of 2d6 goblins who fight as 2 Hit Die monsters and have 2d6 hit points each. The king and his bodyguard may fight in full daylight without a penalty. The goblin morale is 9 rather than 7 as long as their king is with them and still alive.

There can be goblin spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Cavern; Hill, Mountain, Woods.

## Golem\*

	Wood	Bone	Obsidian	Mud	Amber	Bronze
Armor Class:	7	2	3	9	6	0
Hit Dice:	2 + 2 (S)	6* (M)	6* (L)	8* (M)	10* (L)	20** (L)
Move:	120' (40')	120' (40')	120' (40')	90' (30')	180' (60')	240' (80')
Attacks:	1 fist	4 weapons	1 weapon or 1 fist	1 hug	2 claws/ 1 bite	1 fist + special
Damage:	1d8	by weapon	2d4	2d6 + special	2d6/2d6/ 2d10	3d10 + special
No. Appearing:	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)	1 (1)
Save As:	F1	F4	F3	F8	F5	F10
Morale:	12	12	12	12	12	12
Treasure Type:	Nil	Nil	Nil	Nil	Nil	Nil
Intelligence:	4	4	4	4	4	4
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
XP Value:	35	500	500	1,200	1,750	5,975

**Monster Type:** Construct, Enchanted (Rare).

A golem is a "construct," a powerful, enchanted monster created and animated by a high level magic-user or cleric. Golems can be made of almost any material. The DM should feel free to create new types as desired.

Golems can only be damaged by magic or magical weapons. They are also immune to *sleep*, *charm*, and *hold* spells, as well as all gases (since they do not breathe). The creation of a golem is discussed in Chapter 16.

**Wood Golem:** Crude manlike figures about 3' tall, they move stiffly, with a penalty of -1 on initiative rolls. They burn easily, with a -2 penalty to all saving throws vs. fire, and all such attacks gain +1 point per die of damage. They are immune to all cold-based attacks and all missile fire, including *magic missile* spells.

**Bone Golem:** These are 6'-tall creatures made from human bones bound together into a manlike form. Their four arms may be attached nearly anywhere on their bodies. Four one-handed weapons (or two two-handed ones) may be used by a bone golem, and it may attack two enemies each round. Bone golems are immune to fire, cold, and electrical attacks.

**Obsidian Golem:** Golems made of obsidian will appear as sharp-featured humanoids carved of this black glass. Obsidian golems have only low intelligence, but they have the power of speech, and can be controlled by simple com-

mands, passwords, or riddles. In combat, an obsidian golem reduced to 0 hit points will shatter into worthless rubble.

**Mud Golem:** A mud golem stands about 6' tall and is shaped much like a muscular human fighter. It can swim or walk on the surface of mud and quicksand without sinking. It can remain submerged in the substances indefinitely without sinking, rising to the surface when it wishes. Mud golems hug their victims with both arms, trying to smother the victim in its body. If a mud golem hits, it will automatically cause 2d6 points of smothering damage each round thereafter.

**Amber Golem:** These resemble giant cats, usually lions or tigers. They are faultless trackers and can detect invisible creatures within 60'.

**Bronze Golem:** These creations look somewhat like fire giants and stand 16' tall. Their skin is bronze and their blood is liquid fire. Any creature hit by a bronze golem takes 1d10 extra points of damage from the great heat inside it (unless the victim is resistant to fire). Anyone scoring damage on a bronze golem with an edged weapon must make a saving throw vs. death ray or take 2d6 points of damage from the fiery "blood" spurting out of the wound. Bronze golems are not affected by fire-based attacks.

**Terrain:** Variable.

**Load:** 500 cn × HD at full movement rate, or 1,000 cn × its HD at half movement rate.



## Gorgon

Armor Class:	2
Hit Dice:	8* (L)
Move:	120' (40')
Attacks:	1 horn or 1 breath
Damage:	2d6 or petrification (special)
No. Appearing:	1d2 (1d4)
Save As:	F8
Morale:	8
Treasure Type:	E
Intelligence:	1
Alignment:	Chaotic
XP Value:	1,200

**Monster Type:** Monster (Very Rare); Planar Monster (Very Rare).

A gorgon is a magical bull-like monster covered with large ironlike scales. It is usually found in hills or grasslands. It may either attack with its great horns (often charging for double damage), or use its horrible breath weapon. Its breath is a cloud of vapor, 60' long and 10' wide. Those within it must make a saving throw vs. turn to stone, or be petrified. Gorgons are immune to their breath weapons and all other petrifying attacks. Gorgons are native to both the Prime Plane and their original home, the elemental plane of Earth.

**Plane of Earth:** On the plane of Earth, a gorgon is a local herd animal, bred by the *horde* creatures (see below) and "milked" (though this fluid is bitter and oily, in human terms) or slain for food. Its breath can still petrify creatures not made of earth (saving throw applies).

*Elemental Plane of Earth Statistics: HD 4, #AT 1 horn, D 1-4, NA 1-8 (3-36), Save F4, ML 5, TT Nil, AL N, XP 75.*

**Terrain:** Hill, Open; Plane of Earth.

## Grab Grass

Armor Class:	9
Hit Dice:	1 per 5' square (M)
Move:	0
Attacks:	1
Damage:	Special
No. Appearing:	Not Applicable
Save As:	Normal Man
Morale:	12
Treasure Type:	Nil
Intelligence:	0
Alignment:	Neutral
XP Value:	10

**Monster Type:** Lowlife (Common).

Grab grass looks like ordinary tall grass (3'-5' tall). Grab grass is animated and will attempt to hold any individual that moves into or through it. There is a 5% chance each round that anyone with a strength of 12 or less can break free of the grab grass. For every point of strength greater than 12, the chance increases by 5% (an individual with 16 strength, for example, would have a 25% chance each round to break free).

The grab grass patch has one Hit Die for every 5' square area (thus 5' square are destroyed for every 8 hit points of damage done to the grass).

**Terrain:** Hill, Jungle, Open.

## Gray Ooze

Armor Class:	8
Hit Dice:	3* (L)
Move:	10' (3')
Attacks:	1
Damage:	2d8
No. Appearing:	1d4 (1d4)
Save As:	F2
Morale:	12
Treasure Type:	Nil
Intelligence:	0
Alignment:	Neutral
XP Value:	50

**Monster Type:** Lowlife (Common).

This seeping horror looks like wet stone—usually a patch about 8' in diameter, or a boulder about 4' in diameter—and is difficult to see. It secretes an acid which does 2d8 points of damage if it touches bare skin. This acid will dissolve and destroy normal armor or weapons in only 1 round, and magical items in one turn. After the first hit, the ooze sticks to its victim, automatically destroying any normal armor and continuing to inflict 2d8 points of damage each round.

Gray ooze cannot be harmed by cold or fire, but can be harmed by weapons and lightning. A lair may contain 1d4 oozes, possibly with a special treasure made of stone (DM's choice).

**Terrain:** Cavern, Ruins.

## Green Slime\*

Armor Class:	Can always be hit
Hit Dice:	2** (L)
Move:	3' (1')
Attacks:	1
Damage:	See below
No. Appearing:	1 (0)
Save As:	F1
Morale:	7
Treasure Type:	(P + S) B
Intelligence:	0
Alignment:	Neutral
XP Value:	30

**Monster Type:** Lowlife (Common).

Green slime cannot be harmed by any attacks except fire or cold. It dissolves cloth or leather instantly, wood and metal in 6 rounds, but cannot dissolve stone. Green slime often clings to walls and ceilings and drops down in a surprise attack.

Once in contact with flesh, it sticks and turns the flesh into green slime. It cannot be scraped off, but may be burnt off, or treated with a *cure disease* spell.

When green slime drops on a victim (or is stepped on), the victim can usually burn it while it is dissolving armor and clothing. If it is not burned off, the victim will turn completely into green slime 1d4 rounds after the first 6-round (one minute) period. Burning does half damage to the green slime and half damage to the victim.

**Terrain:** Cavern, Ruins.

## Gremlin

Armor Class:	7
Hit Dice:	1** (S)
Move:	120' (40')
Attacks:	Special
Damage:	Special
No. Appearing:	1d6 (1d6)
Save As:	E1
Morale:	12
Treasure Type:	Nil
Intelligence:	9
Alignment:	Chaotic
XP Value:	16

**Monster Type:** Monster (Rare).

Gremlins are 3'-tall humanoids with pasty gray-green skin, large saucer-shaped eyes and pointed ears. They are whimsical and have an evil sense of humor. Gremlins can radiate a *chaotic aura* with a 20' radius. Inside the area of effect, "anything that can go wrong will go wrong" at the DM's discretion. Characters must successfully save vs. spells each round to avoid the effect of the gremlins.

Gremlins have no attack other than their chaotic aura. However, any creature that attacks a gremlin and misses must roll a second attack against him- or herself. Any character casting a spell within the *chaotic aura* must roll a save vs. spells. If successful, the spell affects the gremlins; if unsuccessful, the spell affects the caster.

Gremlin magic usually affects mechanical devices before nonmechanical devices. A crossbow might break in half, axeheads might fall off their shaft, etc. The exact effects of gremlin magic depends on the DM's imagination. In general, the magic is not deadly but is playfully malignant. Gremlins live in deep, hidden caves.

There can be gremlin spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Any.

## Griffon

Armor Class:	5
Hit Dice:	7 (L)
Move:	120' (40')
Flying:	360' (120')
Attacks:	2 claws/1 bite
Damage:	1d4/1d4/2d8
No. Appearing:	1 (2d8)
Save As:	F4
Morale:	8
Treasure Type:	E
Intelligence:	2
Alignment:	Neutral
XP Value:	450

**Monster Type:** Monster (Rare).

A griffon has the head, wings, and front claws of an eagle and the body and hindquarters of a lion. Its favorite prey is horses. When within 120' of a horse, a griffon must make a morale check or attack immediately. It can carry off a horse-sized creature at half its flying rate.

Wild griffons may be tamed if captured young, becoming loyal mounts. Tamed griffons are still likely to attack horses, however, and must check morale as above.

**Terrain:** Mountain.

**Load:** 3,500 cn at full speed, or 7,000 cn at half speed.

**Barding Multiplier:** ×5.





# Chapter 14: Monsters



## Hag

	<b>Black</b>	<b>Sea*</b>
Armor Class:	4	4
Hit Dice:	11**** to 20***** (M)	8*** (M)
Move:	150' (50')	120' (40')
Swimming:	50' (20')	150' (50')
Attacks:	2 claws or 1 spell	1 dagger/1 touch + gaze
Damage:	2d4 + poison or spell	1d6/1 energy drain + special
No. Appearing:	1 (1)	1 (1)
Save As:	C (level = HD)	F8
Morale:	10	10
Treasure Type:	C	G + M
Intelligence:	12	12
Alignment:	Chaotic	Chaotic
XP Value:	See below	2,300

### Black Hag XP Value by HD:

11**** = 4,300	16***** = 7,350
12***** = 5,625	17***** = 8,900
13***** = 6,100	18***** = 10,225
14***** = 6,500	19***** = 11,550
15***** = 6,900	20***** = 13,175

**Monster Type:** Black Hag: Humanoid (Very Rare). Sea Hag: Humanoid, Enchanted (Very Rare).

Hags appear as ugly human females, but are actually monsters. They have the common abil-

ity to control undead as if they were also undead (though they are not undead). Each hag is treated as double its Hit Dice for control calculations (sea hag as if 16 HD, black hag as if 22-40 HD; see the Undead Lieges and Pawns section later this chapter for details about controlling undead.) Each type of hag is also immune to all special abilities of undead (including energy drain, paralysis, undead-created disease or poison, etc.).

**Black:** A black hag has black hair and blue-black warty skin. It can cast spells as if a cleric

(level equal to its Hit Dice), but rarely uses its powers for healing (except itself), preferring results of death and destruction. If a black hag does not cast spells, it rends its opponents with its poisonous iron claws; any victim hit must make a saving throw vs. poison with a -4 penalty, or die.

Black hags live in dark caves or in rude thatched huts deep in gloomy forests. They often keep various slimes, oozes, and puddings for company, and are always accompanied by 3d6 evil monsters, many of them undead (but rarely all).

**Sea:** This is one of the ugliest creatures known, and has the foulest habits imaginable. All who see it or even approach within 10' must immediately make a saving throw vs. spells with a -6 penalty, or flee in fear and disgust for 1d20+5 rounds. A sea hag can be harmed only by silver or magical weapons. It lives mostly in shallow ocean waters near coasts, but may venture on land for up to three hours at a time. Its touch is both an energy drain of one level (as a wight's), and a *cause disease* (neither effect allowing a saving throw).

**Terrain:** Black Hag: Woods. Sea Hag: Ocean (coast).

## Halfling

Armor Class:	7 (or 5, see below)
Hit Dice:	1-1
Move:	90' (30')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	3d6 (5d8)
Save As:	H1
Morale:	8 or 10 (see below)
Treasure Type:	(P + S) B
Intelligence:	11
Alignment:	Lawful
XP Value:	5

**Monster Type:** Demihuman (Common).

Halflings can also appear as NPCs. Otherwise, they are usually encountered close to their settlements. They attack as first level fighters, receiving a +1 attack bonus when using missile weapons. Halflings get a 2 armor class bonus when fighting larger than man-sized enemies. They are good at hiding, and in woods or underbrush can vanish so well that there is only a 10% chance that anyone searching for them will succeed. For every 10 halflings, there will be one leader (level 2). As long as their leader is alive and fighting with them, their morale is 10 rather than 8. They live in small villages of 30-300 inhabitants. Each village, or shire, has a sheriff (level 2-7) and a village guard of 5-20 militia with 2 Hit Dice. Treasure type B is found only if the halflings are encountered in a wilderness setting.

**Terrain:** Hill, Open.

## Harpy

Armor Class:	7
Hit Dice:	3* (M)
Move:	60' (20')
Flying:	150' (50')
Attacks:	2 claws/1 weapon + special
Damage:	1d4/1d4/1d6
No. Appearing:	1d6 (2d4)
Save As:	F6
Morale:	7
Treasure Type:	C
Intelligence:	7
Alignment:	Chaotic
XP Value:	50

**Monster Type:** Monster (Rare).

A harpy has the lower body of a giant eagle and the upper body and head of a hideous-looking woman. Harpies can sing with enchanting, mesmerizing voices. By singing, harpies lure creatures to them, to be killed and devoured. Any creature hearing the harpies' songs must make a saving throw vs. spells or be *charmed*. If a victim makes a saving throw against the songs of a group of harpies, the victim will not be affected by any of their songs during the encounter.

Harpies typically make their nests in out-of-the-way places where there is a certain amount of human traffic: beside mountain passes along caravan routes, on small hills along trade routes, etc. The harpies try to lure all travelers to their death. Should they succeed to the point that no new travelers ever come by, they will simply move to a new site and start all over again.

There can be harpy spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Hill, Mountain.

**Load:** 1,000 cn at full speed; 2,000 cn at half speed.

## Haunt\*

	<b>Banshee*</b>	<b>Ghost*</b>	<b>Poltergeist*</b>
Armor Class:	-3	-2	-1
Hit Dice:	13**** (M)	14**** (M)	12**** (M)
Move (Flying):	60' (20')	90' (30')	60' (20')
Attacks:	1 touch/ 1 gaze	1 touch/ 1 gaze	2 missiles
Damage:	Age 1d4 x 10 years/ paralysis	Age 1d4 x 10 years/ paralysis	Age 10 years + see below
No. Appearing:	1 (1)	1 (1)	1d4 (0)
Save As:	See below	See below	See below
Morale:	9	10	11
Treasure Type:	E, N, O	E, N, O	E, N, O
Intelligence:	12	14	13
Alignment:	Chaotic	Any	Chaotic
XP Value:	5,150	5,500	4,750

### DM Checklist:

Attacks: Ectoplasmic Net; Gaze (Paralysis); Aging damage per blow.

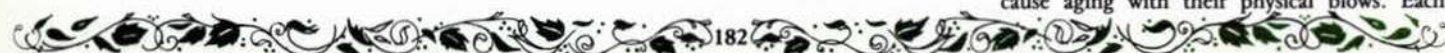
Defenses: Immune to all spells except those affecting evil; harmed only by +2 or better weapons; saving throw vs. turning/destruction (spells).

**Monster Type:** Undead, Enchanted (Very Rare).

A haunt is an undead soul of some creature (usually human) unable to rest. Haunts are most often encountered near the spots where their mortal bodies died—often a bog, old forest, or dungeon. They avoid, but are not harmed by, sunlight and magical light.

Haunts can only be harmed by magical weapons of +2 or greater enchantment. They are immune to all spells except those which affect evil. Each haunt has its own special attack form, given in the descriptions.

Haunts do not inflict normal damage; they cause aging with their physical blows. Each







haunt can create an *ectoplasmic net* while doing other things, and all haunts can use a gaze attack as well as its special or physical attacks. If seriously threatened (or if morale fails), a haunt will escape into the Ethereal Plane and not return for 1d8 days. A haunt can only enter the Ether three times per day, but can leave it at any time.

**Net:** When first encountered, a haunt will normally start oozing ectoplasm. This appears as wispy tendrils, slowly forming a net. The net has no effect on the movement of the haunt or others, however, and is only a visual effect for three rounds; but after that time, the net is complete, forming a 10' radius around the haunt and moving with it. Any living creature within a complete ectoplasmic net must make a saving throw vs. spells or be pulled into the Ethereal Plane (where the net also exists). The ethereal victim is helpless unless he possesses special items or spells that permit travel from that plane (*oil of ethereality*, *teleport*, etc.). The haunt will attack its ethereal victims when it returns to the Ether.

**Gaze:** A haunt's gaze attack has a 60' range, and may be used once per round (against a single victim) at most, in addition to other attack forms. The victim of the gaze must make a saving throw vs. spells or be paralyzed for 2d4 rounds. A haunt often ignores its paralyzed victims, concentrating its attacks on other enemies nearby, until only helpless ones remain.

**Aging:** Each blow from a haunt ages the victim by 1d4 × 10 years. Elves may ignore the effects of the first 200 years of aging; dwarves may ignore the first 50 years, and halflings, the first 20 years. Otherwise, each 10 years of aging will cause the victim to lose 1 point of Constitution.

This loss is permanent and cumulative (each additional 10 years drains another point). A *wish* will restore only one point lost in this manner, and less powerful magic cannot affect the loss. All aging can be countered only with a *potion of longevity* or a *wish*. If a victim's Constitution drops to 0, the victim dies permanently, and cannot be raised.

**Turning:** When a cleric's attempt at turning a haunt gives a "D" result, the creature may make a saving throw vs. spells to avoid destruction. If the saving throw is successful, the monster is not turned or destroyed, although the cleric can repeat the attempt. Other turning results are handled normally.

Each haunt keeps the treasure of its victims in some area near the place where it is encountered. Victims of haunts do not become haunts themselves unless they are extremely evil beings.

**Banshee:** This lonely haunt prefers desolate moors and outdoor places, though it is occasionally found underground. It is a guardian of sorts, and may actually help one race in its area (often sprites or pixies) by frightening and chasing enemies away. It is rumored that a banshee is the soul of an evil female elf, atoning for its misdeeds in life.

A banshee can use its special attack, a *wail*, three times per day. All victims within 60' must make a saving throw vs. death ray or die on the spot. The creature often uses one wail at an out-of-range distance to ward off approaching enemies; an immediate morale check must be made for NPCs and monsters hearing it, with a +4 penalty to the roll. The banshee may be tricked

into wailing again (if the opponents are very clever), but will not use its third wail until it is in the midst of combat. If avoided, a banshee will not pursue.

**Ghost:** Of all the more powerful undead, only a ghost may be of any alignment.

Every ghost has the ability to use a *magic jar* effect (similar to the spell; range 30') on one victim per turn. If successful, one item carried by the ghost will glow, powered by the life force of its victim. The ghost's force then possesses the body of the victim, and causes it to attack others. During this time, and for as long as it possesses another, the ghost's figure stops, merely holding the light (but oozing the *ectoplasmic net*). The ghost and the item both remain ethereal. If its *magic jar* attempt fails, a ghost usually materializes and attacks with blows or its gaze attack.

Some ghosts appear in forms related to their death. A drowned human might appear soaked in water, soaking all things around it; the ghost of a person who died of fire might appear cloaked in ethereal flames. The DM may add details of this sort whenever desired.

A **Lawful** ghost appears as a transparent human, usually carrying a lantern or candle. If attacked, it can respond with the same attacks as any other ghost. If approached with caution, the ghost will gesture. If followed, it will lead to a special clue or treasure, and then disappear. Some Lawful ghosts exist only to guide Lawful living beings away from some area of great danger.

A **Neutral** ghost is a human soul who has become trapped, unable to rest, either because the body remains unburied, or because the being was greatly betrayed, harmed, or cursed. If this type of ghost is aided, and the body found and returned to a churchyard, the ghost will rest in peace. When aided, the ghost usually reveals its treasure hoard.

A **Chaotic** ghost looks like a nearly transparent bundle of cloth. It may assume any form desired, even (but rarely) that of a Lawful or Neutral ghost. Whatever the form, the creature will always have a dark candle, torch, or lantern with it. When first encountered, a Chaotic ghost uses its *magic jar* spell immediately unless it is masquerading as one of the other types.

**Poltergeist:** This strange being is completely invisible, having the form of a cluster of ectoplasmic tentacles with dozens of tiny eyes. It cannot be seen except by magic. Its *ectoplasmic net* is usually the first thing seen. Its gaze attack will only affect creatures able to see invisible things.

A poltergeist throws and moves things with its tentacles. It is usually found in an area where loose items (sticks, rocks, etc.) can be easily picked up and used; otherwise, the poltergeist will move items carried by the intruders. The monster can throw two items per round; the damage done varies by the size of the item, from as little as 1 point (for a small stick) to 3d6 points (a large rock). In addition, any victim hit must make a saving throw vs. spells or age 10 years; this saving throw must be made for every hit.

Unlike other haunts, poltergeists inhabit only indoor or underground areas, and may be found in groups.

**Terrain:** Ruins.



# Chapter 14: Monsters

## Headman (and Thug)

Armor Class:	4 or better
Hit Dice:	1** to 12***** (M)
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon or special
No. Appearing:	1d6 (2d12)
Save As:	T (level = HD)
Morale:	7 or better
Treasure Type:	(U + V), F
Intelligence:	12
Alignment:	Neutral
XP Value by HD:	1** = 16 2** = 30 3** = 65 4** = 175 5** = 425 6** = 950 7** = 1,650 8** = 2,850 9** = 3,700 10** = 4,750 11** = 5,100 12** = 6,500

### Monster Type: Human (Rare)

Headmen (also called "executioners") are NPC humans commonly employed by dominion rulers. They are trained in the business of killing criminals who have received the death penalty. Most headmen are skilled in the proper use of bladed weapons, ropes, and poisons and are able to execute criminals quickly and neatly.

All professional headmen belong to their own guild, which is associated with the Thieves' Guild. Headmen keep their true identities completely secret, wearing hoods or disguises when engaged in professional activities. Many own ordinary shops, and can seem to be perfectly ordinary townsfolk. Headmen of 6 HD or more are 90% undetectable in their disguises, and study languages of all sorts to improve their masquerades. Headmen of 10 HD or more can even use the secret languages of other alignments.

**Thugs:** A secret organization exists within the Guild of Headmen. These evil headmen enjoy their work too much, and offer their services for open hire. Others call them Assassins or Thugs; they call themselves Pragmati ("the practical people").

Unlike the Thieves' Guild, the Pragmati are not supported by adventurers or rulers. They are sometimes hired by other NPCs, especially evil ones. However, PCs do not normally contact these headmen for any reason; their organization is dangerous as either an enemy or an ally. Thugs are treacherous and self-serving, known to extort money from their previous "clients" with threats of exposure, kidnapping, or even murder.

Thugs strongly prefer stealth, treachery, and ambush to normal attacks. They often use magical devices when attacking powerful opponents; potions, rings, and miscellaneous items are preferred. Thugs rarely use magical weapons, preferring cheap but effective tools that could easily be left behind. They never use spells, though they may hire (or be led by) evil spellcasters.

Thugs usually retreat if wounded, and may flee even if merely discovered, depending on the situation. They rarely attack adventurers, knowing well that magic and other special attacks can be deadly. However, a group of thugs may try to

ambush a party if the chance for success is good, especially if the party has recently been wounded. Sometimes thugs may be hired as guards, if assured of high level clerical assistance when injured or slain. They may rarely be found working with bandits or other renegade groups, often unbeknownst to the bandits themselves.

**Thug Special Abilities:** Thugs know methods to kill quickly, neatly, and silently. A thug also has the same special abilities as a thief of the same level; for example, a 6 Hit Die thug can climb walls with a 92% chance of success. Thugs use standard monster attack roll tables, not those for characters.

A thug may make preparations to surprise a victim; if so, a roll of 1-3 (instead of 1-2) indicates surprise. These preparations often include disguise, success at moving silently (as the thief ability), and a strong cord or edged weapon held ready, possibly while successfully hiding in shadows.

If a prepared thug gains surprise, the victim may be slain with a single blow, regardless of hit points. No attack roll is made; instead, the base chance of success is 50%, modified by the difference in Hit Dice, as follows: if the victim's level is greater than the Thug's, subtract 5% per Hit Die; if the victim's level is less than the Thug's, add 5% per Hit Die. If the thug does not gain surprise, a normal attack roll is made, and normal damage is inflicted if the attempt succeeds. A successful hit may also require the victim to make a saving throw vs. poison if the thug is using a poisoned blade.

**Example:** A 7 HD thug attempting to kill a 3 HD fighter has a chance of 50% plus 20% (for 4 HD difference in the thug's favor), or 70%. If the same thug tried to kill a 25th level fighter lord, the chance is 50% minus 10% (2 HD difference in the victim's favor), or 40%. Remember that the fighter has only 9 HD (despite his or her added hit points per level above that), for a difference of only 2 Hit Dice in this example.

**Terrain:** Any; Settled.

## Helion\*

Armor Class:	1
Hit Dice:	9* (L)
Move:	90' (30')
Flying:	240' (80')
Attacks:	1 grasp
Damage:	See below
No. Appearing:	1d4 (2d20)
Save As:	F9
Morale:	9
Treasure Type:	Special
Intelligence:	14
Alignment:	Lawful
XP Value:	1,600

**Monster Type:** Planar Monster, Enchanted (Very Rare).

Helions are intelligent giant-sized creatures made of fire. They are native to the elemental plane of Fire, and are rarely encountered elsewhere. Helions are extremely good, and shun violence.

A helion appears as a 20' diameter ring of flame. It is immune to poison, normal weapons, all 1st and 2nd level spells, and to all attacks based on earth.

A helion can *detect invisible* at will, and can use *detect magic*, *dispel magic*, *wall of fire*, and *earth to fire* three times per day. It can also con-

trol fire completely, changing it to solid, liquid, or gaseous form at will (saving throw applies for fire-type creatures).

A helion attacks by forming a ring around its opponent. If its attack roll is successful, it shrinks around the victim, who then cannot move. The helion may squeeze for 2d8 points of damage (per round), but rarely tries to damage opponents in this way, preferring to negotiate peaceful terms. It will, however, defend itself if attacked.

Helions are famous philosophers and negotiators. Their enemies are the efreet and the hooou, and they fear water-type creatures and attacks.

**Terrain:** Plane of Fire.

## Hellhound

Armor Class:	4
Hit Dice:	3**-7** (M)
Move:	120' (40')
Attacks:	1 bite or 1 breath
Damage:	1d6 or special
No. Appearing:	2d4 (2d4)
Save As:	F3-7
Morale:	9
Treasure Type:	C
Intelligence:	12
Alignment:	Chaotic
XP Value:	65, 175, 425, 725, or 1,250

### Monster Type: Monster (Rare).

This reddish-brown doglike monster is as big as a small pony. They are often found near volcanoes, deep in dungeons, or with other fire-loving creatures (such as fire giants).

Hellhounds are cunning and highly intelligent. They can often *detect invisible* (as the magic-user spell; 75% chance per round, range 60'). They are immune to normal fire, and make all saving throws as fighters of equal Hit Dice.

A hellhound will attack one victim, either breathing fire (one chance in three: 1-2 on 1d6) or biting (two chances in three: 3-6 on 1d6) each round. The breath does 1d6 points of damage for each Hit Die of the hound. The victim of the breath may make a saving throw vs. dragon breath to take half damage.

**Terrain:** Cavern, Mountain.

**Load:** 250 cn per Hit Die at full speed; 500 cn per Hit Die at half speed.

**Barding Multiplier:** HD 3-5: × 1. HD 6-7: × 2.

## Hippogriff

Armor Class:	5
Hit Dice:	3 + 1 (L)
Move:	180' (60')
Flying:	360' (120')
Attacks:	2 claws/1 bite
Damage:	1d6/1d6/1d10
No. Appearing:	0 (2d8)
Save As:	F2
Morale:	8
Treasure Type:	Nil
Intelligence:	3
Alignment:	Neutral
XP Value:	50

### Monster Type: Monster (Rare).

A hippogriff is a fantastic creature with the foreparts and head of a giant eagle and the hind-quarters of a horse. They are a magical cross-breed descended from both griffons and horses. They are carnivorous, preferring plains herd



beasts, and can carry off man-sized or smaller prey. They can be ridden if tamed; this is easiest when they are raised from young. Hippogriffs nest in rocky crags, but may fly anywhere in search of prey.

Hippogriffs will usually attack pegasi, who are their natural enemies. Even when ridden, they must make a morale check each turn they see pegasi, or will turn and attack those creatures despite their riders' orders.

**Terrain:** Mountain.

**Load:** 3,000 cn at full speed; 6,000 cn at half speed.

**Barding Multiplier:** × 1.

## Hobgoblin

**Armor Class:** 6  
**Hit Dice:** 1 + 1 (M)  
**Move:** 90' (30')  
**Attacks:** 1 weapon  
**Damage:** By weapon  
**No. Appearing:** 1d6 (4d6)  
**Save As:** F1  
**Morale:** 8 or 10 (see below)  
**Treasure Type:** (Q) D  
**Intelligence:** 10  
**Alignment:** Chaotic  
**XP Value:** 15

**Monster Type:** Humanoid (Common).

Hobgoblins are relatives of goblins, but are bigger and meaner. They live underground in caves and dungeons, but often hunt outdoors in rough, rugged wasteland and wilderness (having no penalties in daylight).

A hobgoblin king and 1d4 bodyguards live in the hobgoblin lair. The king has 22 hit points and fights as a 5 Hit Dice monster, gaining a bonus of +2 on damage rolls. The bodyguards all fight as 4 Hit Dice monsters and have 3d6 hit points each. As long as their king is alive and with them, hobgoblin morale is 10 rather than 8. A hobgoblin king might have one or more thouls in his bodyguard as well (see *Thoul*).

There can be hobgoblin spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Cavern, Hill, Mountain, Woods.

## Horde

**Armor Class:** 3  
**Hit Dice:** 3\* to 21\* (S-L, see below)  
**Move:** 150' (50')  
**Attacks:** 1 bite or special  
**Damage:** Varies by Hit Dice  
**No. Appearing:** 2d4 (d100 × 10)  
**Save As:** See below  
**Morale:** 12  
**Treasure Type:** Special  
**Intelligence:** 13  
**Alignment:** Lawful  
**XP Value:** By Hit Dice (see below)

Hit Dice	Bite Damage	XP
3*	1d6	50
4*	1d6	125
5*	1d8	300
6*	1d8	500
7*	1d10	850
8*	1d10	1,200
9*	2d6	1,600
10*	2d6	1,750
11*-12*	2d8	1,900
13*-16*	3d6	2,300
17*-20*	4d6	3,150
21*	5d6	4,500

**Monster Type:** Planar Monster (Very Rare).

"The hordes" are life forms native to the elemental plane of Earth. Each single life force has hundreds of separate insectlike bodies. The size of the bodies ranges from 3 to 21 feet long; the length corresponds to the Hit Dice (i.e., a 3-HD body will be 3' long). Details on the individual bodies are given above.

One horde life force can control up to 10,000 Hit Dice of bodies. Replacement bodies can be created at the rate of 1 Hit Die per turn. Unlike insects, there is no "queen" body; the life force is widely spread, occupying all the bodies evenly. The life force can only control bodies within a volume 100 miles across; if taken outside that range, a body becomes a mindless thing, dying

in 1-10 days. Each planet in the realm of the hordes is occupied by 1d100 life forces.

Each individual life force has its own name. All the bodies of a single life force will respond to the same name, and this can cause confusion in dealing with a horde creature. The creature itself can only die if *all* of its bodies are destroyed.

The horde creatures do not consider any other life forms to be intelligent. When a horde needs more room, it will simply try to take it, without regard for other creatures; thus, they are considered evil. The horde creatures often grapple with each other in this war for living space.

A horde creature can use *ESP* and *telekinesis* (up to 2,000 cn) as often as desired, up to once per round. It communicates by *telepathy*, speaking directly to the minds of others. It is incredibly intelligent, and can easily handle dozens of conversations at once.

Each horde is very Lawful and always dangerous. A horde creature sacrifices as many bodies as needed to reach a goal, and thus the morale of a body is 12. The creature is immune to all mental effects (*charm*, *hold*, *sleep*, etc.), but the bodies are susceptible to blows and damage-causing attacks of most types. Because of its disregard for individual bodies, a horde normally does not bother to attempt to save them; in play, it simply fails all saving throws voluntarily. However, if 10% or more of a horde's bodies are lost in a single activity (an encounter with enemies, for example), the creature will either resolve the problem peacefully (negotiating, avoiding, etc.) or call other hordes for assistance.

Each horde can have a different species of insect as its bodies. One horde might consist of bodies which look like huge gold praying mantises with wings, while another might consist of smallish black beetles with glowing red tips on their antennae.

The hordes' enemies are the kryst and the undines. They fear fire-type creatures and attacks.

**Terrain:** Plane of Earth.

## Horse

	Riding Horse	War Horse
<b>Armor Class:</b>	7	7
<b>Hit Dice:</b>	2 (L)	3 (L)
<b>Move:</b>	240' (80')	120' (40')
<b>Attacks:</b>	2 hooves	2 hooves
<b>Damage:</b>	1d4/1d4	1d6/1d6
<b>No. Appearing:</b>	0 (1d10 × 10)	0 (domestic)
<b>Save As:</b>	F1	F2
<b>Morale:</b>	7	9
<b>Treasure:</b>	Nil	Nil
<b>Intelligence:</b>	2	2
<b>Alignment:</b>	Neutral	Neutral
<b>XP Value:</b>	20	35

**Monster Type:** Normal Animal (Common).

Horses are four-legged equines already familiar to players. They're herbivores; they run wild in the plains and can be tamed as riding-beasts.

**Riding Horse:** This beast can carry a rider for a greater distance than any other type of horse. It is smaller, and can exist wherever there is grass to

	Draft Horse	Pony
<b>Armor Class:</b>	7	7
<b>Hit Dice:</b>	3 (L)	2 (L)
<b>Move:</b>	90' (30')	210' (70')
<b>Attacks:</b>	1 bite	2 hooves
<b>Damage:</b>	1d3	1d4/1d4
<b>No. Appearing:</b>	0 (domestic)	0 (1d10 × 5)
<b>Save As:</b>	F2	F1
<b>Morale:</b>	6	7
<b>Treasure:</b>	Nil	Nil
<b>Intelligence:</b>	2	2
<b>Alignment:</b>	Neutral	Neutral
<b>XP Value:</b>	35	20

feed on. Most wild horses on the plains fall into the "riding horse" category once tamed.

**War Horse:** This type of horse is bred for its warlike temperament and strength. Unlike other horses, it is trained to charge. When charging, its rider can do double damage when using a lance. The horse cannot fight while charging,

and cannot move at charging speed for more than three rounds at a time.

**Draft Horse:** This is a large horse bred for sturdiness and endurance. It is used mostly as a pack animal, or for plowing or pulling wagons. A draft horse will not fight; if attacked, it will flee.

**Pony:** This is a small horse, preferred as a riding mount by many human children, halflings and dwarves.

**Terrain:** Open.

**Load:** Riding Horse: 3,000 cn of weight at normal rates, or 6,000 cn at half normal. War Horse: 4,000 cn at normal rates, or 8,000 cn at half normal. Draft Horse: Pulls 4,500 cn at normal rates, or 9,000 cn at half normal. Pony: 2,000 cn at normal rates, or 4,000 cn at half normal.

**Barding Multiplier:** × 1.



# Chapter 14: Monsters

## Hsiao (Guardian Owl)

Armor Class:	5
Hit Dice:	4** to 15**** (L)
Move:	90' (30')
Flying:	210' (70')
Attacks:	2 claws/1 beak or 1 spell
Damage:	1d6/1d6/1d4 or as spell
No. Appearing:	1d4 (1d20)
Save As:	C (level = HD)
Morale:	9
Treasure Type:	O
Intelligence:	10
Alignment:	Lawful
XP Value by HD:	

4** = 175	10**** = 4,000
5** = 425	11**** = 4,300
6*** = 950	12**** = 4,750
7*** = 1,650	13**** = 5,150
8*** = 2,300	14**** = 5,500
9*** = 3,000	15**** = 5,850

### Monster Type: Monster (Rare).

The hsiao (sh-HOW) are a race of peaceful cleric-philosophers who inhabit woodlands and forests.

Hsiao look like giant owls with broad feathered wings and large intelligent golden eyes. These creatures live in trees, making earthen nests and tunnels high above the forest floor. The hsiao know and work closely with other woodland creatures (including actaeons, centaurs, dryads, elves, treants, and unicorns), and may call on them for aid. Their goals include the preservation of woodland wilderness against intrusions by dangerous humanoids. They will not

interfere with passing PCs who do no damage to the woodlands or the races of the forest.

Most of these avian clerics are 4th level; 25% are higher levels (as given above; maximum level is 15th). Although able to physically defend themselves with their sharp claws and beak, these creatures depend on their spells and the assistance of their woodland allies for protection. The hsiao are known to some druids, though their philosophies (alignments) obviously differ greatly.

No one knows where these creatures come from, but their alignment and clerical powers suggest that they were created to serve the ends of Lawful Immortals.

### Terrain: Woods.

**Load:** A hsiao can move at up to full speed when carrying 250 cn × its HD in encumbrance; it can move at half speed when carrying 500 cn × its HD.

## Hydra

Armor Class:	5
Hit Dice:	5-12 (1 per head) (L)
Move:	120' (40')
Attacks:	5-12 bites (1 per head)
Damage:	1d10 each
No. Appearing:	1 (1)
Save As:	F5-12
Morale:	11
Treasure Type:	B
Intelligence:	2
Alignment:	Neutral
XP Value:	175, 275, 450, 650, 900, 1,000, 1,100, or 1,250

### Monster Type: Monster (Rare).

A hydra is a large creature with a dragonlike body and 5-12 snakelike heads. It has one Hit Die for each head, and each head has 8 hit points. Its saving throws are as a fighter level equal to the number of heads.

The hydra will attack with all of its heads every round. For every 8 points of damage a hydra takes, one head is destroyed. For example, if a 7-headed hydra took 18 points of damage, it would only attack with 5 heads in the next round.

Special, unusual hydras can be created. These could have poisonous bites, or breathe fire (as a hellhound, for 8 points of damage per head); a few more examples are shown below. Such creatures should be placed to guard special treasures.

**Sea Hydra:** This monster has adapted to water. It has fins instead of legs. It is otherwise the same as its land-dwelling cousins.

**Flying Hydra:** Very rare and very dangerous, this monster has huge batlike wings, and is never mistaken for a dragon or wyvern. It can swoop down and attack with up to three heads, each head capable of carrying off a man-sized or smaller victim. Its flying movement rate flying is 180' (60') per round; Hit Dice are 5-9\*\*.

**Regenerating Hydra:** This rare and deadly monster regenerates damage very quickly, at 3 hit points per round. However, damage done by fire attacks (including flaming swords) or wounds seared by a brand will not regenerate. Hit Dice are 5-9\*.

**Terrain:** Hydra, Regenerating Hydra: Swamp. Sea Hydra: Lake, Ocean. Flying Hydra: Mountain.





## Hydrax\*

Armor Class:	2
Hit Dice:	5** to 12** (L)
Move:	60' (20')
Swimming:	180' (60')
Attacks:	2 claws or special
Damage:	1d10/1d10 or see below
No. Appearing:	1 (1)
Save As:	F (level = 2 × HD)
Morale:	9
Treasure Type:	Special
Intelligence:	9
Alignment:	Lawful
XP Value:	By Hit Dice:
	5 HD: 425
	6 HD: 725
	7 HD: 1,250
	8 HD: 1,750
	9 HD: 2,300
	10 HD: 2,500
	11 HD: 2,700
	12 HD: 3,000

**Monster Type:** Planar Monster, Enchanted (Very Rare).

A hydrax is an intelligent crablike creature made of ice. It is native to the elemental plane of Water, and is almost never found on the Prime Plane. The hydrax looks like a giant crab with a body 8' long, with six legs and three claws equally positioned around its body. Although the hydrax are Lawful in behavior, most are evil.

Hydrax are immune to normal weapons, all 1st and 2nd level spells, and to all attacks based on fire. A hydrax can *detect invisible* at will, and can cast *detect magic*, *web*, *dispel magic*, *ice storm/wall*, and *water to ice* (much like the reverse of the magic-user's *dissolve* spell, but substituting water and ice for mud and rock) three times per day (all as if a 9th level magic-user).

The hydrax use tools made of ice, and build cities and devices of all sorts. Their enemies are the undines and the kryst, and they fear air-type creatures and attacks.

**Terrain:** Plane of Water.

## Insect Swarm\*

Armor Class:	7
Hit Dice:	2*, 3*, or 4* (S)
Move:	30' (10')
Flying:	60' (20')
Attacks:	1 area effect
Damage:	See below
No. Appearing:	1 swarm (1d3 swarms)
Save As:	Normal Man
Morale:	11
Treasure Type:	Nil
Intelligence:	0
Alignment:	Neutral
XP Value:	25, 50, or 125

**Monster Type:** Lowlife, Enchanted (Rare).

An insect swarm is not a single creature, but rather a group of small insects acting together. It may be attracted to light or strange smells, or may be defending its lair. Use these characteristics for the occasions when a character stumbles into a beehive or wasp's nest, for instance.

The swarm may fill a 10' × 10' × 30' area or more. The insects are normal-sized, either crawlers (ants, centipedes, or spiders), flyers (bees or wasps), or both (beetles or locusts).

No attack roll is made for the swarm; it is an

"area effect" and automatically hits. All armored victims within the area (and any monsters with AC 5 or better) automatically take 2 points of damage per round. Unarmored victims (and monsters with AC 6 or worse) take 4 points per round.

Any victim who runs out of the swarm, or who swats the insects instead of making another attack or taking another action, takes only 1 point per round. To swat at the insects, the victim must use a weapon or torch; attempts to swat with hands or arms have no effect.

If the swarm is damaged, it will pursue its attacker nearly without fail (ML 11). A victim can still escape either by disappearing from sight (invisible, around a corner, etc.) or diving under water (which kills all the insects after one round, during which normal damage is done).

**Terrain:** Any (except Arctic).

## Invisible Stalker (Sshai)

Armor Class:	3
Hit Dice:	8* (M)
Move:	120' (40')
Attacks:	1 blow
Damage:	4d4
No. Appearing:	1 (1)
Save As:	F8
Morale:	12
Treasure Type:	Nil
Intelligence:	11
Alignment:	Neutral
XP Value:	1,200

**Monster Type:** Planar Monster, Enchanted (Rare).

An invisible stalker is a magical humanlike monster from another plane of existence, summoned by the magic-user spell *invisible stalker*. If the summoned stalker is given a simple task that is clear and can be swiftly completed, it will obey promptly. If the task is complex or lengthy, the creature will try to distort the intent while obeying the literal command. For example, if ordered to guard a treasure longer than a week, the stalker may take it away to its own plane of existence and guard it there forever.

An invisible stalker is most often used to track and slay enemies. It is highly intelligent, and a faultless tracker. If a victim cannot detect invisible things, the stalker will surprise on a roll of 1-5 (on 1d6). A creature with the ability to detect invisible things receives a +4 bonus when attacking an invisible stalker. The stalker will return to its own plane once it is slain, dispelled, or has completed its task.

The race of "invisible stalkers" (which is the human name for the species) lives on the elemental plane of Air. They call themselves the "sshai." Invisible stalkers are much faster speed on their home plane: 360' (120').

**Plane of Air:** On their home plane, the sshai are much like doppelgangers; they can use ESP at will, and can shapechange to nearly any form native to their plane. They usually appear as air elementals, djinn, or haoou (aerial servants). Their true form is nearly identical to that of an air elemental, though that race can tell the difference. Sshai are occasionally hired by the djinn and the haoou as spies or guards.

Sshai on their own plane may have 1 to 12 Hit Dice, though all are about man-size in their true forms. Some are known to use spells. They prefer

negotiation to combat, and have few enemies. They fear earth-type creatures and attacks.

**Terrain:** Any; Plane of Air.

## Kobold

Armor Class:	7
Hit Dice:	1/2 (1-4 hp) (S)
Move:	90' (30')
Attacks:	1 weapon
Damage:	By weapon - 1
No. Appearing:	4d4 (1d6 × 10)
Save As:	Normal Man
Morale:	6 or 8 (see below)
Treasure Type:	(P)J
Intelligence:	9
Alignment:	Chaotic
XP Value:	5

**Monster Type:** Humanoid (Common).

These small, evil doglike humanoids usually live underground in clans of 10 to 60 members. They have scaly, rust-brown skin no hair. They have well-developed infravision with a 90' range. They prefer to attack by ambush.

A kobold chieftain and 1d6 bodyguards live in the kobold lair. The chieftain has 9 hit points and fights as a 2 Hit Dice monster. The bodyguards each have 6 hit points and fight as 1 + 1 Hit Dice monsters. As long as the chieftain is alive, all kobolds with him have a morale of 8 rather than 6.

Kobolds hate gnomes and will attack them on sight.

There can be kobold spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Cavern, Hill, Mountain, Wood.

## Kryst\*

Armor Class:	2
Hit Dice:	9* (M)
Move:	240' (80')
Attacks:	3 spikes
Damage:	1d12/1d12/1d12
No. Appearing:	1d6 (1d100 × 10)
Save As:	E9
Morale:	9
Treasure Type:	Special
Intelligence:	10
Alignment:	Lawful
XP Value:	1,600

**Monster Type:** Planar Monster (Very Rare).

The kryst are intelligent beings made of crystalline rock; each kryst looks like a group of 12 golden crystal spikes, all projecting outward from a central point. They are native to the elemental plane of Earth.

Kryst are immune to poison, normal weapons, all 1st and 2nd level spells, and to all attacks based on air. A kryst can *detect invisible* at will, and can use *detect magic*, *dispel magic*, *haste*, or *air to earth* (similar to the magic-user's *dissolve* spell, but turns air into earth) three times per day (all as if cast by a 9th level magic-user). The kryst communicate by *telepathy* (120' range) or, if mental contact causes poor reactions, by written messages.

A kryst can attack by ramming opponents with its spikes, and can attack up to three times per round.

The kryst have a widespread and complex society in their own realms, peacefully living with and helping the earth elementals. They welcome visi-



# Chapter 14: Monsters

tors, and are eager to gain new knowledge of all types. They fear and wage a never-ending war against the *hordes*, and seek to unite all other creatures against them. The *kryst* are also enemies of the *hydrax*, though they rarely encounter them. They fear water-type creatures and attacks.

*Terrain:* Plane of Earth.

## Lava Ooze

Armor Class:	5
Hit Dice:	9 (L)
Move:	90' (30')
Attacks:	3 pseudopods
Damage:	(4d6 + 3d6) × 3 (see below)
No. Appearing:	1d3 (2d4)
Save As:	F9
Morale:	12
Treasure Type:	Nil
Intelligence:	0
Alignment:	Chaotic
XP Value:	900

**Monster Type:** Lowlife (Very Rare).

This shapeless monster appears as a puddle or stream of hot molten rock, about 10' × 10'. It lives in or near a volcano or other place of great heat. Although the ooze is native to the Prime Plane, it can freely exist on the elemental plane of Fire.

Lava ooze is fluid, able to pass through small holes or cracks. It can sense vibrations within 60'. The monster attacks by extending pseudopods (up to three per round) from its fluid body to strike at its opponents up to 15' away. Each hit inflicts 4d6 points of damage, and leaves a coating of lava that inflicts 3d6 points of automatic heat damage per round for 1d4 rounds thereafter. Multiple hits on a single opponent do not increase this heat damage, but the durations are cumulative.

The lava ooze is mindless and attacks until destroyed. It is immune to fire (both normal and magical) and to all mind attacks (including *charm*, *ESP*, etc.), but takes double damage from cold attacks.

*Terrain:* Mountain (volcanic).

## Leech, Giant

Armor Class:	7
Hit Dice:	6 (L)
Move:	90' (30')
Attacks:	1 bite
Damage:	1d6
No. Appearing:	0 (1d4)
Save As:	F3
Morale:	10
Treasure Type:	Nil
Intelligence:	0
Alignment:	Neutral
XP Value:	275

**Monster Type:** Lowlife (Common).

A giant leech is a loathsome wormlike creature, thicker in the middle than at the ends; it has reddish-brown skin and is about 3'-4' long. It is a parasite, sucking the blood of its prey. In combat, a giant leech attacks with its suckerlike mouth. If it hits, it then holds on and sucks blood for 1d6 points of damage per round. It must be killed to be removed.

*Terrain:* Swamp.

## Lich\*

### Lich Spellcaster Levels, Hit Points, and XP Values

Cleric Lich			Magic-User Lich		
Level	Hit Points	XP Value	Level	Hit Points	XP Value
21****	9d6 + 12	10,500	21*****	9d4 + 12	12,500
22****	9d6 + 13	11,750	22*****	9d4 + 13	14,000
23****	9d6 + 14	13,000	23*****	9d4 + 14	15,500
24****	9d6 + 15	14,250	24*****	9d4 + 15	17,000
25****	9d6 + 16	15,500	25*****	9d4 + 16	18,500
26****	9d6 + 17	16,750	26*****	9d4 + 17	20,000
27****	9d6 + 18	18,000	27*****	9d4 + 18	21,500
28****	9d6 + 19	19,250	28*****	9d4 + 19	23,000
29****	9d6 + 20	20,500	29*****	9d4 + 20	24,500
30****	9d6 + 21	21,750	30*****	9d4 + 21	26,000
31****	9d6 + 22	23,000	31*****	9d4 + 22	27,500
32****	9d6 + 23	24,250	32*****	9d4 + 23	29,000
33****	9d6 + 24	25,500	33*****	9d4 + 24	30,500
34****	9d6 + 25	26,750	34*****	9d4 + 25	32,000
35****	9d6 + 26	28,000	35*****	9d4 + 26	33,500
36****	9d6 + 27	29,250	36*****	9d4 + 27	35,000

Armor Class:	0
Hit Dice:	See above (M)
Move:	90' (30')
Attacks:	1 touch or 1 spell
Damage:	1d10 + paralysis or by spell
No. Appearing:	1 (1)
Save As:	Character type and level
Morale:	10
Treasure Type:	See description below
Intelligence:	18 +
Alignment:	Chaotic
XP Value:	See above

**Monster Type:** Undead, Enchanted (Very Rare).

A lich is a powerful undead monster of magical origin. It looks like a skeleton wearing fine garments, and was once an evil and chaotic magic-user or cleric of level 21 or greater (often 27-36). A lich is still able to use spells as it did while alive, so it is extremely dangerous. A lich is not normally found wandering, but instead remains in or very near a well-defended lair. Such a lair might be a dungeon, catacomb, tomb, or necropolis ("city of the dead").

The very sight of a lich causes *fear* in all characters below 5th level (no saving throw). Its merest touch causes 1d10 points of damage, and can paralyze any creature for 1d100 days (though a saving throw applies, and the paralysis is magically dispellable).

Before any encounter with a lich, the DM should select spells for the creature. This should be done with care, as a lich is extremely intelligent and uses them to its best advantage. Note that the lich's morale is given as 10, but a lich flees if in actual danger.

Liches are undead, and can be turned (but not destroyed) by clerics. They are immune to *charm*, *sleep*, *feeblemind*, *polymorph*, *cold*, *lightning*, and *death* spells, and can be harmed only by magical weapons. They are also immune to the effects of all spells of less than 4th level.

Outside of its lair, a lich always carries 1d4 + 1 powerful magical items to be used in case of trouble. You should choose these, not randomly determine them. Within its lair, a lich has 4d8 additional temporary magical items (or more),

plus the amounts of coins, gems, and jewelry given for Treasure Type H in Chapter 16 (but at 90% chance for each type). The number and severity of traps and other dangers to intruders should be appropriate to protect such a hoard.

A magic-user lich normally has 1d2 spells on it of permanent nature—most often *detect invisible* or *fly*.

A clerical lich normally has 3d4 types of other undead nearby, acting as servants. A full lair of each type (maximum number appearing) is usually present.

Either type of lich can summon other powerful undead for aid. The summons can be made simply by concentrating, and the creature(s) responding arrive 1d100 rounds later, depending on their distance. The summons may be made as often as desired, but any one type of creature will respond only once per day at most. To randomly determine the creatures appearing in answer to the summons, roll 1d20 and refer to the table. Roll again if a type of creature has already responded that day.

Roll	Creature
1-5	Spectre (2d4)
6-9	Vampire (1d6)
10-12	Phantom, Shade (1d3)
13-15	Haunt, Ghost (1d2 Chaotic)
16	Haunt, Poltergeist (1d2)
17	Spirit, Druj
18	Spirit, Revenant
19	Nightshade (any 1)
20	Undead Beholder

A summoned vampire may (25% chance; check for each) be a magic-user or cleric of level 7-9 (1d3 + 6).

Liches are master villains, coordinating armies and spy-networks made up of the undead. Each one has its own goal: One may want to achieve true Immortality, one may serve an evil Immortal of Entropy, one may wish to transform the entire world into a horrid playground for the undead. Each lich in a campaign should have its own name, style, and motivation.

*Terrain:* Ruins.



## Lizard, Giant

	Gecko	Draco
Armor Class:	5	5
Hit Dice:	3 + 1 (M)	4 + 2 (M)
Move:	120' (40')	120' (40')
Glide:		150' (50')
Attacks:	1 bite	1 bite
Damage:	1d8	1d10
No. Appearing:	1d6 (1d10)	1d4 (1d8)
Save As:	F2	F3
Morale:	7	7
Treasure Type:	U	U
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	50	125

**Monster Type:** Giant Animal (Common).

**Gecko:** A gecko is a 5' long lizard colored pale blue with orange-brown spots. Geckos are nocturnal carnivores. They hunt by climbing walls or trees with their specially adapted feet, then dropping on their prey to attack.

**Draco:** A draco is a 6' long lizard with wide flaps of skin between its legs. It spreads these flaps to glide through the air, like a flying squirrel. Dracos are generally found above ground, though they sometimes creep into caves to escape very cold or hot weather. They are carnivores and have been known to attack adventurers.

**Horned Chameleon:** A horned chameleon is a 7' long lizard which can change color to blend into its surroundings. It surprises on a roll of 1-5 (on 1d6). A horned chameleon can shoot out its sticky tongue up to 5' long. A successful hit means that the victim is pulled to the horned chameleon's mouth and bitten for 2d4 points of damage. Horned chameleons prefer giant in-

	Horned Chameleon	Tuatara
Armor Class:	2	4
Hit Dice:	5* (L)	6 (L)
Move:	120' (40')	90' (30')
Attacks:	1 bite/1 horn	2 claws/1 bite
Damage:	2d4/1d6	1d4/1d4/2d6
No. Appearing:	1d3 (1d6)	1d2 (1d4)
Save As:	F3	F3
Morale:	7	6
Treasure Type:	U	V
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	300	275

sects, but will settle for human prey in lean times. The creature can also attack with its horn (for 1d6 points of damage) and may use its tail to knock other attackers down (make another attack roll, not doing any damage but preventing the target struck from attacking that round).

**Tuatara:** A tuatara is an 8' long carnivore which looks like a cross between an iguana and a toad. It has pebble-colored olive skin with white spikes along its back. A tuatara has a membrane over its eyes which, when lowered, is sensitive to changes in temperature, allowing it to "see" in darkness (90' infravision).

**Terrain:** Cavern, Desert, Woods.

**Load:** Giant lizards can carry 500 cn × their HD at up to full speed, or 1,000 cn × their HD at up to half speed. They cannot be tamed as mounts except with DM permission, and the DM might insist (for example) that the taming and training of one takes a Animal Trainer lizard specialist.

**Barding Multiplier:** × 3.

## Lizard Man

Armor Class:	5
Hit Dice:	2 + 1 (M)
Move:	60' (20')
Swimming:	120' (40')
Attacks:	1 weapon
Damage:	By weapon +1
No. Appearing:	2d4 (6d6)
Save As:	F2
Morale:	12
Treasure Type:	D
Intelligence:	6
Alignment:	Neutral
XP Value:	25

**Monster Type:** Humanoid (Common).

These water-dwelling creatures resemble men with lizard heads and claws, scaly hides, and tails. Lizard men are often found in swamps, rivers, and along seacoasts as well as in dungeons. They live in tribes and often try to capture humans and demihumans and take the victims back to the tribal lair as the main course of a feast.

Lizard men are semi-intelligent and use spears and large clubs (treat the clubs as maces), gaining a bonus of +1 on damage rolls due to their great strength.

One in ten will speak a little Common. PCs can negotiate with lizard men that can talk. If they are hungry enough, though, and the PCs can't deliver them a lot of food, the lizard men will still prefer to eat the characters. Lizard men live hard lives, hunting most of their waking hours. Sometimes they hire themselves out to other races as warriors or scouts. They have no interest in other races other than what those races can do for them (i.e., provide food in one way or another).

Some varieties of lizard men are just drab green or brown in color, while others may be dramatically colorful: Bright reds, blues, yellows, or greens, like some other reptiles.

There can be lizard man spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Cavern, River/Lake, Swamps.

## Locust, Giant

Armor Class:	4
Hit Dice:	2** (S)
Move:	60' (20')
Flying:	180' (60')
Attacks:	1 bite or 1 bump or 1 spit
Damage:	1d2 or 1d4 or see below
No. Appearing:	2d10 (0)
Save As:	F2
Morale:	5
Treasure Type:	Nil
Intelligence:	0
Alignment:	Neutral
XP Value:	30

**Monster Type:** Lowlife (Common).

Giant locusts are 2'-3' long and live underground. They may be mistaken for statues (or might not be noticed at all) until approached, because of their stone-gray color. They are herbivores, and also eat fungus such as yellow mold and shriekers. They cannot be harmed by yellow mold or most poisons.

Instead of fighting, they usually flee by jumping away (up to 60'). Unfortunately they often become confused, and may accidentally jump into a party (50% chance per jump). If so, a victim is determined randomly and an attack roll is made. If the giant locust hits a character, the victim is battered for 1d4 points of damage. The locust then flies away.

When frightened or attacked, giant locusts make a loud shrieking noise to warn their fellows. In dungeons, this shriek has a 20% chance per round of attracting wandering monsters.

If cornered, a giant locust will spit a brown goopy substance up to 10'. The target is treated as AC 9 regardless of his true armor class. A victim hit by giant locust spittle must make a saving throw vs. poison or be unable to do anything for 1 turn, due to the awful smell. After this time the victim will be used to the smell, but any character approaching within 5' must also make a saving throw or suffer the same effects. This aroma will last until the spittle is washed off.

**Terrain:** Cavern.





# Chapter 14: Monsters

## Lycanthrope\*

	Wererat*	Werewolf*	Wereboar*	Weretiger*	Werebear*
Armor Class:	7 (9)†	5 (9)†	4 (9)†	3 (9)†	2 (8)†
Hit Dice:	3* (M)	4* (M)	4 + 1* (M)	5* (L)	6* (L)
Move:	120' (40')	180' (60')	150' (50')	150' (50')	120' (40')
Attacks:	1 bite or weapon	1 bite	1 tusk slash	2 claws/1 bite	2 claws/1 bite
Damage:	1d4 or by weapon	2d4	2d6	1d6/1d6/2d6	2d4/2d4/2d8
No. Appearing:	1d8 (2d8)	1d6 (2d6)	1d4 (2d4)	1d4 (1d4)	1d4 (1d4)
Save As:	F3	F4	F4	F5	F6
Morale:	8	8	9	9	10
Treasure Type:	C	C	C	C	C
Intelligence:	10	10	10	10	10
Alignment:	Chaotic	Chaotic	Neutral	Neutral	Neutral
XP Value:	50	125	200	300	500

† The number in parentheses is the creature's armor class when in human form.

	Werebat*	Werefox*	Weresnake*	Wereseal*	Devil Swine*
Armor Class:	4 (9)†	6 (9)†	4 (9)†	5 (9)†	3 (9)†
Hit Dice:	3 + 3* (M)	3 + 2* (M)	4* (L)	5 + 2* (M)	9* (L)
Move:	60' (20')	180' (60')	0' (0')	60' (20')	180' (60')
	Flying: 180' (60')	Swimming: 90' (30')	Swimming: 180' (60')	Swimming: 180' (60')	
Attacks:	1 bite	1 bite or weapon	1 bite	1 bite	1 gore or blow
Damage:	1d4	1d6 or by weapon	2d6	2d6	2d6 or by weapon
No. Appearing:	2d6 (1d8)	1d6 (2d6)	0 (2d6)	0 (2d10)	1d3 (1d4)
Save As:	F3	F3	F4	F5	F9
Morale:	7	8	7	9	10
Treasure Type:	C	C	C	C	C
Intelligence:	10	11	9	10	11
Alignment:	Chaotic	Neutral	Neutral	Chaotic	Chaotic
XP Value:	75	75	125	400	1,600

† The number in parentheses is the creature's armor class when in human form.

### Monster Type: Monster, Enchanted (Common).

Lycanthropes are humans who can change into beasts (or in the case of wererats, beasts who can change into humans). They normally wear no armor, since it would interfere with their shape-changing. Any lycanthrope can summon 1d2 normal animals of its type: werewolves can summon normal bears, werewolves can summon normal wolves, and so forth. Summoned animals will arrive in 1d4 rounds.

Some animals (such as horses) do not like the smell of lycanthropes and will react with fear. If a lycanthrope is hit by wolfsbane, it must make a saving throw vs. poison or run away in fear. The sprig of wolfsbane must be swung or thrown as a weapon, using normal combat procedures. A lycanthrope returns to its "normal" form when killed.

**Animal Form:** In animal form, a lycanthrope can be harmed only by magical weapons, silvered weapons, or spells. The lycanthrope cannot speak normal languages, though it can speak with normal animals of its weretype.

**Human Form:** In human form, a lycanthrope often looks somewhat like its weretype. Wererats have longer noses, werewolves are hairy, werewolves have long arms, werewolves are sly and nimble, and so forth. In this form, they can be attacked with normal weapons, and they may speak any known languages.

**Lycanthropy:** Lycanthropy is a disease. Any human character who loses more than half of his hit points in battle with a lycanthrope becomes a lycanthrope of the same type in 2d12 days. The disease kills demihumans. The victim begins to show signs of the disease in half that time. The condition can be cured only by a cleric of 11th level or greater, who will do so for a suitable price.





or service. Any character who becomes a full lycanthrope will become an NPC, to be run by the DM only.

## Common Lycanthropes

**Wererat:** Wererats are different from most lycanthropes because the were-animal form is their natural form, and human form is the shape they assume. They are intelligent, can speak Common in either form, and can use any weapon. A wererat usually prefers to use a man-sized rat form, but can become a full-sized human. Wererats are sneaky and often set ambushes, surprising on a roll of 1-4 (on 1d6). They summon giant rats to help them in battle. Only a wererat's bite causes lycanthropy.

**Werewolf:** These creatures are semi-intelligent and usually hunt in packs. Any group of 5 or more will have a leader with 30 hit points, who attacks as a 5 Hit Dice monster, adding +2 to damage rolls. Werewolves summon normal wolves to form large packs with them.

**Wereboar:** Wereboars are semi-intelligent and bad-tempered. In human form they often seem to be berserkers, and may act the same way in battle (gaining +2 on attack rolls and fighting to the death). Wereboars summon normal boars to help them in battle. Wereboars do not associate with devil swine.

**Weretiger:** These relatives of the great cats often act like them, being very curious but becoming dangerous when threatened. They are good swimmers and quiet trackers, surprising often (1-4 on 1d6). They can summon any type of great cat that is in the area (preferring tigers).

**Werbear:** Werebears are very intelligent, even in animal form. A werbear usually prefers to live alone or with bears. It might be friendly, however, if peacefully approached. In combat, werebears can hug for 2d8 points of damage (in addition to normal damage) if both paws hit the same target in one round. A werbear can summon any type of bear in the area.

## Uncommon Lycanthropes

**Werebat:** These dangerous flying creatures are sometimes confused with vampires, turning from human to bat form at will. In addition to summoning normal and giant bats, they can summon 1d4 other werebats (each of which can, in turn, summon other normal or giant bats, but not more werebats). Each werebat bite may inflict a nonmagical disease (of the DM's choice); the chance is 1 in 6, checked per bite.

**Werefox:** Where dense underbrush slows most normal movement to half or less, this creature can maintain full or two-thirds normal movement. It also normally has high intelligence, and thus often becomes a magic-user as well (though spells can be cast only when in human form). A werefox can also *charm* (persons in person form, animals in fox form) three times per day; however, this effect lasts for 24 hours at most.

**Wereshark:** These are mermen, inflicted with a form of lycanthropy that enables them to take the form of a mako shark anytime they choose so long as it is in darkness. When the moon is full

they must change into a shark and will maraud the seas. Under this forced change they lose their intelligence and become bloodthirsty killers. The only difference between a wereshark and a mako shark is that weresharks are intelligent and only magic or silver weapons will harm a wereshark. In island areas there are rumors of humans that are weresharks.

**Were seal:** This unusual creature is only found near seacoasts of cold water. The more common female form (described) is not normally aggressive, but the rarer male (bull) seal can be quite dangerous (AC 3; HD 8\*; MV (same); Dmg 2d10; Save F8; ML 11; XPV 1,200). One bull seal is usually accompanied by 2d4 females.

**Devil Swine:** A devil swine appears as either a huge hog or a grossly fat human. Although it can change shape freely during the night, it must keep one shape throughout the daylight hours. Devil swine prefer the fringes of human settlements, especially those near swamps or forests. They are carnivorous, especially fond of human flesh, and will ambush if possible. Each devil swine can cast a *charm person* spell three times per day. It can use this spell in either human or swine form. A saving throw vs. spells is allowed, but with a -2 penalty to the roll. Each devil swine normally has 0-3 (1d4-1) humans under its control. They are unlike wereboars; being fat, pink and smooth-skinned, while wereboars have bristly, hairy hides.

*Terrain:* Variable, but often as animal type.

## Malfera\*

Armor Class:	3
Hit Dice:	9** (L)
Move:	60' (20')
Attacks:	2 claws, bite + special
Damage:	1d10/1d10/1d6
No. Appearing:	1 (1d2)
Save As:	F13
Morale:	11
Treasure Type:	E
Intelligence:	10
Alignment:	Chaotic
XP Value:	2,300

*Monster Type:* Planar Monster, Enchanted (Very Rare).

A malfera is a creature from the Dimension of Nightmares, where many evil dreams are bred and released into the minds of sleeping people. A malfera appears only through the acts of a powerful magic-user or an Immortal; its dimension is believed poisonous and deadly to humans.

The malfera has a large, elephantlike face and a short trunk. The head is topped by large horns. Large fangs protrude from either side of the trunk. The chest is a mass of slimy, short tentacles. Long, muscular arms end in large, jagged pincers. Its feet are webbed and clawed. It is colored night-black but has red veins and eyes.

In combat, a malfera attacks with pincers and bites. If both pincers hit the same target, the victim is dragged to the chest of the malfera on the next round. The tentacles then automatically

trap the victim. These tentacles are coated with an acid slime and do 2d6 points of damage each round. The victim can be freed only when the malfera is killed.

In addition, the breath of a malfera is poisonous. Each time it hits with a bite, its victim must save vs. poison (at a +3 bonus) or die. A malfera is immune to acid and can be struck only by magical weapons.

Aside from its combat abilities, a malfera can *detect invisible* and open all doors as if it had a *knock* spell. Because of its tough constitution and highly magical nature, it saves as a 13th level fighter.

*Terrain:* Any; Dimension of Nightmares.

## Manscorpion

Armor Class:	1
Hit Dice:	8** (L)
Move:	240' (80')
Attacks:	1 weapon/1 tail
Damage:	3d6/1d10 + poison
No. Appearing:	1d8 (2d10)
Save As:	F8
Morale:	10
Treasure Type:	(V)J, K, M × 2
Intelligence:	8
Alignment:	Chaotic
XP Value:	1,750

XP with spells, by HD:

8*** = 2,300	11**** = 4,300
9*** = 3,000	12***** = 5,625
10**** = 3,700	13***** = 6,500

*Monster Type:* Monster (Rare).

The manscorpion is an evil combination of man and arachnid. The upper body is like that of a human, but its lower parts are those of a giant scorpion (with stinging tail). It may be found in nearly any climate, but most frequently in deserts, mountains, and dungeons.

This arachnid warrior normally wields a huge pole arm (damage 3d6 points), but may use a long bow or any other weapon available. It may also strike with its dreaded deadly poisonous tail; the victim hit takes 1d10 points of damage, and must make a saving throw vs. poison or die. Even if the saving throw is successful, the victim is paralyzed for 0-7 rounds (1d8-1). Only victims immune to paralysis or poison can avoid this effect, so the monsters are greatly feared. They are immune to their own poison and to the poison of all scorpions.

Some (1 in 20) of the arachnid creatures are clerics, of 8th-13th level (with the corresponding added Hit Dice). However, these are normally found only in their lair.

Manscorpions are intelligent warlike beings whose main interests involve acquiring food and destroying creatures different from them. They do not make friends with other sentient races and make pets only of giant scorpions. They make raids on desert human communities for food and attack any living thing that ventures into their territories.

*Terrain:* Cavern, Desert, Mountain.



# Chapter 14: Monsters

## Manta Ray

	Normal	Giant
Armor Class:	6	6
Hit Dice:	4* (L)	10* (L)
Move:	120' (40')	180' (60')
Attacks:	1 tail	1 buffet/1 tail
Damage:	1d8 + paralysis	3d4/2d10 + paralysis
No. Appearing:	0 (1-3)	0 (1)
Save As:	F2	F5
Morale:	7	7
Treasure Type:	Nil	V
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	125	1,750

**Monster Type:** Normal: Normal Animal (Common); Giant: Giant Animal (Rare).

Manta rays are aquatic creatures, flat fish whose bodies are shaped like broad wings or sails. They flap their "wings" to propel them through the water. When a manta ray lies in the sand on the ocean floor it is completely invisible.

**Normal Manta Ray:** Normal manta rays can grow to be 7' in width and 12' in length. The tail on the manta ray has many sharp poisonous spines that can paralyze its victim. They attack with this tail. A saving throw vs. poison will prevent paralysis.

**Giant Manta Ray:** Giant manta rays can be up to about 40' in width and 75' in length. Beside the poisonous tail, they can also buffet (ram) a creature for 3d4 points of damage. They feed from the ocean floor and sometimes swallow treasure that has settled there.

**Terrain:** Ocean.

## Manticore

Armor Class:	4
Hit Dice:	6 + 1* (L)
Move:	120' (40')
Flying:	180' (60')
Attacks:	2 claws/1 bite or 6 spikes
Damage:	1d4/1d4/2d4 or 1d6 each
No. Appearing:	1d2 (1d4)
Save As:	F6
Morale:	9
Treasure Type:	D
Intelligence:	3
Alignment:	Chaotic
XP Value:	650

**Monster Type:** Monster (Rare).

A manticore is a horrid monster with the body of a lion, leathery bat wings, a tail ridged with spikes, and the face of a man with large, sharp fangs. It usually lives in wild mountain ranges.

The manticore has 24 tail spikes, and can shoot six each round even when flying (ranges 50/100/180). The creature regrows two spikes per day. Its favorite food is man.

Manticores frequently track humans, ambushing them with spike attacks when the human group stops to rest. Another tactic is to stalk its prey like a great cat, creeping up close on an unsuspecting victim. When that victim is alone, the manticore fires off a barrage of tail-spikes to bring the victim down. The manticore then eats the victim. Less frequently, a pack of manticores will stalk and attack a group of victims.

**Terrain:** Mountain.

**Load:** 3,000 cn at up to full speed, or 6,000 cn at up to half speed.

**Barding Multiplier:** × 2.

## Medusa

Armor Class:	8
Hit Dice:	4** (M)
Move:	90' (30')
Attacks:	1 snakebite + special
Damage:	1d6 + poison
No. Appearing:	1d3 (1d4)
Save As:	F4 (see below)
Morale:	8
Treasure Type:	(V) F
Intelligence:	9
Alignment:	Chaotic
XP Value:	175

**Monster Type:** Monster (Rare). Planar Monster (Very Rare).

A medusa looks like a human female with live snakes growing from her head instead of hair. Medusae are very magical, and the mere sight of a medusa will turn a creature to stone unless the victim makes a saving throw vs. turn to stone. However, this will affect only one character per round, and characters may watch the reflection of a medusa in a mirror without danger. If a medusa sees her own reflection, she must make a saving throw vs. turn to stone or she will petrify herself!

In combat, the medusa makes one attack roll for the bites of the snakes, and if they hit, the victim must make a saving throw vs. poison (in addition to taking 1d6 points of damage) or die in one turn. A medusa will often wear a robe with a hood for disguise so she can trick her victims into looking at her. Medusae occasionally use weapons.

Anyone who tries to attack a medusa without looking at her must subtract 4 from the attack roll, and the snakes may attack with a +2 bonus to the attack roll. A medusa also gains +2 on all saving throws vs. spells due to her magical nature.

Many medusae are evil. Others are reclusive scholars, ancient sages who can guide heroes on their quests and who conceal their deadly visages under veils.

There are also medusa spellcasters (see "Monster Spellcasters" later in this chapter).

Medusae are native to both the Prime Plane and their original home, the elemental plane of Earth.

**Plane of Earth:** On the plane of Earth, a medusa is an ugly writhing mass of 10' long tentacles connected to a small lumpy spherical body. Several eyes on foot-long eyestalks also protrude from the body; the mouth has many teeth. The tentacles are used both for movement (180' (60')) and combat. The medusa can attack with 10 tentacles per round; each hit requires a saving throw vs. paralysis (lasting 2d4 rounds if failed). A paralyzed victim is drawn to the mouth and bitten for 2-16 (2d8) points of damage per round (no attack roll required while the victim is paralyzed).

**Elemental Plane of Earth Statistics:** AC 4, HD 8\*\*, MV 180' (60'), NA 1-4, Save F4, ML 9, TT (V) F, AL C, XP 1,750.

**Terrain:** Cavern, Ruins; Plane of Earth.

## Mek

Armor Class:	-4
Hit Dice:	11** to 16** (L)
Move:	90' (30')
Attacks:	2
Damage:	1d6 × 10/1d6 × 10 + paralyzing breath
No. Appearing:	1 (1)
Save As:	F36
Morale:	12
Treasure Type:	See below
Intelligence:	Not ratable.
Alignment:	Lawful (with master) or Chaotic (without)
XP Value by HD:	11** = 2,700 12** = 3,000 13** = 3,250 14** = 3,500 15** = 3,750 16** = 4,050

**Monster Type:** Construct, Enchanted (Very Rare).

Meks are huge (15'-25' tall) metallic creations, created by a long-dead race of inhuman insectlike sorcerers. Those with masters generally serve as guards. Lone meks usually wander randomly, attacking most creatures they encounter.

Most meks resemble their creators, with insectlike features, barrel-like chests, and long, barbed, double-jointed arms and legs. However, meks resembling giants, lizards, and many other creatures have been encountered.

Each "normal" mek attacks by striking with its heavy limbs and breathing a paralyzing gas in a 20' diameter cloud around it. Each victim within the cloud must make a saving throw vs. breath weapon (each round) or be paralyzed for 1d3 turns.

Meks are not intelligent, but respond to simple verbal commands from their masters. A cold-based attack will slow a mek to half speed, but they are immune to all other spells except *disintegrate*.

**Terrain:** Any.





## Men

<b>Armor Class:</b>	<i>Brigand</i> Variable	<i>Buccaneer/Pirate</i> Variable	<i>Dervish</i> Variable
<b>Hit Dice:</b>	1 (M)	1 (M)	1 (M)
<b>Move:</b>	120' (40')	120' (40')	120' (40')
<b>Attacks:</b>	1 weapon	1 weapon	1 weapon
<b>Damage:</b>	By weapon	By weapon	By weapon
<b>No. Appearing:</b>	0 (1d4 × 10)	0 (special)	0 (1d6 + 1 × 10)
<b>Save As:</b>	F1	F1	F1
<b>Morale:</b>	8	6 (7)	10
<b>Treasure Type:</b>	A	A	A
<b>Intelligence:</b>	11	11	11
<b>Alignment:</b>	Chaotic	Neutral (Chaotic)	Lawful
<b>XP Values:</b>	Variable	Variable	Variable

<b>Armor Class:</b>	<i>Noble</i> 2	<i>Nomad</i> Variable	<i>Trader</i> 5
<b>Hit Dice:</b>	3-8 (M)	1 (M)	1 (M)
<b>Move:</b>	60' (20')	120' (40')	90' (30')
<b>Attacks:</b>	1 weapon	1 weapon	1 weapon
<b>Damage:</b>	By weapon	By weapon	By weapon
<b>No. Appearing:</b>	0 (2d6)	0 (1d4 × 10)	0 (1d20)
<b>Save As:</b>	F3-8	F1	F1
<b>Morale:</b>	8	8	Variable
<b>Treasure Type:</b>	V × 3	A	A
<b>Intelligence:</b>	11	11	11
<b>Alignment:</b>	Any	Neutral	Neutral
<b>XP Values:</b>	Variable	Variable	Variable

**Monster Type:** Human (Common).

Most groups of men are led by higher level leaders (with better armor, hit points, saving throws, and possibly magical items). Men usually have large camps. Most treasure is usually at the camp. There are other types of men (see also *Berserker*, *Headman* (and *Thug*), *Mystic*, *Normal Human*).

**Brigand:** Brigands are loosely organized outlaws and renegade mercenaries who live by raiding towns and robbing caravans and travelers. Most belong to the fighter class. For every 20 brigands there is one additional 2nd level fighter who acts as their leader. For every 40 brigands there is an additional 4th level fighter acting as commander of the entire group.

Half of the brigands have leather armor, shield, short bow, and sword. The rest are mounted on riding horses, wear chain mail, and carry shields and swords. The leaders wear plate mail, carry swords and lances, and ride war horses with barding.

Brigands often band together in fortified camps of 50-300 men. A camp is always led by a 9th level fighter, with an additional 5th level fighter for every 50 brigands. There is also a 50% chance that a magic-user of level 9-11 is in the brigand camp, and a 30% chance that an 8th level cleric is in the brigand camp.

**Buccaneer (and Pirate):** Buccaneers are found on seas, rivers, great lakes, and oceans. They live by raiding coastal towns and capturing ships, selling the booty elsewhere. Most are Neutral fighters.

Pirates are seagoing men who plunder other vessels, raid coastal towns and engage in illegal slave trades. They are noted for their evil acts and cruelty toward prisoners. They also freely attack each other if there is a chance for profit. Most are Chaotic fighters.

The number of buccaneers or pirates that appear depends on the type and number of ships

they are sailing. Choose a type of ship to match the terrain. Buccaneers and pirates are organized as shown on the table.

Ship	No. of Ships	No. of Men per ship
River Boats	1-8	10-20
Small Galley	1-6	20-40
Long Ship	1-4	30-50
Sailed Warship	1-3	40-80

Buccaneer/Pirate Organization of Troops		
Weapons and Armor	Percent of Men	
	Buccaneers	Pirates
Leather armor, sword	60%	50%
Leather armor, sword, crossbow	30%	35%
Chain mail, sword (if buccaneers, plus crossbow)	10%	15%

For every 30 *buccaneers*, there is an additional 4th level fighter as leader. For every ship, there is a 7th level fighter as captain and a 9th level fighter as commander of the fleet. There is a 30% chance that a magic-user of level 10-11 is with the commander, and a 25% chance that an 8th level cleric is present.

For every 30 *pirates*, there is an additional 4th level fighter as leader. For every 50 pirates or 1 ship, there is a 5th level fighter captain. For every 100 pirates or 1 fleet, there is an 8th level fighter commander. For every fleet of 300 or more pirates, there is an 11th level fighter (Pirate Lord), as commander of the fleet, and a 75% chance for a 9th or 10th level magic-user.

Buccaneers and pirates may carry their treasure with them or have maps showing where it is buried. The treasure given is the total for the entire buccaneer pack or pirate fleet, and may be divided as desired. Pirates may also (25% chance) have 1d3 prisoners with them, awaiting ransom.

Well-defended coastal towns often serve as havens for pirates and buccaneers. These are lawless and dangerous places, full of possible adventures.

**Dervish:** Dervishes are desert raiders. About 90% are fighters; the rest are clerics. Dervishes often form camps or tribes of up to 300 men, led by a 10th level cleric. Such a camp will be either tents (75%) or a wooden or brick stockade (25%). These camps contain their women, children, livestock, and their treasure.

Dervishes are noted for their fanatic belief in their philosophies and their intolerance of other views. On rare occasions, they will wage a holy war in which they attempt to capture or kill all who have different beliefs. Captives are given an opportunity to convert; if they refuse, they may be killed or enslaved. Lawful characters may be invited to join the crusade, and those who refuse will be viewed with great suspicion unless a good reason can be provided as to why they should not participate.

**Noble:** This is a general term for any member of a social class of rulers. It does not apply to the family of a King or Queen (called *Royalty*). Traveling nobles encountered will normally be fighters, clad in fine plate mail armor and shield. Each noble fighter is always accompanied by a squire (2nd level fighter-servant), and may also have up to 12 retainers and hirelings of the DM's choice. Noble fighters may be escorting nonfighters who are traveling to some distant dominion.

The DM can create titles for nobles using the structure of the campaign as a guide. Some traditional titles are:

Baron/Baroness	Emir	Margrave
Count/Countess	Khan	Sheik
Duke/Duchess	Knight	



# Chapter 14: Monsters

**Nomad:** These groups of wandering tribesmen may be peaceful or warlike, and may have any alignment. Small bands encountered hunting or foraging in the wilderness are usually kept at the main camp. Nomads are keen traders and often have knowledge of faraway places, though they tend to be superstitious. Nomad bands are organized as shown.

## Organization of Desert Nomads

Weapons & Armor	Percent of Men
Lance, leather armor and shield, riding horse or camel	50%
Bow, leather armor, riding horse or camel	20%
Lance, chain mail and shield, riding horse or camel	30%

## Organization of Steppes Nomads

Weapons & Armor	Percent of Men
Lance, leather armor and shield, riding horse	20%
Bow, leather armor, riding horse	50%
Bow, chain mail, riding horse	20%
Lance, chain mail and shield, riding or war horse	10%

For every 25 nomads, an additional 2nd level fighter leader is present. For every 40 nomads there is a 4th level fighter as leader. Nomad tribes may have up to 300 fighting men gathered together in a camp of temporary huts or tents. In addition to the leaders given above, there is one 5th level fighter for every 100 men and an 8th level fighter as the clan or tribe chief. At the main camp, there may (50% chance) be a 9th level cleric, and possibly (25%) an 8th level magic-user.

**Trader:** Traders are merchants who travel in caravans from town to town, buying and selling various goods (wines, silks, jewels, precious metals and the like). Those in the caravan usually ride horses, but they are likely to travel by camel in desert and barren lands and by mule in the mountains. All traders wear chain mail and carry a sword and dagger. Typical caravan organization is shown.

## Organization of Caravans

Merchants	Wagons	Fighters				Extra Animals
		L1	L2-L3	L4-L5		
5	10	20	2	1		1-12
10	20	40	4	1		1-12
15	30	60	6	1		1-12
20	40	80	8	1		1-12

All fighters are AC 4, wielding swords, daggers, and crossbows. The extra animals may be horses, mules, or even camels. If a caravan has less than 20 wagons, the treasure should be reduced in proportion.

**Terrain:** By type:

Brigand	Any (wilderness)
Buccaneer/Pirate	River/Lake, Ocean
Dervish	Desert
Noble	Any
Nomad	Desert, Steppe
Trader	Any (between cities)

## Merman

Armor Class:	6
Hit Dice:	1-4 (M)
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	0 (1d20)
Save As:	F1-4
Morale:	8
Treasure Type:	A
Intelligence:	12
Alignment:	Neutral
XP Value:	10, 20, or 75

**Monster Type:** Humanoid (Common).

Mermen are water-breathing humanoids. A merman has the upper body of a man and the lower body of a large fish. Mermen are armed with spears, tridents, or daggers. They live in coastal waters and hunt fish and harvest kelp. Except for leaders, all mermen have 1 Hit Die and save as 1st level fighters.

The number appearing represents a small hunting party, although mermen often form underwater villages of 1d3 x 100 members. For every ten mermen encountered, there is an additional leader with 2 Hit Dice. For every 50 there is one leader with 4 Hit Dice. Mermen leaders save as fighters of a level equal to their Hit Dice.

Mermen often keep trained marine monsters and animals to help guard their homes.

Mermen are the people of the sea, and a DM can use them the same way as NPC humans. There can be merman spellcasters; see "Monster Spellcasters."

**Terrain:** Ocean.

## Metamorph

Armor Class:	5 (or as form)
Hit Dice:	3 + 1** (M, or as form)
Move:	120' (40') or as form
Attacks:	1 weapon or as form
Damage:	By weapon type or form
No. Appearing:	1d6 (1d20)
Save As:	M11
Morale:	8 or 10 (see below)
Treasure Type:	Variable
Intelligence:	14
Alignment:	Any (often Chaotic)
XP Value:	100

**Monster Type:** Humanoid (Rare).

Metamorphs look very similar to humans, but have pointed ears and pure white eyes. They are closely related to humans but, as a species, are masters of the ancient art of shapeshifting. They are not lycanthropes, though they are sometimes mistaken for them.

A metamorph can shapeshift up to 11 times each day, but only into certain forms. Unlike the *polymorph self* spell effect, this nonmagical shapeshift gives the metamorph all the abilities of the new form; even special attacks (such as a skunk's spray) are gained. Metamorphs cannot take giant-sized or fantastic forms, but can take any normal nonmagical form.

The forms a metamorph can use each day are:

Worm	Insect	Reptile
Leech	Crustacean	Amphibian
Spider	Mammal	Fish
Centipede	Bird	





For example, a metamorph can turn into a mammal once per day. One day he may choose to become a monkey, and the next day a wolf. Once a choice has been used, the metamorph cannot change into that choice any more that day. Each shapeshift lasts up to 1 hour, and the metamorph can assume normal form at any time.

Metamorphs have good relations with elves, halflings, and druids, but avoid most human settlements. They live in strongholds similar to those of demihumans, but with many differences, adapted to their special abilities. Most are Chaotic (though Neutral and Lawful ones do exist), but few are noticeably evil or good.

If ten or more are present, one will be a leader with 5 + 2 Hit Dice. As long as the leader is with the group, their morale is 10.

*Terrain:* Open, Mountain, Woods.

## Minotaur

Armor Class:	6
Hit Dice:	6 (L)
Move:	120' (40')
Attacks:	1 gore/1 bite or 1 weapon
Damage:	1d6/1d6 or by weapon type + 2
No. Appearing:	1d6 (1d8)
Save As:	F6
Morale:	12
Treasure Type:	C
Intelligence:	5
Alignment:	Chaotic
XP Value:	275

*Monster Type:* Monster (Common).

A minotaur is a large man-shaped creature with the head, hide and temperament of a bull. It is larger than human size (standing 7-9' tall) and eats humans. It will attack anything its size or smaller and will pursue as long as its prey is in sight.

Minotaurs are semi-intelligent and some use weapons, preferring a spear, club, or axe. When using weapons, minotaurs gain +2 to damage rolls due to their strength. On the round a minotaur uses a weapon, it cannot gore or bite. Minotaurs usually live in tunnels or mazes.

Minotaurs of greater-than-normal intelligence can be spellcasters; see "Monster Spellcasters" later in this chapter.

*Terrain:* Cavern, Ruins.

## Mujina

Armor Class:	4
Hit Dice:	8* (M)
Move:	120' (40')
Attacks:	2 weapon + special
Damage:	1d6 or by weapon
No. Appearing:	1d4 (1d4)
Save As:	F8
Morale:	9
Treasure Type:	E
Intelligence:	10
Alignment:	Chaotic
XP Value:	1,200

*Monster Type:* Monster (Very Rare).

A mujina, in its natural form, looks like a human except that it has no face. Where the eyes, nose, ears and mouth should be is nothing—the face is smooth like an egg. However, the mujina may create an illusion to give its face any appearance it wants. It most often poses as a typical human until it decides to attack.

A mujina is very strong and can handle any two-handed weapon (other than a lance, pole arm, or crossbow) in one hand. In combat it uses two weapons, one in each hand. It has the same chance to hit with either weapon.

A mujina can also cause its true (blank) face to appear at will. Any creature of five Hit Dice (levels) or less who sees the blank face automatically runs in fear for 1d3 rounds at three times its normal movement rate. Creatures who have more than five Hit Dice (or levels) must save vs. wands or also flee.

A mujina often joins a party of adventurers as a retainer fighter. It may serve faithfully for a long period, not revealing its true identity. However, if given the opportunity, it robs the party of as much as possible and then flees.

Mujina can speak Common, the language of their kind, and their alignment tongue.

Mujinas are magical creatures created to plague the human race. Mujinas are all physically and emotionally identical, and filled with a hatred for any creatures who have individual traits. They especially hate humans, the most diverse and individual of species.

*Terrain:* Any, where humans are found.

## Mule

Armor Class:	7
Hit Dice:	2 (L)
Move:	120' (40')
Attacks:	1 kick or 1 bite
Damage:	1d4 or 1d3
No. Appearing:	1d2 (2d12)
Save As:	Normal Man
Morale:	8
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	20

*Monster Type:* Normal Animal (Common).

A mule is a crossbreed between a horse and a donkey. Mules are stubborn, and if bothered or excited they may either bite or kick. Mules cannot be trained to attack, but will fight in their own defense.

Mules are very strong for their number of Hit Dice, and can carry great amounts of weight for their owners. They become somewhat more stubborn when loaded down enough that they move at half normal speed. Mules may be taken into dungeons, if allowed by the DM. If encountered alone in a dungeon, the mules may belong to an NPC party nearby.

*Terrain:* Any.

*Load:* 3,000 cn at up to full speed, or 6,000 cn at up to half speed.

## Mummy\*

Armor Class:	3
Hit Dice:	5 + 1** (M)
Move:	60' (20')
Attacks:	1 touch
Damage:	1d12 + disease
No. Appearing:	1d4 (1d12)
Save As:	F5
Morale:	12
Treasure Type:	D
Intelligence:	6
Alignment:	Chaotic
XP Value:	575

*Monster Type:* Undead, Enchanted (Rare).

Mummies are undead monsters; the carefully-prepared and bandage-swathed remains of long-dead nobles and guardians—who lurk near deserted ruins and tombs. Mummies are often created as guardians for these tombs; they are charged with the task of killing anyone who breaks into the tomb, even if they must follow the trespassers to the very ends of the earth.

Every character seeing a mummy must make a saving throw vs. paralysis or stop, paralyzed with fear, until the mummy is out of sight. The touch of a mummy causes disease in addition to damage (no saving throw). This hideous rotting affliction prevents all magical healing, and slows normal healing to 10% of the normal rate. The disease lasts until magically cured.

Mummies can be damaged only by spells, fire, or magical weapons, all of which only do half damage. They are immune to *sleep*, *charm*, and *hold* spells.

*Terrain:* Ruins.

## Mystic

<i>Mystic</i>	
Armor Class:	6
Hit Dice:	4 (d6) (M)
Move:	150' (50')
Attacks:	1 weapon or hand
Damage:	By weapon or 1d6 + 1
No. Appearing:	1d8 (6d8)
Save As:	F4
Morale:	8 or 10 (see below)
Treasure Type:	(V) I, L, M, N, O
Intelligence:	12
Alignment:	Any (usually Lawful)
XP Value:	175

## Leader

Armor Class:	3
Hit Dice:	7 (d6) (M)
Move:	180' (60')
Attacks:	1 weapon or 2 hands
Damage:	By weapon or 1d10/1d10
No. Appearing:	See below
Save As:	F6
Morale:	10
Treasure Type:	I, L, M, N, O
Intelligence:	12
Alignment:	Any (usually Lawful)
XP Value:	1,650

*Monster Type:* Human (Rare).

Mystics are humans who rigorously follow a way of life involving a special discipline of meditation, study, and physical training. They live in special building complexes (called "cloisters" or "monasteries") located far from towns and common civilization. NPCs mystics are possible, otherwise, mystics will be encountered on a pilgrimage, mission, or adventure for their cloister.

Mystics are usually (75%) Lawful, although other alignments are represented. All are utterly devoted to mystic discipline. All their material goods are owned by the cloister, and loaned to individual mystics as needed.

Mystics are surprised only on a roll of 1. Mystics never wear armor of any type, nor protective devices (rings, cloaks, etc.). They may use potions or other magical items for certain situations. They are trained to use many weapons, but often do not carry them, as they have great combat skill with their bare hands.



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Mystics have the following thief abilities: find traps, remove traps, move silently, climb walls, and hide in shadows (see table). Once per day a mystic can cure himself of 4 points of damage (leader, 7) by concentrating for one round.

Mystic Thief Abilities	Mystic	Leader
Find Traps	25%	40%
Remove Traps	25%	38%
Move Silently	35%	48%
Climb Walls	90%	93%
Hide in Shadows	24%	35%

If 7 or 8 mystics are encountered, one will be a leader with 7 Hit Dice. The leader raises the morale of the mystics to 10. The leader can strike creatures vulnerable to +1 magical weapons with his hand attacks. Although one or more mystics might join a group if it is in the interest of their order, mystics can also be hired at a standard rate of 50 gp per day per Hit Die of the mystic.

Mystics can often be recognized by their robes or other unusual garb, but another distinctive feature is their salute. Upon meeting another creature presumed to be peaceful, the mystic raises a fist, covers it with the other hand, and bows slightly. This symbolizes greetings (the bow), readiness to fight if necessary (the fist), but peaceful intentions (the covered fist).

Further details on mystic cloisters can be found on pages 134 and 138.

*Terrain:* Any.

## Neanderthal (Caveman)

Armor Class:	8
Hit Dice:	2 (M)
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon +1
No. Appearing:	1d10 (1d4 × 10)
Save As:	F2
Morale:	7
Treasure Type:	C
Intelligence:	7
Alignment:	Lawful
XP Value:	20

*Monster Type:* Humanoid (Rare).

Neanderthals (also known as "cavemen") have squat bodies with large bones and powerful muscles. Their faces have apelike features, including large brows above the eyes. Neanderthals live in family groups in caves and caverns, especially in hill and mountain territories far from human communities, or in secluded "lost world" areas. If they attack, they usually use thrown spears. They use stone axes, clubs, or stone hammers in hand-to-hand combat.

Neanderthal leaders are almost a separate race, much larger than the average Neanderthal. These leaders have 6 Hit Dice and are up to 10' tall. There will be 10-40 Neanderthals (1d4 × 10) in the lair with two leaders, one male and one female. Neanderthals often hunt cave bears and keep white apes as pets. They are friendly toward dwarves and gnomes, but hate goblins and kobolds, and will attack ogres on sight. Neanderthals are shy and will avoid humans, but are not usually hostile unless they are attacked. A properly groomed and dressed neanderthal could conceivably pass for a human, but neanderthals cannot learn to speak Common very well.

There can be neanderthal spellcasters; see "Monster Spellcasters" later in this chapter.

*Terrain:* Hill, Mountain; Any (prehistoric).

## Nekrozon

Armor Class:	7
Hit Dice:	7** (L)
Move:	60' (20')
Attacks:	1 Tail/1 Gaze (possible)
Damage:	1d6 + gaze (special)
No. Appearing:	0 (1d3)
Save As:	F4
Morale:	8
Treasure Type:	C
Intelligence:	2
Alignment:	Neutral
XP Value:	1,250

*Monster Type:* Monster (Very Rare).

Found only in the wilderness (usually in swampy areas), the terrible nekrozon resembles a huge buffalo with a long tail, a long neck and a boar's head. Ancient lore calls this creature a "catoblepas," though this term is not in current

use. The nekrozon attacks with the bony tip of its long tail, which does the listed damage and also has a 50% chance of knocking over and stunning its victim (a saving throw vs. paralysis prevents this) for 1d6 rounds.

The gaze of a nekrozon is a 60' long magical death ray. If it looks at anyone, the victim must make a saving throw vs. death ray or die immediately. Fortunately, there is only a 1 in 4 chance that the nekrozon will look up when encountered; this chance is also checked each round of combat. Even then, it can only gaze at one victim per round. It never looks straight up into the air.

Anyone deliberately looking directly at its eyes will die without even a saving throw. Few are this foolish, but complete surprise (1 on 1d6) indicates that someone (determined randomly) has accidentally done so.

The nekrozon is immune to energy drains, death rays, and all spells and attack forms causing instant death (including *disintegrate*) except through points of damage.

*Terrain:* Swamps.

## Nightshade\*

	Nightcrawler*	Nightwalker*	Nightwing*
Armor Class:	-4	-6	-8
Hit Dice:	25-30***** (L)	21-26***** (L)	17-20***** (L)
Move:	120' (40')	150' (50')	30' (10')
Flying:		60' (20')	240' (80')
Attacks:	2 and see below	2 and see below	1 and see below
Damage:	2d10/2d4 and see below	3d10/3d10 and see below	1d6 + 6 and see below
No. Appearing:	1 (1)	1 (1)	1 (1)
Save As:	F25-30 and see below	F21-26 and see below	F17-20 and see below
Morale:	12	12	12
Treasure Type:	Any	Any	Any
Intelligence:	19	19	19
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	18,500 (HD 25)	12,500 (HD 21)	7,750 (HD 17)
	20,000 (HD 26)	14,000 (HD 22)	8,875 (HD 18)
	21,500 (HD 27)	15,500 (HD 23)	10,000 (HD 19)
	23,000 (HD 28)	17,000 (HD 24)	11,375 (HD 20)
	24,500 (HD 29)	18,500 (HD 25)	
	26,000 (HD 30)	20,000 (HD 26)	

## DM Checklist:

*Detect magic*, see invisible (60'); saves against turn; spoils all food in 120'; poison touch (-2 penalty to save); +3 weapon to hit; immune to spells of levels 1-5; At will: *cause disease*, *charm person*, *cloudkill* (as 21st level magic-user), *confusion*, *darkness*, *dispel magic*, *finger of death* (as 21st level cleric), *haste*, *hold person*, *invisibility* (as 21st level magic-user), summon lesser undead; individual specialties.

*Monster Type:* Undead, Enchanted (Very Rare).

The deadly nightshades are large, powerful evil beings which seek to spread death. They are all extremely rare, usually created or summoned for a specific purpose by a more powerful being. All nightshades are a deep jet black in color, with no other colors on their entire forms. They have no visible eyes, apparently sensing their surroundings magically; they can see invisible and hidden things as easily as normal ones. Nightshades are all extremely clever and wise (having scores of 19 in Intelligence and Wisdom).

Nightshades prefer darkness. Daylight inflicts

a penalty of -4 on all their attack rolls, but other forms of light do not affect them. They can enter and leave the Ethereal Plane at will, but only do so if seriously threatened.

The presence of a nightshade within 120' spoils all consumable items, including normal food and water, holy water, standard and iron rations, and even magical potions (no saving throw). The items do not become poisonous, but do become completely useless. This same presence chills the air within 120'; this negates the nightshade's chances of surprise if the victims have ever encountered a nightshade before. The chilling feeling has no effect other than spoiling consumables and alerting the way.

Nightshades can only be harmed by weapons of +3 or greater enchantment, magic staves or rods, or by spells of 6th level or greater. They are immune to all forms of illusion, all magic wands, poison, *charm*, *hold*, and *cold* spell effects, all spells of 5th level or less, all normal, silver, and magical weapons of +2 or lesser enchantment, turn-to-stone effects, and all non-magical attacks (such as fire, boulders, oil, etc.).

They are somewhat vulnerable to dragon



breath, taking half damage unless the saving throw is made (indicating  $\frac{1}{4}$  damage).

All nightshades can use the following spell-like powers at will, one power per round: *charm person*, *invisibility*, *haste*, *confusion*, and *cloudkill* (all as if a 21st level magic-user); *darkness*, *hold person*, *cause disease*, *dispel magic*, and *finger of death* (as a 21st level cleric). The effects of these powers are all identical to the spell effects, but are produced by brief concentration alone, not requiring the usual spell casting words or gestures, and can be produced in total silence.

In addition, all nightshades can *detect magic* at will, and can read all languages and magical writings. If using one of its spell-like powers, a nightshade cannot attack physically during that round.

A nightshade can also summon other undead once each four hours, and often does so before attacking prey itself. To find the undead responding to the summons, roll 1d6:

- 1-3 phantom (shade)
- 4-5 haunt (chaotic ghost)
- 6 spirit (hand duij)

If a cleric's attempt at turning a nightshade succeeds, the monster may make a saving throw vs. spells to avoid the effect. If the saving throw is successful, the turn attempt is ignored; it has no effect, but is not counted as a failure, and the cleric may repeat the attempt if desired. Furthermore, the monster may make another saving throw for any "D" result that it does not avoid, and if successful, it is merely turned.

Each nightshade has other abilities as described below. In hand-to-hand combat, the touch of a nightshade is deadly poisonous, requiring an immediate saving throw vs. poison with a -2 penalty to the roll (in addition to normal damage).

Nightshades always carry treasure of great value, which they swallow and carry with them. They scorn coins, carrying only gems, jewelry, and magical treasures. They collect the treasures of their victims after every battle.

**Nightcrawler:** This appears similar to a purple worm, about 100' long and 10'-15' wide, but black in color. If it approaches from under an opponent, tunneling through rock, it surprises 50% of the time (unless the victims have met a nightshade before, recognizing the chilling approach of the creature).

A nightcrawler swallows its opponent if its attack roll is 19 or 20. A victim swallowed loses 1 level per round, due to energy drain (no saving throw; however, it does not affect anyone protected by a *protection from evil* spell effect). Normal bites inflict 2d10 points of damage (plus the usual saving throw vs. poison). Its dreaded tail stinger inflicts 2d4 points, requires the usual saving throw against the poison, and also has a 1 in 8 chance of killing the victim immediately (no saving throw, no adjustments; roll 1d8, and on a 1 the victim is dead).

A nightcrawler has the ability to magically shrink one opponent within 60', once per round. The victim may make a saving throw vs. spells to avoid the effect; if he fails this, the victim shrinks to 1' and the nightcrawler thereafter gains a +4 bonus to its attack roll against that opponent (thus swallowing on an attack roll of 15 or greater). The shrink effect is permanent until dispelled.

**Nightwalker:** This appears similar to a giant of some type, but jet black in color and without carried items, standing 20' tall. It attacks with two swings per round; these terrible blows cause 3d10 points of damage each, and every blow is deadly poison, as with all nightshades.

Each hit by a nightwalker has a 50% chance of crushing the victim's shield or armor. Apply this effect to shields first, and reduce the chance by 10% per magical "plus"—for example, a +5 or better shield cannot be destroyed in this way, a +4 shield has a 10% chance of being destroyed, etc. No saving throw is allowed, and weapons are not affected unless the monster actually picks them up. The creature may, however, automatically destroy any magical item or weapon it captures (from a fallen opponent, for example), by crushing it.

A nightwalker has the ability to gaze at one opponent per round, to a 60' range. The victim may make a saving throw vs. spells to avoid the gaze; if it is failed, the victim is cursed, suffering a -4 penalty on all attack rolls and saving throws until the curse is removed. (A *dispel evil* spell will cancel the curse, but a *remove curse* spell will only work if cast by a 25th or higher level caster.)

**Nightwing:** This appears similar to a gigantic bat, solid black in color, with a 50' wingspread. Its first attack is normally a swoop downward, and its high speed gives it a 90% chance of surprising opponents (unless they have experience with nightshades, which negates surprise as explained above).

Any victim hit by a nightwing must make a saving throw vs. spells. If he fails this saving throw, the victim turns into a giant bat (see the *polymorph other* magic-user spell). Anyone turned into a bat is a servant of the nightwing (as if *charmed*) until the *polymorph* effect is dispelled.

A nightwing can attempt to hit a victim's items instead of causing physical damage. It will use this attack form if the victim damages it, or if the victim's defenses cause the nightwing to miss when attacking normally. This attack requires a normal attack roll but with a +4 bonus; if successful, the item is hit. The effect of such a strike drains one "plus" of magic from the item. It does not affect items without "plusses." A shield or weapon being held is the usual target. The stolen "plusses" can be restored by a *dispel evil* spell cast on the item affected, or by a *remove curse* spell from a 25th or higher level caster.

*Terrain:* Any.

## Nixie

Armor Class:	7
Hit Dice:	1* (S)
Move:	120' (40')
Attacks:	1 + special
Damage:	1d4 + charm
No. Appearing:	0 (2d20)
Save As:	E1
Morale:	6
Treasure Type:	B
Intelligence:	13
Alignment:	Neutral
XP Value:	13

*Monster Type:* Humanoid (Rare).

Nixies are 3'-tall water sprites. They look like small beautiful women, and their skin is light blue, green, or gray-green. They are part of the community of "forest folk," along with centaurs, dryads, actaeons, etc. Nixies dwell in rivers and lakes, making their lairs in the deepest part of the water.

Nixies avoid combat, but may try to *charm* an intruder. Ten nixies can together cast one such *charm*, and if the victim fails his saving throw, he enters the water and serves the nixies for a year. Each nixie can cast a *water breathing* spell on her slave, but this must be renewed every day.

If forced to fight, nixies use small tridents and daggers (weapons which do 1d4 damage), and each may summon a giant bass for aid (see *Fish, Giant*).

There can be nixie spellcasters; see "Monster Spellcasters" later in this chapter.

*Terrain:* River/Lake.

## Normal Human

Armor Class:	9
Hit Dice:	1-1 (M)
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1d4 (3d20)
Save As:	Normal Man
Morale:	6
Treasure Type:	(P) U
Intelligence:	10
Alignment:	Any
XP Value:	5

*Monster Type:* Human (Common).

"Normal human" is the game term for a human who does not seek adventure. A normal human does not have a character class, but might (optionally) have General Skills.

The DM should select, rather than roll, a normal human's hit points, according to the character's age, health, and profession (1-7 hit points). For example, a blacksmith could have 7 hit points, but a young child or sickly beggar might have only 1 hit point.

Most humans are "normal" humans and have little or no role in adventures. Some normal people belonging to specific professions or social classes (such as merchant, soldier, lord, scout, sage, healer, and so forth) are of help in some adventures. Soldiers and other fighting men will have higher morale.

Typical normal humans are peasants, children, housewives, workers, artists, villagers, townspeople, fishermen, and scholars (also, see the entry for *Men*).

*Terrain:* Settled.



# Chapter 14: Monsters

## NPC Party

Armor Class:	By NPC class
Hit Dice:	Variable (M)
Move:	Variable
Attacks:	Weapons and spells
Damage:	1d6 or weapons and spell effects
No. Appearing:	1d4 + 4 (1d4 + 4)
Save As:	NPC class and level
Morale:	8 or more
Treasure Type:	(U + V)
Intelligence:	11
Alignment:	Any
XP Value:	Variable

**Monster Type:** Human (Common).

An NPC party is any group of nonplayer characters. Each NPC may be of any class, level, and alignment. All rules for player characters apply to NPCs. An NPC party may be created in great detail before a game or created on the spot.

Most parties (whether NPCs or PCs) will not want to fight other parties, preferring monsters to challenge. The DM may wish to avoid the large, complicated battle that could occur between two parties. When PCs meet an NPC party, decide how the NPCs will react, or roll a reaction. Modify the roll if you choose (perhaps the NPCs have heard of the PC party, or are even familiar with them as allies, rivals, or enemies).

## NPC Reaction Table

2d6 Roll	NPC Reaction
2-5	Depart in Anger
6-8	Negotiate
9-12	Offer to buy or sell information

The NPCs may offer to buy information about the dungeon or local area, for 1d100 × 5 gp, or to sell similar information (for the same price range). Typical information could be: monsters seen, traps found, stairs up or down, or other features. The DM should decide on the price offered by the NPCs, considering the value of the information sold.

**Creating NPC Parties:** Creating NPC parties in advance will save time. Choose the members of an NPC party or use random rolls, as follows.

- Roll 1d6 + 3 to find the Number Appearing. (For ease of play, you can make the NPC party number equal to the PC party number, plus 1d4 fighters.)
- Determine the class of each by rolling 1d20, then roll 1d6 adding the modifiers given to find the level:

1d20	Class	Level
1-3	cleric	4-9 (1d6 + 3)
4	druid	3-8 (1d6 + 2)
5-6	dwarf	7-12 (1d6 + 6)
7-8	elf	3-8 (1d6 + 2)
9-11	fighter	4-9 (1d6 + 3)
12	halfling	3-8 (1d6 + 2)
13-15	magic-user	4-9 (1d6 + 3)
16	mystic	3-8 (1d6 + 2)
17-18	thief	5-10 (1d6 + 4)
19-20	fighter	6-11 (1d6 + 5)

- Determine alignment of each NPC with 1d6: 1-3 = Lawful; 4-5 = Neutral; 6 = Chaotic. (Druids can only be Neutral.)
- Choose or randomly determine the spells of any spellcasters in the party.

- Choose or randomly determine the magical items carried by the NPCs (see below).
- Decide on the NPC marching order.

If encountered in the wilderness, there is a 75% chance that the NPC party will be mounted. In general, NPCs should have about the same amount of equipment as a PC of the same level. Magic may be assigned or determined randomly. The chance of any NPC of 1st level or greater possessing magical items is 5% per level (maximum chance 95%), checking on each magical item suitable:

- Swords
- Armor
- Potion
- Other Weapons
- Scroll
- Wand/Staff/Rod
- Miscellaneous Magic

If an NPC cannot use an item, the NPC should not have it (do not re-roll). Change any magical items if desired. NPCs will use their magic if combat begins. Players should not obtain magical items from NPCs except through barter, trickery, or force.

**Terrain:** Any, including other planes.

## Nuckalavee

Armor Class:	4
Hit Dice:	11*** (L)
Move:	120' (40')
Swimming:	360' (120')
Attacks:	2 claws
Damage:	3d8 + death (each)
No. Appearing:	0 (1)
Save As:	F11
Morale:	10
Treasure Type:	Nil
Intelligence:	9
Alignment:	Chaotic
XP Value:	3,500

**Monster Type:** Monster (Rare).

The evil, amphibious nuckalavee is a relative of the centaur. It is shaped similarly but has an enlarged, hideous head. The creature's skin is transparent, and the resulting appearance (visible white ropy muscles, yellow veins, and black blood) is quite horrible.

The nuckalavee is immune to fire and poison, and regenerates 3 points per round. However, it cannot cross flowing fresh water.

A nuckalavee radiates fear in a 50' radius; each creature within the area must make a saving throw vs. paralysis or flee for 2d6 rounds. The saving throw must be made each round that an opponent remains in the area.

The monster's very presence slays all normal insects and other small creatures with 2 hit points or less, at a 120' range. Any victim hit by its claw attack must make a saving throw vs. death ray or die. The monster breathes a cone of cold once every three rounds, 60' long and 10' wide at the base, inflicting the creature's current hit points in damage; each victim may make a saving throw vs. dragon breath to take half damage.

Nuckalavee are friendly with all types of undead. They can speak freely with them, and undead do not attack nuckalavee unless rigidly controlled.

There can be nuckalavee spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Lake (not river), Ocean (coastal), Ruins.

**Load:** 3,000 cn at full speed; 6,000 cn at half speed.

## Ochre Jelly\*

Armor Class:	8
Hit Dice:	5* (L)
Move:	30' (10')
Attacks:	1
Damage:	2d6
No. Appearing:	1 (0)
Save As:	F3
Morale:	12
Treasure Type:	Nil
Intelligence:	0
Alignment:	Neutral
XP Value:	300

**Monster Type:** Lowlife (Common).

An ochre jelly is an ochre-colored giant amoeba that can be harmed only by fire or cold. It can seep through small cracks, and destroy wood, leather, and cloth in 1 round, but cannot eat through metal or stone. Attacks with weapons or lightning merely make 1d4 + 1 smaller (2 Hit Dice) ochre jellies. A normal ochre jelly causes 2d6 points of damage per round to exposed flesh. Smaller ochre jellies inflict only half damage.

**Terrain:** Cavern, Ruins.

## Odic

A form of undead; see *Spirit*.

## Ogre

Armor Class:	5
Hit Dice:	4 + 1 (L)
Move:	90' (30')
Attacks:	1 club
Damage:	By weapon + 2
No. Appearing:	1d6 (2d6)
Save As:	F4
Morale:	10
Treasure Type:	(S × 10) S × 100 + C
Intelligence:	6
Alignment:	Chaotic
XP Value:	125

**Monster Type:** Humanoid (Common).

Ogres are huge fearsome humanlike creatures, usually 8' to 10' tall. They wear animal skins for clothes, and often live in caves. They are very primitive and greedy; they hunt animals when they have to, but are just as content to ambush travelers or bully them into surrendering food and money instead. When encountered outside their lair, a group of ogres will be carrying 1d6 × 100 gp in large sacks. Ogres hate neanderthals and will attack them on sight.

Ogres have no special combat tactics. When inclined to fight, they will beat their prey with large clubs until it stops moving or the ogres fail a morale check and flee.

Ogres of greater than normal intelligence can be spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Cavern, Wilderness (any).

## Ooze

See *Black Pudding*, *Gray Ooze*, *Lava Ooze*, and *Ochre Jelly*.



## Orc

Armor Class:	6
Hit Dice:	1 (M)
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	2d4 (1d6 × 10)
Save As:	F1
Morale:	8 or 6 (see below)
Treasure Type:	(P) D
Intelligence:	7
Alignment:	Chaotic
XP Value:	10

**Monster Type:** Humanoid (Common).

An orc is an ugly humanlike creature, and looks like a combination of animal and man. Most orcs are shaped like humans, but many have bestial facial features and teeth.

Orcs are nocturnal omnivores, and prefer to live underground. When fighting in daylight, they have a penalty of -1 on their attack rolls. Orcs have bad tempers and do not like other living things.

One member of each group of orcs is a leader

with 8 hit points who gains a +1 bonus on damage rolls. If this leader is killed, the morale of the group becomes 6 instead of 8. Orcs are afraid of anything larger or stronger than they are, but may be forced to fight by their leaders.

Orcs are often used for armies by Chaotic leaders (both humans and monsters). They prefer swords, spears, axes, and clubs for weapons. They cannot use mechanical weapons (such as catapults), and only their leaders understand how to operate such devices.

There are many different tribes of orcs. Each tribe has as many female orcs as males, and at least two children ("whelps") for each two adults. The leader of an orc tribe is a chieftain with 15 hit points, who attacks as a 4 Hit Dice monster and gains +2 on damage rolls. For every 20 orcs in a tribe, there may be an ogre with them (1 in 6 chance). There is a 1 in 10 chance of an allied troll living in the lair as well.

There can be orc spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Wilderness (any).

## Owl Bear

Armor Class:	5
Hit Dice:	5 (L)
Move:	120' (40')
Attacks:	2 claws/1 bite
Damage:	1d8/1d8/1d8
No. Appearing:	1d4 (1d4)
Save As:	F3
Morale:	9
Treasure Type:	C
Intelligence:	2
Alignment:	Neutral
XP Value:	175

**Monster Type:** Monster (Common).

An owl bear is a huge bearlike creature with the head of a giant owl. The creature is furry from the feet to the neck, at which point fur gives way to feathers. It stands 8' tall and weighs 15,000 cn (1,500 pounds). Owl bears are commonly found underground and in dense forests.

They have nasty tempers, are carnivores, and are usually hungry, preferring meat. If both its paws hit one opponent in one round, the owl bear hugs for an additional 2d8 points of damage.

**Terrain:** Cavern, Woods.

## Pasha

See *Djinni, Greater*.

## Pegasus

Armor Class:	6
Hit Dice:	2 + 2 (L)
Move:	240' (80')
Flying:	480' (160')
Attacks:	2 hooves
Damage:	1d6/1d6
No. Appearing:	0 (1d12)
Save As:	F2
Morale:	8
Treasure Type:	Nil
Intelligence:	4
Alignment:	Lawful
XP Value:	25

**Monster Type:** Monster (Rare).

These semi-intelligent flying horses are wild and shy. They cannot be tamed, but will serve Lawful characters (and *only* Lawful characters) if captured and trained while young. Pegasi are the natural enemies of hippogriffs.

**Terrain:** Hill, Mountain, Open.

**Load:** 3,000 cn at full speed; 6,000 cn at half speed.

**Barding Multiplier:** × 1.

## Phantom\*

	<i>Apparition*</i>	<i>Shade*</i>	<i>Vision*</i>
Armor Class:	0	0	0
Hit Dice:	10*** (M)	11*** (M)	12*** (M)
Move:	180' (60')	120' (40')	0 (see below)
Attacks:	2 claws	1 dagger	2-8 swords
Damage:	1d6 + 2/1d6 + 2	3d4	1d8 each (see below)
No. Appearing:	1 (1)	1 (0)	1 (1)
Save As:	M10	T11	C12
Morale:	10	9	12
Treasure Type:	(L) N, O	(L, N, V)	L, N, O
Intelligence:	11	10	9
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	3,250	3,500	3,875

## DM Checklist:

Attacks: Sight = fear; Special for each  
Defenses: Ethereal at first; saving throw vs. turning (spells); magical weapon to hit

**Monster Type:** Undead, Enchanted (Rare).

Phantoms are undead beings which lurk nearly anywhere. They avoid sunlight, but are not bothered by magical light sources. They are immune to all *charms* and cold spells, and can only be damaged by magical weapons.

**Ethereal form:** When first encountered, a phantom is always in nonmaterial form, and (though it can be turned) cannot be damaged at all from the Prime Plane. Each phantom has a special attack form, given in the description, which it normally uses immediately. The phantom then materializes for physical combat, becoming AC 0.

**Fear:** Everyone seeing a phantom (within 120') must make a saving throw vs. spells or run away in fear. Creatures of 3 Hit Dice or less are automatically affected (no saving throw) and will utterly refuse to return to the area in which the phantom was seen. Other creatures are unaffected if the saving throw is successful.

**Turning:** All phantoms are resistant to turning by clerics. "D" results are handled normally, but if a "T" result occurs, the phantom may make a

saving throw vs. spells; if successful, the turn effect is reflected back onto the cleric, who must also make a saving throw vs. spells or be paralyzed with fear for 2d6 rounds.

Each phantom keeps the treasure of its victims. The apparition and shade keep their treasures in some area near where they are encountered, but a vision's treasure will appear in the area if the vision is destroyed.

**Apparition:** This is a single humanoid creature, appearing much like a wight but semi-transparent. It is always seen standing in a clear area when first encountered, and never uses any weapons. An apparition's first attack is the creation of a swirling semi-transparent mist, 10' high with a 20' radius. All within the mist must make a saving throw vs. spells or be *entranced*, unable to do anything but watch the mist until it disappears. Those remaining within the swirling mist must make the saving throw each round. The mist lasts for 12 rounds, or until the creature is destroyed or turned. When the entrancing effect wears off, a victim need not make any further saving throws against the mist. The mist will move with the creature.

After *entrancing* at least one victim, the apparition materializes and rakes the victim with both bony claws (+4 bonus to attack rolls, dam-



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age 1d6 + 2 points per claw). An apparition rarely attacks moving victims, trying to slay at least one victim per encounter.

Any human or demihuman slain by an apparition will become one in one week; the only way to avoid this fate is to cast a *dispel evil* spell on the body before casting a *raise dead* (all within the week's time). If a *raise dead* is cast without the *dispel evil*, the character will revive, apparently none the worse for the experience—but will begin to fade a week later, turning into an apparition.

**Shade:** Similar to an apparition, this creature looks like a single humanoid, but always carries a dagger. It surprises its victims 90% of the time, normally moving through a wall or door when first encountered. It moves quickly toward one target, threatening with its weapon; the victim must make a saving throw vs. death ray or immediately fall dead in horror.

After this initial attack, the shade materializes and viciously slashes any nearby victims with its dagger. If seriously endangered or if morale fails, it will dematerialize and flee. Unlike other phantoms, a shade always inhabits indoor or underground areas.

**Vision:** Quite different from other phantoms, a vision always inhabits a specific area of no greater than 500 square feet. The vision is of 2d4 humanoids, rather than a single one, and most have weapons and armor of various types. A vision often looks like the remains of a fierce battle with no survivors. The vision is actually a collection of lost souls.

When first encountered, all the souls start to cry and howl. All within 90' hearing the noise must make a saving throw vs. spells. All those failing the saving throw are filled with sorrow and sympathy for the souls in the vision; they will believe all action is hopeless, and sit down and cry for the lost souls for 11-20 rounds (1d10 + 10). Those within range must continue to make one saving throw each round.

After crying out for 1d3 rounds, the creatures in the vision start to rise (materializing) and attack, continuing their awful wailing. No single individual has any hit points; the vision as a whole has 12 Hit Dice, and all damage inflicted on all individuals is counted against that total. The vision attacks once per individual phantom within it, each individual attacking as a 12 HD monster and inflicting 1d8 points of damage per hit. (Each is typically armed with a normal sword; the DM may equip the phantoms otherwise, using the appropriate damage by weapon type. However, no magical weapons or other magical items will be used.) Within their restricted area, phantoms of a vision move at 40' per round.

If a vision is successfully turned, it disappears for 1d6 hours before returning; it cannot move away from the given location. All individual phantoms in a vision are confined within the area, and cannot pursue or evade.

**Terrain:** Ruins.

## Phoenix\*

	Lesser*	Greater*
Armor Class:	2	-2
Hit Dice:	9***** (M)	18***** (L)
Move:	90' (30')	150' (50')
Flying:	360' (120')	450' (150')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1d6/1d6/2d6	2d6/2d6/4d6
No. Appearing:	0 (1d2)	0 (1d2)
Save As:	F10	F20
Morale:	9	10
Treasure Type:	V	V × 2
Intelligence:	6	6
Alignment:	Neutral	Neutral
XP Value:	4,400	8,875

**Monster Type:** Planar Monster, Enchanted (Very Rare).

The phoenix is a native of the elemental plane of Fire, and has the appearance of a large red-orange eagle surrounded by intense flames. On the Prime Plane it is quite rare, but may be found in any climate. It is never hostile unless attacked, and is never found underground.

The phoenix is immune to all forms of fire, all *charm* and *hold* spells, and to weapons of less than +3 enchantment.

In combat, a phoenix attacks with its claws and beak. All opponents within its flames take fire damage per round, regardless of protections (phoenix flame is different from all other types of fire). When a phoenix is slain or destroyed, it disappears with an explosion of fire in a 20' radius (as a *fireball*); each victim may make a saving throw vs. dragon breath to take half damage, but again, protections from fire do not apply. The phoenix reappears from its ashes 1 round later, whole and fully cured, and will immediately flee from its attackers.

Except for a *wish*, there is no known way to permanently destroy a phoenix, and its method of reproduction is unknown.

**Lesser phoenix:** This creature has a 10' wingspread and stands 5' tall. It radiates fire in a 10' radius, inflicting 3d6 points per round. Its explosion inflicts 1d10 × 5 points of damage. Claw damage is 1d6 points each; beak damage is 2d6 points.

**Greater phoenix:** This creature has a 25' wingspread and stands 10' tall. It radiates fire in a 20' radius, inflicting 6d6 points per round. Its explosion inflicts 1d10 × 10 points of damage. Claw damage is 2d6 points each; beak damage is 4d6 points.

Phoenix feathers can be used to make a *potion of phoenix fire resistance*, which bestows total immunity to normal and magical fire, reduces damage from fire-type breath weapons to half (saving throw for one-quarter), and acts as a normal *potion of fire resistance* against phoenix fire. One feather can be recovered each time a phoenix is slain. Three feathers from a lesser phoenix (worth 10,000 gp each) are required to make the *potion*, or one feather from a greater phoenix (worth 25,000 gp).

**Terrain:** Any; Plane of Fire.

## Pixie

Armor Class:	3
Hit Dice:	1*** (S)
Move:	90' (30')
Flying:	180' (60')
Attacks:	1 dagger
Damage:	1d4
No. Appearing:	2d4 (1d4 × 10)
Save As:	E1
Morale:	7
Treasure Type:	R + S
Intelligence:	14
Alignment:	Neutral
XP Value:	19

**Monster Type:** Humanoid (Rare).

Pixies are small humanlike creatures with insectlike wings. They are distantly related to elves, but are only 1'-2' tall. They are invisible unless they want to be seen (or unless magically detected).

Pixies do not suffer the limitations of the *invisibility* spell—they can attack and remain invisible, and they always gain surprise when doing so. They may not be attacked in the first round of combat, but after that their attackers will see shadows and movement in the air and may attack the pixies with a -4 penalty on attack rolls.

Their small insectlike wings can only support pixies for three turns, and they must rest one full turn after flying.

Pixies have their own communities in the wilderness. They do not attack humans except when they are themselves attacked or endangered. They may do favors for polite adventurers; they know much of the wilderness and can guide heroes to lost cities or hidden caverns.

There can be pixie spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Woods.

## Plasm\*

	Normal*	Giant*
Armor Class:	0	-4
Hit Dice:	6* (M)	12* (L)
Move:	120' (40')	120' (40')
Attacks:	2 claws	2 claws
Damage:	2d6/2d6	3d6/3d6
No. Appearing:	0 (1d10)	0 (1d4)
Save As:	F6	F12
Morale:	9	11
Treasure Type:	Special	Special
Intelligence:	8	8
Alignment:	Chaotic	Chaotic
XP Value:	500	2,125

**Monster Type:** Planar Monster, Enchanted (Rare).

A plasm looks like a human- or giant-sized skeleton made of elemental matter.

There are four types of plasms, one of each element. A plasm is made of a combination of elemental material and ectoplasm (solid ether). It cannot safely exist on any plane except the Ethereal, and is sometimes encountered within a wormhole. On any plane except the Ethereal, a plasm automatically loses 1 Hit Die per round from energy drain, vanishing when dead.

A plasm feeds on its element, and regenerates damage when feeding at the rate of 1 point per round. Any magical attack based on its element



will cause a plasm to gain Hit Dice and hit points. For example, a *fireball* cast at a fire plasm by a 9th level magic-user would cause it to immediately gain 9 additional Hit Dice (9d8 hit points).

Plasms are immune to poison and normal weapons, and are only slightly damaged by magical weapons. Each blow from a magical weapon inflicts only its magic damage ("plusses"), ignoring normal weapon damage and strength bonuses. For example, a *sword +4* would inflict 4 points of damage on a plasm.

A plasm can only be damaged by magical weapons (as given above) and by attack forms based on elemental dominance.

Once per turn, a plasm can "spend" 10 of its hit points to create an acid cloud based on its element. This cloud is a 30' diameter sphere, which inflicts 20 points of damage to all within it (except the plasm); each victim may make a saving throw vs. dragon breath to take half damage. The cloud lasts for 1d6 rounds. A plasm normally saves this attack form to use when fleeing.

**Terrain:** Ethereal Plane, Wormholes (only).

## Plesiosaurus

Armor Class: 7  
Hit Dice: 16 (L)  
Move: 150' 50'  
Attacks: 1 bite  
Damage: 4d6  
No. Appearing: 0 (1d3)  
Save As: F8  
Morale: 9  
Treasure Type: Nil  
Intelligence: 2  
Alignment: Neutral  
XP Value: 1,850

**Monster Type:** Prehistoric Animal (Rare).

This lake- or sea-dwelling dinosaur has a heavy body featuring two sets of flippers (forelimbs and hind limbs) and a long neck. It grows to about 30'-50' long, about half of which is neck. Plesiosaurs dive to hunt fish and squid, but actually spend most of their time at the water's surface. They are aggressive and may rise up underneath a small vessel and tip its sailors and passengers into the sea, resulting in a feeding frenzy of plesiosaurs and other marine creatures.

**Terrain:** Ocean.

## Poltergeist

A form of undead; see *Haunt*.

## Rat

	Normal	Giant
Armor Class:	9	7
Hit Dice:	1 hit point (S)	1/2 (1-4 hit points) (S)
Move:	60' (20')	120' (40')
Swimming:	30' (10')	60' (20')
Attacks:	1 bite per pack	1 bite each
Damage:	1d6 + disease	1d3 + disease
No. Appearing:	1d10 × 5 (1d10 × 2)	3d6 (3d10)
Save As:	Normal Man	Normal Man
Morale:	5	8
Treasure Type:	L	L
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	2	5

## Pterosaur

	Small (Pterodactyl)	Medium (Pteranodon)	Large (Pterosaur)
Armor Class:	7	6	5
Hit Dice:	1 (S)	5 (M)	10 (L)
Move (Flying):	180' (60')	240' (120')	180' (60')
Attacks:	1 beak	1 beak	1 beak
Damage:	1d3	1d12	3d6
No. Appearing:	2d4 (2d4)	0 (1d4)	0 (1d2)
Save As:	F1	F3	F5
Morale:	7	8	9
Treasure Type:	Nil	Nil	Nil
Intelligence:	2	2	2
Alignment:	Neutral	Neutral	Neutral
XP Value:	10	175	1,000

**Monster Type:** Prehistoric Animal (Very Rare).

These are hollow-boned flying and gliding reptiles. They have long beaks filled with numerous teeth, and reptilian arm structures with skin webbing which constitutes their wings.

**Small Pterosaur (Pterodactyl):** These are batlike reptiles with wingspans of 8-10 feet. They hunt insects, birds, and small animals, gliding slowly along air currents to spot their prey. If driven by great hunger, they may attack human-sized creatures.

**Medium Pterosaur (Pteranodon):** Pteranodons are much larger and more aggressive. They

have a wingspan of up to 50'. They will often attack and carry off man-sized creatures.

**Large Pterosaur:** Large pterosaurs have a wingspan of over 50 feet. If they attack with surprise, they will make a swoop attack for double damage. They can carry off a creature as large as a warhorse.

**Terrain:** Small, Medium: Hill, Mountain, Jungle (prehistoric). Large: Mountain (prehistoric).

**Load:** A pteranodon can carry 2,000 cn at full speed; 3,000 at half speed. A large pterosaur can carry 4,000 cn at full speed; 8,000 cn at half speed.

**Barding Multiplier:** × 1.

## Purple Worm

Armor Class: 6  
Hit Dice: 15\* (L)  
Move: 60' (20')  
Attacks: 1 bite/1 sting  
Damage: 2d8/1d8 + poison  
No. Appearing: 1d2 (1d4)  
Save As: F8  
Morale: 10  
Treasure Type: D  
Intelligence: 0  
Alignment: Neutral  
XP Value: 2,700

**Monster Type:** Lowlife (Very Rare).

Purple worms are huge, slime-covered creatures over 100' long and 8' to 10' in diameter. These monsters tunnel through the earth, burrowing up from the ground to feed on surface-

dwelling creatures.

They attack by biting and stinging with their tails. If the attack roll for the bite is 4 or more greater than the number required (or a 20, in any case), they can swallow creatures (man-size or smaller) whole; swallowed victims take 3d6 points of damage each round thereafter. A victim stung by the tail must make a saving throw vs. poison or die.

Note that if purple worms are encountered underground, the size of underground tunnels may prevent the creature from using one of its attacks. If it approaches by tunneling, it may surprise the victim (1 in 4 chance), but 1d4 + 1 rounds will pass before its tail is dragged free of the burrow.

**Terrain:** Cavern, Ruins, Swamp, Woods (dense).

be sick in bed for 1 month, unable to adventure.

**Normal Rats:** Normal rats have gray or brown fur, and are from 6" to 2' long. They attack in "packs" of 5-10 rats per pack. If there are more than 10 rats they will divide into packs of 10 or less and attack several creatures; one pack will only attack one creature at a time and makes one attack per round. Rats climb all over the creature they are attacking, often knocking the victim down.

**Giant Rats:** These creatures are very similar to the normal varieties, but are 3' long or more, and have gray or black fur. They are often found in dark corners of dungeon rooms and in areas with undead monsters.

**Terrain:** Normal Rats: Any. Giant Rats: Cavern, Ruins.



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## Revenant

A form of undead; see *Spirit*.

## Reverer

Armor Class:	-4
Hit Dice:	10* (M)
Move:	180' (60')
Attacks:	1 touch
Damage:	Loss of 1 sense (special, see below)
No. Appearing:	1d3 (0)
Save As:	F10
Morale:	11
Treasure Type:	Nil
Intelligence:	10
Alignment:	Chaotic
XP Value:	1,750

**Monster Type:** Monster (Rare).

This monster appears as a human figure with skeletal hands and a skull head with flowing, white hair. A reverer prowls dark, underground caverns and dust-filled tombs and crypts. When it touches a victim, it drains one of the victim's senses permanently; the victim may make a saving throw vs. spells, success indicating that the loss is temporary (lasting only 2d6 rounds). The lost sense may be chosen or randomly determined; subsequent hits always drain different senses. A *restore* spell will restore one lost sense.

**Taste:** Victim cannot identify tastes (such as potions).

**Smell:** Victim is immune to vile odor effects, but suffers a -1 penalty to surprise rolls.

**Hearing:** Victim cannot hear and loses the ability to speak clearly (may ruin spell casting).

**Touch:** Victim's Dexterity drops by 4 points (and, if an elf, cannot find secret doors).

**Sight:** Victim is blinded.

**Sixth Sense:** Victim may not use *ESP*, *crystal balls*, *telepathy* or similar extra-sensory magical effects.

**Terrain:** Ruins.

## Rhagodessa

Armor Class:	5
Hit Dice:	4 + 2 (L)
Move:	150' (50')
Attacks:	1 leg/1 bite
Damage:	0 + suckers/2d8
No. Appearing:	1d4 (1d6)
Save As:	F2
Morale:	9
Treasure Type:	U
Intelligence:	0
Alignment:	Neutral
XP Value:	125

**Monster Type:** Lowlife (Rare).

A rhagodessa is a giant spiderlike carnivore, about the size of a small horse. It has an oversized head and jaws (mandibles) colored yellow, and a dark brown thorax. It has five pairs of legs; the front pair end in suckers which help the creature grasp its prey. A hit with a leg does no damage but means that the victim is stuck. In the next round of combat, the victim is pulled to the mandibles and bitten (automatic hit).

Rhagodessae are nocturnal carnivores, hunting only in the dark. They are normally found in caves, and can climb walls.

**Terrain:** Cavern, Ruins; Hill, Mountain, Woods, (after dark).

## Robber Fly

Armor Class:	6
Hit Dice:	2 (S)
Move:	90' (30')
Flying:	180' (60')
Attacks:	1 bite
Damage:	1d8
No. Appearing:	1d6 (2d6)
Save As:	F1
Morale:	8
Treasure Type:	U
Intelligence:	0
Alignment:	Neutral
XP Value:	20

**Monster Type:** Lowlife (Rare).

A robber fly is a 3' long giant fly with black and yellow stripes. From a distance, robber flies look like giant bees. They are carnivores, and may attack adventurers. However, they prefer giant bees as food, and are immune to their poison.

Robber flies are patient hunters. They often hide in shadows and wait to surprise prey (1-4 on 1d6). A robber fly can leap up to 30' and attack with its bite.

**Terrain:** Open, Ruins, Woods.

## Roc

	Small	Large	Giant
Armor Class:	4	2	0
Hit Dice:	6 (L)	12 (L)	36 (L)
Move:	60' (20')	60' (20')	60' (20')
Flying:	480' (160')	480' (160')	480' (160')
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	1d4 + 1/1d4 + 1/2d6	1d8/1d8/2d10	3d6/3d6/8d6
No. Appearing:	0 (1d12)	0 (1d8)	0 (1)
Save As:	F3	F6	F18
Morale:	8	9	10
Treasure Type:	I	I	I
Intelligence:	2	2	2
Alignment:	Lawful	Lawful	Lawful
XP Value:	275	1,250	6,250

**Monster Type:** Monster (Rare).

Rocs are huge birds of prey resembling eagles. They are very lawful, and are often unfriendly toward neutrals (-1 on reaction rolls) and chaotics (-2 on reactions).

Rocs prefer solitude and will swoop to attack any intruders unless carefully approached. Their nests are in the highest mountains, and may (50% chance) contain 1d6 eggs or young. Rocs

never check morale if encountered in their lair. If hatched or captured as chicks, young rocs can be trained as riding-beasts.

**Terrain:** Mountains (lair); Any (hunting).

**Load:** A roc can carry up to 1,000 cn × its HD at full flying speed; 2,000 cn × its HD at half flying speed.

**Barding Multiplier:** Small Roc: ×3. Large Roc: ×5. Giant Roc: ×10.

## Rust Monster

Armor Class:	2
Hit Dice:	5* (L)
Move:	120' (40')
Attacks:	1
Damage:	See below
No. Appearing:	1d4 (1d4)
Save As:	F3
Morale:	7
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	300

**Monster Type:** Monster (Rare).

A rust monster has a body like a giant armadillo with a long tail, and two long front antennae. If a rust monster hits a target with its antenna, any nonmagical metal armor or weapon hit immediately crumbles to rust.

A rust monster is attracted by the smell of metal, and eats the rust created by its attacks. The rust monster can be hit by any type of weapon. A successful attack roll indicates that the rust monster's body is hit, which does not harm the weapon. A magical piece of metal struck usually loses one "plus" per hit, but has a 10% chance per "plus" of resisting the effect. For example, a *shield* +1 has a 10% chance of surviving the attack.

**Terrain:** Cavern, Ruins.

## Salamander\*

	Flame*	Frost*
Armor Class:	2	3
Hit Dice:	8* (L)	12* (L)
Move:	120' (40')	120' (40')
Attacks:	2 claws/1 bite	4 claws/1 bite
Damage:	1d4/1d4/1d8	1d6(×4)/2d6
No. Appearing:	1d4 + 1 (2d4)	1d3 (1d3)
Save As:	F8	F12
Morale:	8	9
Treasure Type:	F	E
Intelligence:	1	1
Alignment:	Neutral	Chaotic
XP Value:	1,200	2,125

**Monster Type:** Planar Monster, Enchanted (Very Rare).

Salamanders are free-willed beings from the elemental planes, common there but rare elsewhere. Both look like giant lizards; flame salamanders are from the plane of Fire, and frost salamanders are from the plane of Air. The two types are mortal enemies, and will attack each other on sight. Both are immune to normal weapons.

**Flame salamander:** This monster is a snakelike lizard, 12'-16' long, with bright orange-yellow and orange-red scales. When not on its own plane, it prefers to live in or near volcanoes, or in very hot lands. It is immune to fire. All creatures within 20' take 1d8 points of damage per round from the intense heat radiated by the creature.



**Frost salamander:** This monster has six legs and white or blue-white scales. When not on its own plane, it prefers frozen wastelands, glaciers, and icy tundra. It attacks by rearing up, striking with four legs plus one bite. It is immune to cold. All creatures within 20' take 1d8 points of damage each round from the extreme cold the monster radiates.

**Terrain:** Flame: Plane of Fire. Frost: Plane of Air.

## Sasquatch

Armor Class:	6
Hit Dice:	5* (L)
Move:	150' (50')
Attacks:	2 claws or 1 boulder
Damage:	2d4/2d4 or 2d8
No. Appearing:	0 (1d10)
Save As:	F5
Morale:	6 or 11 (see below)
Treasure Type:	Nil
Intelligence:	6
Alignment:	Neutral
XP Value:	300

**Monster Type:** Humanoid (Rare).

The sasquatch are a very shy race of low intelligence who dwell deep within dark woods and in high mountains. The creature is a tall apelike creature with a crested head, large feet, and a thick mat of hair (dark brown in woods, white in mountains). It is omnivorous, occasionally slaying animal prey but usually eating plants and berries.

Although not aggressive, it will defend itself and its cavern lair ferociously (morale 11), attacking with clublike fists. In combat, it can also throw boulders to a 50' range (damage 2d8 points). Also, if both hands hit one victim, the sasquatch hugs for an additional 4d6 points of damage.

Common names for sasquatch include "Big-foot" (the woodland variety) and "Yeti" or "Abominable Snowman" (the mountain folk). Snow apes (q.v.) are also often called by the latter two names.

There can be sasquatch spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Mountain, Woods.

## Scorpion, Giant

Armor Class:	2
Hit Dice:	4* (L)
Move:	150' (50')
Attacks:	2 claws/1 sting
Damage:	1d10/1d10/1d4 + poison
No. Appearing:	1d6 (1d6)
Save As:	F2
Morale:	11
Treasure Type:	V
Intelligence:	0
Alignment:	Neutral
XP Value:	125

**Monster Type:** Lowlife (Rare).

A giant scorpion looks just like the normal arachnid, but is the size of a small horse. It lives in deserts, caves, and ruins, preying on any animal over 2' in length. It usually attacks on sight.

It fights by grasping a victim with its claws and stinging. If either claw hits, the attack roll for the stinger gains a +2 bonus. Anyone struck by the stinger must make a successful saving throw vs. poison or die.

**Terrain:** Cavern, Desert, Ruins.

## Shade

A form of undead; see *Phantom*.

## Shadow\*

Armor Class:	7
Hit Dice:	2 + 2* (M)
Move:	90' (30')
Attacks:	1
Damage:	1d4 + special
No. Appearing:	1d8 (1d12)
Save As:	F2
Morale:	12
Treasure Type:	F
Intelligence:	4
Alignment:	Chaotic
XP Value:	35

**Monster Type:** Monster, Enchanted (Rare). This monster is *not* undead.

Shadows are noncorporeal (ghostlike) intelligent creatures found in eerie, dark places such as dungeons, deep forests, or ruins. They can only be harmed by magical weapons. They look like real shadows and can alter their shape slightly. Shadows are hard to see and usually gain surprise (1-5 on 1d6).

If a shadow scores a hit, it will drain 1 point of Strength in addition to doing normal damage. This weakness will last for 8 turns. Any creature whose Strength is reduced to zero becomes a shadow immediately. Shadows are not affected by *sleep* or *charm* spells, but they are not undead and cannot be turned by clerics.

**Terrain:** Ruins, Woods.

## Shark

	Bull	Mako	Great White
Armor Class:	4	4	4
Hit Dice:	2* (M)	4 (M)	8 (L)
Move:	180' (60')	180' (60')	180' (60')
Attacks:	1 bite	1 bite	1 bite
Damage:	2d4	2d6	2d10
No. Appearing:	0 (3d6)	0 (2d6)	0 (1d4)
Save As:	F1	F2	F4
Morale:	7	7	7
Treasure Type:	Nil	Nil	Nil
Intelligence:	2	2	2
Alignment:	Neutral	Neutral	Neutral
XP Value:	25	75	650

**Monster Type:** Normal Animal (Common). Great White: Normal Animal (Rare).

Sharks are predators, feeding mostly on fish. They have little intelligence and are unpredictable. They are attracted to the scent of blood within 300' and it will drive them into a feeding frenzy (they attack but make no morale checks). Sharks are found in salt water.

**Bull Shark:** These are 8' long and brown in color. Bull sharks will ram their prey first to stun it (save vs. paralysis or be stunned for three rounds), and then attack the helpless prey the next round.

**Mako Shark:** These are 12' long and blue-gray or tan in color. Mako sharks are very unpredictable, ignoring prey one moment and attacking another.

**Great White Shark:** These are 30' long or larger and gray with a white underside. They have been known to destroy small boats.

**Terrain:** Ocean.

## Shrew, Giant

Armor Class:	4
Hit Dice:	1* (S)
Move:	180' (60')
Attacks:	2 bites
Damage:	1d6/1d6
No. Appearing:	1d8 (1d4)
Save As:	F1
Morale:	10
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	13

**Monster Type:** Giant Animal (Rare).

Giant shrews look like large, brown-furred rats with long snouts. They can burrow, climb, or jump (up to 5'). The eyes of a giant shrew are so weak that the creature is not affected by light or the lack of it. A shrew uses radarlike squeaks to "see" its surroundings (as bats do), and can "see" things within 60' as well as a creature with normal sight. Since it needs echoes to "see," a giant shrew dislikes open areas, and remains underground most of the time. A *silence 15'* radius spell will "blind" a giant shrew. If it cannot hear, it will be confused, and then becomes AC 8, with a penalty of -4 on its attack rolls.

A giant shrew is very quick and will always take the initiative on its first attack. It also gains a +1 bonus on its initiative roll for the remaining rounds of combat. Its attack is so ferocious (attacking the head and shoulders of the defender) that any victim of 3 Hit Dice (3rd level) or less must make a saving throw vs. death ray or run away in fear.

Shrews only eat insects and vegetable matter, but they are so nervous and aggressive that they are likely to attack anything that comes within 20' of them.

**Terrain:** Open, Ruins, Woods.

## Shrieker

Armor Class:	7
Hit Dice:	3 (M)
Move:	9' (3')
Attacks:	See below
Damage:	Nil
No. Appearing:	1d8 (0)
Save As:	F2
Morale:	12
Treasure Type:	Nil
Intelligence:	0
Alignment:	Neutral
XP Value:	35

**Monster Type:** Lowlife (Common).

Shriekers look like giant mushrooms. They live in underground caverns and are able to move around slowly. They react to light (within 60') and movement (within 30') by emitting a piercing shriek which lasts for 1d3 rounds. For each round of shrieking, the DM can roll 1d6; any result of 4-6 indicates that a wandering monster has heard the noise, and will arrive in 2d6 rounds.

Their shriek can stun small animals (especially birds and bats), which the shriekers slowly crawl over to and draw into their feeding orifices, on the bottom of their "stalks." They are also scavengers, feeding off carrion left in their vicinity.

**Terrain:** Cavern, Ruins.



# Chapter 14: Monsters

## Skeleton

Armor Class:	7
Hit Dice:	1 (M)
Move:	60' (20')
Attacks:	1
Damage:	By weapon
No. Appearing:	3d4 (3d10)
Save As:	F1
Morale:	12
Treasure Type:	Nil
Intelligence:	1
Alignment:	Chaotic
XP Value:	10

**Monster Type:** Undead, Enchanted (Common).

Animated skeletons are undead creatures often used as guards by the high level magic-user or cleric who animated them, or by greater undead creatures who command them. Skeletons are often found near graveyards, dungeons, and other deserted places. Since they are undead, they can be turned by clerics, and are not affected by *sleep* or *charm* spells, nor any form of mind reading. Skeletons will always fight until "killed."

**Terrain:** Ruins.

## Snail, Giant

A form of giant slug; see *Slug, Giant*.

## Slug, Giant

Armor Class:	8
Hit Dice:	9** or more (see below) (L)
Move:	60' (20')
Burrowing:	30' (10')
Attacks:	1 bite or 1 spit
Damage:	1d12 or as dragon breath
No. Appearing:	1 (1)
Save As:	F (level = 1/2HD)
Morale:	8
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	See below

### Giant Slug XP by Hit Dice:

2,300 (9**)	3,250 (13**)	4,300 (17**)
2,500 (10**)	3,500 (14**)	4,825 (18**)
2,700 (11**)	3,750 (15**)	5,350 (19**)
3,000 (12**)	4,050 (16**)	5,975 (20**)

**Monster Type:** Giant Animal (Rare).

The giant slug is a huge boneless creature that dwells in underground caverns and dungeons. Its rubbery body allows it to squeeze through any opening 5' x 5' or larger. Because of its elasticity, attackers do not get to count strength bonuses when attacking them, blunt weapons inflict only magic damage (if not magical, they

do no damage at all), and edged weapons inflict only half damage (plus magic adjustment). Furthermore, a fighter's Smash option inflicts no additional damage.

The giant slug can attack with its sharp tongue (which does 1d12 damage), but prefers to spit acid. Their ranged acid attack can fly to a 5' range per Hit Die (45' at 9 Hit Dice, etc.). The first such attack will always miss (the slug uses it to range in on victims), but following attacks are calculated normally.

Any victim hit by the acid takes damage equal to the slug's current hit points (a victim may make a saving throw vs. dragon breath to take half damage). The acid may also destroy equipment carried if the saving throw is failed. Giant slugs have been found with up to 20\*\* Hit Dice.

**Giant Snail:** The giant snail, found in deep forests, has a great shell that gives it AC -2; it is otherwise identical to the giant slug. The shell of a giant snail can be crafted into shields that bestow resistance to acid attacks (the user gains a +4 bonus to all saving throws against acid, including black dragon breath).

**Terrain:** Giant Slug: Cavern, Ruins. Giant Snail: Woods.

## Snake

	<i>Spitting Cobra</i>	<i>Giant Racer</i>	<i>Pit Viper</i>	<i>Sea Snake</i>	<i>Giant Rattler</i>	<i>Rock Python</i>
Armor Class:	7	5	6	6	5	6
Hit Dice:	1* (S)	2 (M)	2* (M)	3* (M)	4* (M)	5* (L)
Move:	90' (30')	120' (40')	90' (30')	90' (30')	120' (40')	90' (30')
Attacks:	1 bite or 1 spit	1 bite	1 bite	1 bite	2 bites	1 bite/1 squeeze
Damage:	1d3 + poison	1d6	1d4 + poison	1 + poison	1d4 + poison	1d4/2d4
No. Appearing:	1d6 (1d6)	1d6 (1d8)	1d8 (1d8)	0 (1d8)	1d4 (1d4)	1d3 (1d3)
Save As:	F1	F1	F1	F2	F2	F3
Morale:	7	7	7	7	8	8
Treasure Type:	Nil	Nil	Nil	Nil	U	U
Intelligence:	2	2	2	2	2	2
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
XP Value:	13	20	25	50	125	300

**Monster Type:** Normal Animal (Common).

Snakes are long, sinuous, legless reptiles. They come in two varieties: constrictors and vipers. Constrictors wrap around their prey and squeeze it to death (they can bite, too, for some damage); vipers bite their prey and inject poison. Snakes are found almost everywhere, avoiding only very cold places. Most snakes do not usually attack unless surprised or threatened. Most snakes are carnivores but prefer prey small enough for them to eat; when dining, they unhinge their jaws and swallow their prey whole.

**Spitting Cobra:** A spitting cobra is a 3' long grayish-white snake. It spits a stream of venom at its victim's eyes, up to a distance of 6' away. If the spit hits, the victim must make a saving throw vs. poison or be blinded. (This blindness can normally be removed only by a *cure blindness* spell, but the DM may allow other methods.) As with most small poisonous snakes, a spitting cobra will not attack human-sized or larger opponents unless startled or threatened. It can either spit or bite in one round, but not

both; it will usually spit. The damage given (1d3 points) applies only to the bite; in this case, the victim must make a saving throw vs. poison or die in 1d10 turns.

**Giant Racer:** This is an "average" type of giant snake about 4' long. It has no special abilities, but is faster than most other types. It is not poisonous, but its bite can be dangerous in itself. Larger ones may be found, averaging 2' long per Hit Die and inflicting 1d8, 1d10, or even 2d6 points of damage per bite.

**Pit Viper:** A pit viper is a 5' long greenish-gray poisonous snake with small pits in its head. These pits act as heat sensors, with a range of 60'. The combination of pits and infravision makes it very hard to fight a pit viper; it is so quick that it always gains the initiative (no roll needed). Any victim bitten by a pit viper must make a saving throw vs. poison or die.

**Sea Snake:** Sea snakes are snakes adapted for living in the sea. All are poisonous. They average 6' long, but can be much larger if the DM desires (2' long per Hit Die). A sea snake's bite is little

more than a pinprick, and will go unnoticed 50% of the time. The victim must make a saving throw vs. poison, and the poison is slow-acting; its full effects take 1d4 + 2 turns to be felt if the saving throw is failed. Unlike other snakes, sea snakes will attack humans; they are very aggressive.

**Giant Rattlesnake:** A giant rattlesnake is a 10' long snake with brown and white scales set in a diamond pattern. On its tail is a dried, scaly rattle, which it often shakes to warn off intruders or attackers who are too large to eat. The victim of a giant rattlesnake bite must make a saving throw vs. poison or die in 1d6 turns. This snake is very fast, and attacks twice per round, the second attack coming at the end of the round.

**Rock Python:** This 30' long snake has brown and yellow scales set in a spiral pattern. Its first attack is a bite. If the bite is successful, it coils around the victim and constricts in the same round. This squeezing does 2d4 points of damage per round, and occurs automatically until the snake dies or releases the victim.

**Terrain:** Any except Arctic. Sea Snake: Ocean.



## Spectral Hound\*

Armor Class:	-2
Hit Dice:	5** (M)
Move:	150' (50')
Attacks:	1
Damage:	2d6 + special
No. Appearing:	1d6 (1d6)
Save As:	F5
Morale:	12
Treasure Type:	Nil
Intelligence:	3
Alignment:	Chaotic
XP Value:	425

**Monster Type:** Planar Monster, Enchanted (Very Rare).

Spectral hounds are creatures from the Dimensional Vortex—the void between all dimensions. In this world they appear as ghostly dogs—pale in color and translucent. Their eyes are formless pools of utter blackness. They are excellent trackers and once on the trail of a creature, they follow it for days. They are bred and trained by interplanar beings (such as elemental rulers, amirs, pashas, etc.) as hunting animals, and are sometimes used to track intrusive adventurers back to their home planes. Likewise, adventurers might be able to *charm* spectral hounds and train them to track villains through the planes. Spectral hounds never come to the Prime Plane except when being used in this manner by greater powers.

In combat, a spectral hound attacks by biting. Any character bitten by a spectral hound must save vs. spells. If he saves, the character suffers only the 2d6 points of damage from the bite; if he fails to save, he begins to fade. This fading is very gradual: In 24 hours the character has faded to the same translucent appearance as a spectral hound. The character's equipment is not affected. When the character finishes fading completely, he is unable to hold any normal items. He is unable to hear or talk to unfaded characters. From the faded character's point of view, all normal things appear translucent, while faded things (i.e. the spectral hounds and other affected characters) seem solid and normal.

At any time after a character has been affected, he may be restored to the normal world by a *dimension door* spell. When the spell is cast, the affected character or characters can step through the dimension door and return to the normal world.

Spectral hounds may be struck by silver or magical weapons, but not by normal weapons. They are immune to fire- and cold-based spells.

**Terrain:** Any; including all dimensional planes.

## Spectre\*

Armor Class:	2
Hit Dice:	6** (M)
Move:	150' (50')
Flying:	300' (100')
Attacks:	1 touch
Damage:	1d8 + double energy drain
No. Appearing:	1d4 (1d8)
Save As:	F6
Morale:	11
Treasure Type:	E
Intelligence:	8
Alignment:	Chaotic
XP Value:	725

**Monster Type:** Undead, Enchanted (Rare).

The ghostly spectres are among the mightiest of the undead. They have no solid bodies; they appear as translucent beings of evil expression, their eyes fiery and red or black and featureless. Once human or demihuman, they have risen after death to do evil. They are often used as lieutenants by greater evil powers.

They can only be hit by magical weapons; silver weapons have no effect. Like all undead, spectres are immune to *sleep*, *charm*, and *hold* spells.

A hit by a spectre inflicts 1d8 points of damage in addition to a double energy drain (the victim loses two experience levels). A character slain by a spectre will rise the next night as a spectre under the control of the slayer.

**Terrain:** Ruins.

## Sphinx

Armor Class:	0
Hit Dice:	12***** (L)
Move:	180' (60')
Flying:	360' (120')
Attacks:	2 claws/1 bite
Damage:	3d6/3d6/2d8
No. Appearing:	1d2 (1d4)
Save As:	F24
Morale:	10
Treasure Type:	E
Intelligence:	13
Alignment:	Any
XP Value:	5,625

**Monster Type:** Monster (Rare).

A sphinx is a large, winged creature with a lion's body and a human's face. It is fond of dry climates, but may be encountered anywhere, most often as a guard. Some Chaotic sphinxes are very territorial, settling on a hilltop near a road and preventing all travelers from passing along that road.

Both male and female sphinxes are very intelligent spellcasters, the female a 12th level cleric and the male a 12 level magic-user. Their magic is so powerful that all saving throws against their spells are made with a -4 penalty.

In combat, a sphinx can attack with claws and bite (or spells), but its most feared attack is its roar. The roar is usable only twice per day, but is quite powerful. Each victim within 120' must make a saving throw vs. spells at a -4 penalty or flee in *fear* for 1d6 turns. Each victim within 60' must check for *fear* (as above) and must also make a saving throw vs. paralysis or be stunned for 1-6 rounds. (See the "Special Character Conditions" section of Chapter 13 for more on the effects of stunning.) Each victim within 10' must check for *fear* and *stun* (as above), but also takes 6d6 points of damage, and is deafened for 1d10 turns (no saving throw).

The sphinx is immune to all 1st, 2nd, and 3rd level spells and to nonmagical weapons. It loves puzzles, riddles, and trivia. Characters may avoid combat or gain the sphinx's friendship by solving the sphinx's riddles.

If two sphinxes are encountered together, they are a mated pair; if more than two are encountered, they are a mated pair with cubs.

**Terrain:** Any; especially Desert.

**Load:** 6,000 cn at full speed; 12,000 cn at half speed.

**Barding Multiplier:** ×3.





# Chapter 14: Monsters

## Spider, Giant

	Crab Spider	Black Widow	Tarantella
Armor Class:	7	6	5
Hit Dice:	2* (M)	3* (M)	4* (L)
Move:	120' (40')	60' (20')	120' (40')
In Web:	No webs	120' (40')	No webs
Attacks:	1 bite	1 bite	1 bite
Damage:	1d8 + poison	2d6 + poison	1d8 + poison
No. Appearing:	1d4 (1d4)	1d3 (1d3)	1d3 (1d3)
Save As:	F1	F2	F2
Morale:	7	8	8
Treasure Type:	U	U	U
Intelligence:	0	0	0
Alignment:	Neutral	Neutral	Neutral
XP Value:	25	50	125

**Monster Type:** Lowlife (Rare).

Giant spiders are simply huge versions of normal spider species. All giant spiders can be dangerous, and many are poisonous. All are carnivores, either trapping their prey in webs or jumping at victims by surprise. However, they are rarely intelligent, and will often flee from fire. Three examples of giant spiders are given here.

**Crab Spider:** This is a 5' long spider with a chameleonlike ability to blend into its surroundings, surprising on a roll of 1-4 (on 1d6). It clings to walls or ceilings and drops onto its prey. After the first attack, it can be seen and attacked normally. Any victim of its bite must make a saving throw vs. poison or die in 1d4 turns. However, the poison is weak, and the victim gains a +2 bonus to the saving throw roll.

**Black Widow Spider:** This vicious arachnid is 6' long, and has a red "hourglass" mark on its belly. It usually stays close to its webbed lair. The webs should be treated as the magic-user's web spell for the chances of breaking free, once en-

trapped. The webs may also be burned away. Any victim of the bite of a black widow spider must make a saving throw vs. poison or die in 1 turn.

**Tarantella:** A tarantella is a huge hairy magical spider that looks like a 7' long tarantula. Its bite does not kill; instead, it causes the victim (if a saving throw vs. poison is failed) to have painful spasms that resemble a frantic dance. This dance has a magical effect on onlookers. Anyone watching the dance must make a saving throw vs. spells or start to dance in the same way. Dancing victims have a penalty of -4 on their attack rolls, and attackers gain +4 on their attack rolls. The effects of the bite last for 2d6 turns. However, dancers will drop from exhaustion in 5 turns, and they will then be helpless against attacks. Those caught while watching will dance as long as the original victim. (A *dispel magic* spell will stop the dance.)

**Terrain:** Crab: Cavern, Ruins. Black Widow, Tarantella: Ruins, Woods.

## Spider, Planar

Armor Class:	6
Hit Dice:	5** to 10** (see below) (M)
Move:	180' (60')
Attacks:	1 bite
Damage:	2d6 + poison
No. Appearing:	2d6 (3d6)
Save As:	F5
Morale:	9
Treasure Type:	See below
Intelligence:	12
Alignment:	Any
XP Value:	By Hit Dice:
	5** = 425
	6** = 725
	7** = 1,250
	8** = 1,750
	9** = 2,300
	10** = 2,500

**Monster Type:** Planar Monster (Very Rare).

The "planar spiders" are intelligent plane-traveling arachnids with a vast, but odd, civilization. They can travel through planes and dimensions at will. Those most commonly encountered have 5 Hit Dice, but leaders of up to 12 Hit Dice have been found. Their home plane is not known, and no traces of cities have ever been discovered; planar spiders describe it as a world covered with cities made up of buildings lovingly crafted from imperishable white webs. Planar spiders are widely-enough traveled that most speak Common.

In combat, a planar spider arrives from another plane (usually the Ethereal), attacks, and then "shifts" back to the other plane. It automatically gains initiative when "shifting," and usually (75%) cannot be attacked before it leaves! However, *hasted* opponents may attack normally before the creature "shifts."

Normally, any victim bitten must make a saving throw vs. poison with a -4 penalty to the roll, or die. However, the creature can choose to bite without using the poison, if desired.

Any spider encountered may have 1d3 miscellaneous magical items that it can use, or it may have 1d4 odd but nonmagical items with which it—but not humans—is familiar.

Occasional rare encounters may be with spellcasting planar spider clerics or magic-users (maximum 9th level in either). For XP calculations, one asterisk is added for each two levels of spell use. Planar spiders that cast spells cannot cast spells and then phase out in the same round.

Planar spiders will not automatically attack PCs. In fact, since they're the primary intelligence of their own planes, they should be played much like humans. There could be planar-spider bandits, NPC adventuring parties, etc. Most, when encountered, will speak to PCs and find out their intentions toward him: This could be a real surprise to characters who have only encountered "normal" giant spiders!

**Terrain:** Any.





## Spirit\*

Armor Class:	Druj*
Hit Dice:	-4
Move:	14**** (M)
Attacks:	90' (30')
Damage:	1 or 4
No. Appearing:	See below (all + poison)
Save As:	1 (1) or 1d4 + 1
Morale:	F14
Treasure Type:	11
Intelligence:	I, O, V
Alignment:	14
XP Value:	Chaotic
	5,500

### DM Checklist:

Attacks: Poison touch and presence; cleric spells; other specials

Defenses: +2 weapon or better to hit; immune to 1st-3rd level spells

Druj only: First successful turn attempt forces druj components to reunite; subsequent turn rolls handled normally.

**Monster Type:** Undead, Enchanted (Very Rare).

Spirits are powerful evil beings inhabiting the bodies (or body parts) of others; they are among the nastiest of undead monsters. They are immune to spells below 4th level, and cannot be harmed by normal weapons or magical weapons of less than +2 enchantment.

All spirits are travelers, never staying in one place for more than one night; they become invisible and nearly powerless (except to move) with the light of dawn, regaining their powers at dusk. In daylight, any spirit can travel up to 24 miles per day (1 hex).

All spirits are poisonous. When hit by a spirit in hand-to-hand combat, the victim must make a saving throw vs. poison or die immediately. A new saving throw must be made for each hit by the spirit.

The poisonous presence of a spirit causes all consumable items within 30', including normal food and water, holy water, all rations (even iron) and even magical potions to become spoiled and useless (but not poisoned), with no saving throw allowed. Even living plants and small insects within this area are paralyzed, dying if the spirit remains there more than an hour. This effect negates all forms of plant control, insect swarms and plagues, both normal and magical.

All spirits can sense invisible things, and can attack them without penalty. All spirits can, once per round, at will, create the following cleric spell effects: *darkness*, *silence* 15' radius, *cause disease*, *animate dead*, *finger of death* (all as if cast by a 16th level cleric). A spirit will often pause to *animate* the body of a fallen victim, creating and controlling it as a zombie to fight for it and add to the chaos. (Attempts at turning such zombies are made as if turning the spirit itself!) All of these spell-like abilities require concentration, as do normal spells, so while using an ability, a spirit cannot attack physically. Unlike normal cleric spells, no words or gestures are needed.

A spirit normally has no treasure, though it may occasionally serve as a guard for some special item. Those characters who risk travel at night may encounter a spirit with 1d6 of its victims, who may carry treasure.

## Odic\*

Armor Class:	Odic*
Hit Dice:	-4
Move:	16**** (M)
Attacks:	0 (see below)
Damage:	1 (see below)
No. Appearing:	1d12 + poison (see below)
Save As:	0 (1)
Morale:	F16
Treasure Type:	12
Intelligence:	I, O, V
Alignment:	12
XP Value:	Chaotic
	6,250

**Druj:** Druj appear as body parts, floating or crawling about in a horrible way. A druj is usually encountered in the form of a hand, eye, or skull. Druj are very intelligent and strongly evil, far more dangerous than they may seem.

A druj can split its essence, creating four (identical) forms instead of one. This can be performed only once per night. Each of the forms can attack separately, but only one of the forms is able to cast spells (as given above). The form using the spells can often be distinguished, as it will hover nearby while the other forms attack. If that form is slain, one of the surviving forms immediately gains all unused spellcasting abilities. All four forms are poisonous.

If turned by a cleric, the parts of a druj turned are forced to reunite into one creature, remaining united for 1d4 + 1 rounds. Further success at turning is handled normally.

Druj are always encountered singly unless commanded into service by a lich or more powerful member of the Sphere of Death. In such cases, two druj eyes may rest within a druj skull, accompanied by two druj hands; no more than these five druj can ever gather in one place.

**Eye:** An eye druj darts about, trying to touch (poison) its opponent; a touch does not inflict any damage other than poisoning. Each eye druj can also gaze at one victim per round (30' range), in addition to its physical attack. The victim must make a saving throw vs. paralysis or be paralyzed for 1d4 turns. The eye druj may touch a paralyzed victim automatically.

**Hand:** A hand druj inflicts 1d4 points of damage when it hits, and thereafter holds onto its victim, causing automatic damage each round thereafter. The damage caused is equal to the AC of the victim, ignoring dexterity and shield bonuses, plus 1d4 points. If the adjusted armor class is a negative number, the attack will still inflict 1d4 points of damage each round.

**Skull:** A skull druj floats toward and bites its victim. When first approached, the victim must make a saving throw vs. spells or be frozen with fear, allowing the skull druj to bite (no attack roll needed) for 2d4 points of damage. The normal saving throw vs. poison applies to each bite.

**Odic:** This evil spirit travels up to 24 miles each day, settling into a plant by night. It is dangerous even if avoided, as it animates parts of the plant to do its bidding. The plant can easily be seen at long range (up to 300 yards), as the odic radiates a purplish light in a 20' radius. Any living being within this light must make a saving throw vs. spells or lose 1 level because of energy drain (as if struck by a wight).

## Revenant\*

Armor Class:	Revenant*
Hit Dice:	-3
Move:	18**** (M)
Attacks:	120' (40')
Damage:	2 claws/1 bite
No. Appearing:	2d4/2d4/1d4 + 2 (all + poison)
Save As:	1 (1)
Morale:	F18
Treasure Type:	10
Intelligence:	I, O, V
Alignment:	13
XP Value:	Chaotic
	7,525

Once it has settled for the night, an odic cannot move from the spot until daybreak. While using its spells, it can attack by animating part of the plant. The longest branch or vine of the plant reaches out (10-30' range), attacking as a 16 HD monster and inflicting 1d12 points of damage per hit (in addition to poison).

The plant is immediately killed when the odic possesses it. The creature uses the plant's parts to seek out other life to feed on. Most commonly, it animates individual leaves, which float away (movement rate 30' per round) in search of victims; it can animate up to 6 such leaves at one time. The leaves may be sent up to 1 mile from the odic. Animated leaves normally gain surprise (90% chance). Each leaf attacks as if a 4 Hit Dice monster; no damage is inflicted, but each victim hit must make a saving throw vs. spells or be *charmed*. A *charmed* victim is drawn toward the odic, and has a -4 penalty on the saving throw against the energy drain when entering the purple aura.

If the plant possessed has no detachable leaves, the odic may animate other portions (pine needles, flowers, etc.) in a similar manner, as described above—up to 6 at once, each with a *charm* ability per touch.

Odics occasionally inhabit the bodies of plantlike monsters. The creature may make a saving throw vs. spells to avoid the possession, but may die from the level draining and other abilities of the odic even if the saving throw is successful. The odic gains the abilities of any plantlike monster possessed. They may be used in addition to the normal abilities of the odic.

Odics are always encountered singly.

**Revenant:** This horror appears to be a zombie, though it walks at a faster rate. It never carries weapons. The revenant roams the night in search of victims, surprising them 50% of the time. It can leap once per turn to a 60' range; when both surprising and leaping on a victim, its three attacks all hit (no attack rolls needed), causing normal damage and three separate saving throws vs. poison.

Once per night, a revenant can *summon* 1d4 spectres to come to its aid. The spectres will arrive 1d6 + 2 rounds after being summoned, and will obey and fight for the revenant. They may be turned as normal spectres.

Revenants are resistant to turning attempts. If any "D" result is indicated, the revenant may make a saving throw vs. spells; if successful, the attempt has no effect. A "turn" result gives no saving throw, but the revenant will return in 1d4 turns.

Revenants are always encountered singly.

**Terrain:** Any (usually Barren Lands and Ruins).



# Chapter 14: Monsters

## Sporacle

Armor Class: 0 (tentacles: 4)  
Hit Dice: 7\*\*\* (M)  
Move: 180' (60')  
Attacks: 12 tentacles/1 bite  
Damage: 1 + paralysis/2d10  
No. Appearing: 1d4 (2d4)  
Save As: See below  
Morale: 10  
Treasure Type: See below  
Intelligence: 2  
Alignment: Chaotic  
XP Value: 1,650

**Monster Type:** Monster (Very Rare).

The sporacle appears identical to a beholder at first glance: a floating ball-like creature, 5' in diameter, with a huge gaping mouth and a large central eye above it. Tentacles sprout from its entire body. It has six eyes, positioned evenly about the surface of the body (top, bottom, front, back, sides). It normally keeps all but a few upper tentacles retracted.

A sporacle regenerates by submersing itself in fresh water (but not in brine) at the rate of 3 hit points per round so lost body parts may be rapidly regrown. If a loose tentacle falls or is placed in water, it will grow into a whole creature in 1 hour. This is their only method of reproduction, so they are often found near a water source.

A sporacle may attack anything, but prefers humanoids as food. As it moves into combat, it extends all its tentacles, appearing to sprout them as it attacks. It moves through air or water by magical flight, but is very quick. It spins rapidly in all directions when in combat, using all of its tentacles each round against 1 or 2 opponents. A sporacle has average intelligence (10) and cannot use spells or magical items.

The sporacle prefers not to bite victims that are still moving. It uses its tentacle attacks only, until all have been destroyed; only then will it resort to its ferocious bite. Each tentacle hit inflicts 1 point of damage, and each requires a saving throw vs. paralysis. Failure indicates that the venomous tentacle has struck skin, and takes effect. This paralysis is a delayed sort, however, taking effect after 1 round passes; it lasts for 1 turn thereafter unless cured. If its opponents flee, it will remain to feast upon its paralyzed victims; if there are none, it always pursues.

The sporacle may be damaged by any sort of edged weapon, and by any missile weapon except a sling. However, it is immune to blunt weapons, and to all spells and magical devices except those that cause damage; these will destroy one tentacle per die of damage (or per *magic missile*), not affecting the creature's hit points. Once all the tentacles are destroyed, such spells have no further effect. Sporacles cannot hear, and are immune to all sound-based effects; they are also immune to poison, paralysis, and *charms*.

If any attacker declares the tentacles to be the target of the blow, and uses an edged weapon, the tentacle is AC 4, and easily severed. After falling off, a tentacle will live for up to 1 hour, remaining venomous for that time. When the creature is reduced to 0 hit points or less, its body comes apart grotesquely, spinning wildly and sending all remaining tentacles in various directions. (Make final attack rolls as applicable.)

**Terrain:** Cavern.

## Sprite

Armor Class: 5  
Hit Dice: 1/2\* (1-4 hp) (S)  
Move: 60' (20')  
Flying: 180' (60')  
Attacks: 1 spell  
Damage: See below  
No. Appearing: 3d6 (5d8)  
Save As: E1  
Morale: 7  
Treasure Type: S  
Intelligence: 14  
Alignment: Neutral  
XP Value: 6

**Monster Type:** Humanoid (Common).

Sprites are small winged people (about 1 foot tall) related to pixies and elves. Though shy, they are very curious and have a strange sense of humor.

Five sprites acting together can cast one *curse* spell. This will take the form of a magic practical joke, such as tripping or having one's nose grow. The exact effect of the curse is left to the DM's imagination. (The effects of the sprites' curse can be countered by a *remove curse* spell.) Sprites will never cause death on purpose even if they are attacked.

There can be sprite spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Woods.

## Statue, Living

	Crystal	Iron	Rock
Armor Class:	4	2	4
Hit Dice:	3 (M)	4* (L)	5* (L)
Move:	90' (30')	30' (10')	60' (20')
Attacks:	2	2	2
Damage:	1d6/1d6	1d8/1d8 + special	2d6/2d6
No. Appearing:	1d6 (1d6)	1d4 (1d4)	1d3 (1d3)
Save As:	F3	F4	F5
Morale:	11	11	11
Treasure Type:	Nil	Nil	Nil
Intelligence:	7	7	7
Alignment:	Lawful	Neutral	Chaotic
XP Value:	35	125	300

**Monster Type:** Construct, Enchanted (Common).

A living statue is an enchanted animated creature made by a powerful wizard. It appears to be a perfectly normal statue—until it moves! A living statue may be any size or material; the sizes given are typical. Living crystal, iron, and rock statues are given as examples, and the DM may create others. (Not every statue in a campaign should be a living statue. If every statue in your campaign is a living statue, PCs will know that any statue they see can attack them. Have noblemen possess statuary as treasure and decoration; have expensive public buildings and plazas be decorated with statues; living statues are very rare in comparison with the numbers of "real" statues.)

Living statues are not affected by *sleep* spells.

**Crystal:** A living crystal statue is a life form made of crystals instead of flesh. Crystal statues can look like statues of anything, but often appear human.

**Iron:** A living iron statue has a body that can absorb iron and steel. It takes normal damage when hit, but if a nonmagical metal weapon is used, the attacker must make a saving throw vs. spells or the weapon will become stuck in the body of the living iron statue, and can only be removed if the statue is killed. (If the weapon is left in the statue, the statue will eventually absorb the metal completely and eject nonmetal parts, so the statue will not forever walk around with weapons sticking out of it.)

**Rock:** A living rock statue has an outer crust of stone but is filled with hot magma (fiery lava). When the creature attacks, it squirts the magma from its fingertips (or similar members) for 2d6 points of damage per hit.

**Terrain:** Any (especially Ruins).

**Load:** Crystal Statue: 1,500 cn at full speed; 3,000 cn at half speed. Iron Statue: 2,000 cn at full speed; 4,000 cn at half speed. Rock Statue: 2,500 cn at full speed; 5,000 cn at half speed.

## Stirge

Armor Class: 7  
Hit Dice: 1\* (S)  
Move: 30' (10')  
Flying: 180' (60')  
Attacks: 1  
Damage: 1d3  
No. Appearing: 1d10 (3d12)  
Save As: F2  
Morale: 9  
Treasure Type: L  
Intelligence: 1  
Alignment: Neutral  
XP Value: 13

**Monster Type:** Monster (Common).

A stirge is a birdlike creature with a long nose. It attacks by thrusting its beak into the victim's body, and feeds on blood. A successful hit (for 1d3 points of damage) means that it has attached itself to the victim, sucking for 1d3 points of damage per round until the victim is dead.

A flying stirge gains a bonus of +2 on its first attack roll against any one opponent due to its speedy diving attack.

**Terrain:** Cavern, Ruins, Woods.



## Termite, Water

	Swamp	Fresh Water	Salt Water
Armor Class:	4	6	5
Hit Dice:	1 + 1 (S)	2 + 1 (S)	4 (M)
Move:	90' (30')	120' (40')	180' (60')
Attacks:	See below	See below	See below
Damage:	1d3	1d4	1d6
No. Appearing:	0 (1d4)	0 (1d3)	0 (1d6 + 1)
Save As:	F1	F2	F3
Morale:	10	8	11
Treasure Type:	Nil	Nil	Nil
Intelligence:	0	0	0
Alignment:	Neutral	Neutral	Neutral
XP Value:	15	25	75

**Monster Type:** Lowlife (Common).

Water termites range from 1'-5' long, the largest found only in ocean waters. All are shaped like normal termites, except for an elastic sac in their abdomen that can intake and expel water for movement and feeding. When the sac is completely expanded, the creature looks like a large balloon with a small insectlike head on the front.

The creature does not bite unless cornered; instead, it uses an inky spray for defense. When frightened above water, a normal attack roll

must be made. A victim hit by the spray must make a saving throw vs. poison or be paralyzed for 1 turn. If the creature is frightened underwater, its ink does not paralyze, but merely provides an inky cover for the creature's retreat.

The real terror of these creatures is the destruction they bring to ships. They cling to hulls, each causing points of hull damage equal to their bite before letting go. Once any damage has been inflicted, there is a 50% chance per round that someone will notice the leakage.

**Terrain:** Swamp, Lake, Ocean.

## Thoul

Armor Class:	6
Hit Dice:	3** (M)
Move:	120' (40')
Attacks:	2 claws or 1 weapon
Damage:	1d3/1d3 or by weapon
No. Appearing:	1d6 (1d10)
Save As:	F3
Morale:	10
Treasure Type:	C
Intelligence:	6
Alignment:	Chaotic
XP Value:	65

**Monster Type:** Monster (Very Rare). These creatures are *not* Undead.

A thoul is a magical combination of a ghoul, a hobgoblin, and a troll. Except when very close, thouls look exactly like hobgoblins, and are sometimes found as part of the bodyguard of a hobgoblin king or Chaotic ruler.

The touch of a thoul will paralyze (in the same way as that of a ghoul). If it is damaged, a thoul will regenerate 1 hit point per round as long as it is alive.

There can be thoul spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Barren Lands, Cavern.

## Toad

	Giant	Rock/Cave
Armor Class:	7	2
Hit Dice:	2 + 2 (M)	3 + 1* (M)
Move:	90' (30')	60' (20')
Attacks:	1 bite	1 bite + special
Damage:	1d4 + 1	1d6 + charm
No. Appearing:	1d4 (1d6)	1d4 (1d4)
Save As:	F1	F3
Morale:	6	7
Treasure Type:	Nil	V
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	25	75

**Monster Type:** Giant Animal (Common).

**Giant Toad:** A giant toad is about the size of a very large dog, and weighs 150-250 pounds. It can change its skin color to blend into woods or poorly lit dungeons, surprising its prey on a roll of 1-3 (on 1d6). It can shoot its tongue out to 15', and may drag victims of dwarf size or smaller to its mouth to be bitten. Small prey is swallowed whole on a attack roll of 20, causing 1d6 points of damage each round thereafter.

**Rock Toad/Cave Toad:** A rock toad, or "cave toad", lives in rocky, cold regions such as high mountains or frozen deserts. It is about the size of a large dog, weighs 150 pounds, and carries a hard, bumpy shell on its back (like a turtle). On its head, it has bulging, multi-faceted eyes similar to a fly's. The eyes shine with a hypnotic glow. Any creature gazing into the eyes must save vs. paralysis, or be paralyzed for 2-8 (2d4) rounds. The eyes will continue to cast a feeble light (5' radius) for 1d3 hours after the creature dies, but the hypnotic powers will be lost. When attacking, it bites with a horny, beaked mouth.

**Terrain:** Giant Toad: Cavern; Woods (near water). Rock/Cave Toad: Cavern; Desert (cold), Mountain.

## Treant

Armor Class:	2
Hit Dice:	8* (L)
Move:	60' (20')
Attacks:	2 branches
Damage:	2d6/2d6
No. Appearing:	0 (1d8)
Save As:	F8
Morale:	9
Treasure Type:	C
Intelligence:	11
Alignment:	Lawful
XP Value:	1,200

**Monster Type:** Monster (Rare).

A treant is an 18' tall, intelligent creature that looks like a tree with facial features. It has two main branches that act as arms with hands, and it walks upon legs that end in rootlike feet.

It is concerned only with the protection of forests and plant life; it is friends with most of the intelligent forest creatures (actaeons, centaurs, dryads, etc.). Treants speak a slow and difficult tongue, and distrust those who use fire.

All encounters with treants begin at a distance of 30 yards or less, since they are nearly identical to normal trees, and they surprise on a roll of 1-3 (on 1d6). Although normal weapons can harm them, blunt weapons (such as maces) only inflict 1 point of damage per hit (plus magic and strength bonuses).

Each treant can animate any two trees within 60' to move at 30' (10') and fight as treants. A treant may change which trees it is animating from round to round.

There can be treant spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Woods.

## Triceratops

Armor Class:	4
Hit Dice:	20* (L)
Move:	90' (30')
Attacks:	3 horns
Damage:	1d8/2d8/2d8
No. Appearing:	0 (1d6)
Save As:	F10
Morale:	9
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	4,175

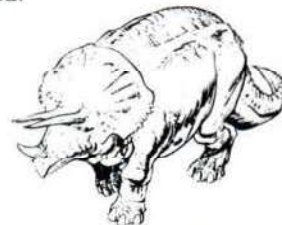
**Monster Type:** Prehistoric Animal (Very Rare).

This is an armored herbivorous dinosaur. It walks about on four legs and has much the same temperament as an elephant. The triceratops is about 30' long and weighs 10-12 tons. A collarlike armor plate grows from its head to protect its neck, and its weapons include a short horn growing from its snout and two long horns growing above its eyes. A single triceratops is a match for all but the largest of the predatory carnivores.

Although it is an herbivore, it is aggressive and dangerous, usually attacking on sight. It might *charge* (for double damage) on the first attack, and on any attack after it has gotten 20 yards or more away from its enemy.

**Terrain:** Open (prehistoric).

**Load:** 10,000 cn at full speed; 20,000 cn at half speed.





# Chapter 14: Monsters

## Troglodyte

Armor Class:	5
Hit Dice:	2* (L)
Move:	120' (40')
Attacks:	2 claws/1 bite
Damage:	1d4/1d4/1d4
No. Appearing:	1d8 (5d8)
Save As:	F2
Morale:	9
Treasure Type:	A
Intelligence:	10
Alignment:	Chaotic
XP Value:	25

**Monster Type:** Humanoid (Rare).

A troglodyte is an intelligent humanoid reptile. It has a short tail, long legs, and a spiny "comb" on its head and arms. Troglodytes walk upright and use their hands as well as humans. They hate most other creatures.

Troglodytes have the chameleonlike ability to change colors, and use it to hide by rock walls, surprising often (1-4 on 1d6). A troglodyte also secretes an oil that produces a stench, nauseating humans and demihumans unless a saving throw vs. poison is made. Nauseated characters have a -2 penalty on their attack rolls while in hand-to-hand combat with the troglodytes.

There can be troglodyte spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Cavern, Ruins.

## Troll

Armor Class:	4
Hit Dice:	6 + 3* (L)
Move:	120' (40')
Attacks:	2 claws/1 bite
Damage:	1d6/1d6/1d10
No. Appearing:	1d8 (1d8)
Save As:	F6
Morale:	10 or 8 (see below)
Treasure Type:	D
Intelligence:	6
Alignment:	Chaotic
XP Value:	650

**Monster Type:** Giant Humanoid (Rare).

Trolls are 8'-tall, thin, somewhat intelligent humanoids, with ferocious features, sharp teeth, and a mottled skin almost like rubber.

They are carnivores, and prefer human and humanlike victims to all other foods. They live nearly anywhere, often in the ruined dwellings of their victims.

A troll is very strong, and rends its opponents with talons and sharp teeth. It has the power of regeneration, the ability to grow back together when damaged. It begins to regenerate 3 rounds after it is damaged. The troll's wounds heal themselves at a rate of 3 hit points per round, and even severed limbs will crawl back to the body and rejoin. The head and claws of the troll will continue to fight as long as the creature has 1 hit point or more. However, the troll cannot regenerate damage from fire or acid, and when attacked by these methods, the morale score is 8. Unless totally destroyed by fire or acid, it will eventually regenerate completely.

There can be troll spellcasters; see "Monster Spellcasters" later in this chapter.

**Terrain:** Cavern, Wilderness (any).

## Tyrannosaurus Rex

Armor Class:	3
Hit Dice:	20 (L)
Move:	120' (40')
Attacks:	1 bite
Damage:	6d6
No. Appearing:	0 (1d2)
Save As:	F10
Morale:	11
Treasure Type:	V x 3
Intelligence:	2
Alignment:	Neutral
XP Value:	2,375

**Monster Type:** Prehistoric Animal (Very Rare).

The "tyrant lizard" is the largest hunting dinosaur found. It's at least 40' long (and can be longer), weighing in at 8 tons; when standing, it is about 20' high. It inhabits "lost world" areas.

The tyrannosaurus walks on its hind legs, with its heavy tail held out behind as a counterbalance. Its forelimbs are small, bearing two claws each, but are next to useless in combat. However, its mighty jaws, bearing teeth up to 6" long, more than make up for that deficit. It will attack anything man-sized or larger, usually attacking the largest creature first. It can swallow a man-sized opponent if its attack roll is 19-20; the victim takes 2d4 points of damage each round until removed.

**Terrain:** Jungle, Open, Woods (prehistoric).

## Undine\*

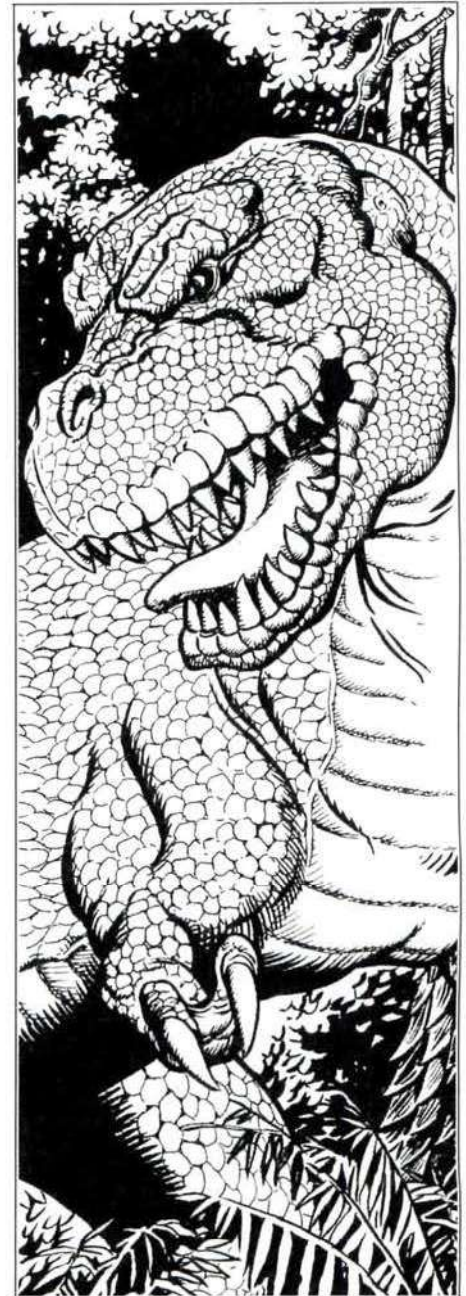
Armor Class:	4
Hit Dice:	8*** (L)
Move:	90' (30')
Swimming:	240' (80')
Attacks:	1 fist or 1 coil
Damage:	2d8 or 1d10
No. Appearing:	1 (1)
Save As:	F16
Morale:	9
Treasure Type:	Nil
Intelligence:	10
Alignment:	Chaotic
XP Value:	2,300

**Monster Type:** Planar Monster, Enchanted (Very Rare).

An undine is an intelligent creature made of water. It is rare even on the elemental plane of Water, its home, and is almost never encountered on the Prime Plane. Undines are Chaotic in behavior, but (similar to djinn) have very good intentions and despise evil.

On its home plane, an undine normally has a form like a featureless transparent snake. It can easily change shape, sometimes using a form with many tentacles to handle objects. Once per turn, it can swim quickly in the form of a revolving coil, moving at 480' (160') rate for up to 10 rounds.

Undines are immune to poison, normal weapons, all 1st and 2nd level spells, and to all attacks based on fire. An undine can *detect invisible* at will, and can use *detect magic*, *web*, *dispel magic*, *ice storm/wall*, and *fire to ice* three times per day (all as if a 9th level magic-user). An undine's web is made of ice strands, which function in the same way; however, flame merely melts the web, rather than burning it, and trapped victims take



no damage from the melting.

An undine can attack with one "fist" (armlike extension) per round. If the blow hits, the undine may choose to coil around the opponent, squeezing for 1d10 points of automatic constriction damage each round. An undine can coil around any creature of giant size or less, and the victim cannot move, attack, or concentrate.

On the Prime Plane, an undine appears identical to a water elemental. While in water, it is invisible, and regenerates damage at the rate of 3 points per round. When out of water, however, it does not regenerate, and instead takes 1 point of damage per round from drying. An undine is not as limited as an elemental; it is not blocked by a *protection from evil* effect, and is not forced to remain within 60' of water.

Their enemies are the hydrax and the hordes, and they fear air-type creatures and attacks.

**Terrain:** Plane of Water.





## Unicorn

Armor Class: 2  
Hit Dice: 4\* (L)  
Move: 240' (80')  
Attacks: 2 hooves/1 horn  
Damage: 1d8 each  
No. Appearing: 1d2 (1d8)  
Save As: F8  
Morale: 7 or 9 (see below)  
Treasure Type: Nil  
Intelligence: 4  
Alignment: Lawful  
XP Value: 125

### Monster Type: Monster (Rare).

A unicorn looks like a slender horse with a horn growing from its forehead. Unicorns are always very beautiful animals; no one has ever seen an ugly one. Unicorns are shy creatures, but fierce when cornered. Only a pure maiden can talk to or ride one. A unicorn can magically teleport itself (with a rider) to a distance of 360' once per day. A unicorn's morale is improved (9) if it has a rider.

These creatures live in the deep forests, far away from sentient creatures. They are often hunted by evil wizards, who prize their horns for their alchemical potions and spell researches.

*Terrain:* Woods.

*Load:* 2,000 cn at full speed; 4,000 cn at half speed.

*Barding Multiplier:* × 1.

## Vampire\*

Armor Class: 2  
Hit Dice: 7\*\*-9\*\* (M)  
Move: 120' (40')  
*Flying:* 180' (60')  
Attacks: 1 touch or special  
Damage: 1d10 + double energy drain or special  
No. Appearing: 1d4 (1d6)  
Save As: F7-9  
Morale: 11  
Treasure Type: F  
Intelligence: 10  
Alignment: Chaotic  
XP Value: 1,250; 1,750 or 2,300

### Monster Type: Undead, Enchanted (Rare).

Vampires are among the most feared of the undead. They haunt ruins, tombs, crypts and other places deserted by man, but fly out at night to prey on man.

**Abilities of Vampires:** Vampires are unaffected by *sleep*, *charm*, and *hold* spells, and can only be hit with magical weapons. A vampire may take the form of a human, a dire wolf, a giant bat, or a gaseous cloud at will. Each change takes 1 round.

Whatever its form, a vampire regenerates 3 hit points per round, starting as soon as it is damaged. If a vampire is reduced to 0 hit points it does not regenerate, but becomes gaseous and flees to its coffin.

In dire wolf or giant bat form, the vampire's move, attacks, and damage are those of the animal. The vampire's AC, Hit Dice, morale, and saving throws remain unchanged. In gaseous form, a vampire cannot attack, but can fly at the speed given

above and is immune to all weapon attacks.

In human form, a vampire can attack by gaze or touch, or can summon other creatures. The touch of a vampire inflicts a double energy drain (removing 2 levels of experience) in addition to damage. The creature's gaze can *charm*. Any victim who meets the gaze may make a saving throw vs. spells to avoid the *charm*, but with a -2 penalty to the roll.

The vampire may *summon* any one of the following creatures, which will come to its aid if they are within 300 feet (300 yards outdoors):

Rats	10-100	Giant rats	5-20
Bats	10-100	Giant bats	3-18
Wolves	3-18	Dire wolves	2-8

Any character slain by a vampire will return from death in three days, as a vampire under the control of the slayer.

There can be vampire spellcasters; see "Monster Spellcasters" later in this chapter.

**Weaknesses of Vampires:** A vampire cannot come within 10 feet of a strongly presented holy symbol, although it can move to attack from another direction. The odor of garlic repels a vampire; the creature must make a successful saving throw vs. *poison* or stay at least 10 feet away from the garlic during that round.

Vampires cannot cross running water, either on foot or flying, except at bridges or while in their coffins. During the day, a vampire usually rests in its coffin; failure to do so results in the loss of 2d6 hit points per day. These hit points are not regenerated until the vampire has rested in its coffin for a full day. A vampire casts no reflection and avoids mirrors.



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A vampire may be destroyed by driving a wooden stake through its heart or by immersion in running water for 1 turn. If a vampire is exposed to direct sunlight, the creature must make a saving throw vs. death ray each round or disintegrate. A *continual light* spell will not disintegrate a vampire. If all of the vampire's coffins are blessed or destroyed, the vampire will weaken, taking 2d6 hit points of damage per day. It dies when its hit points are reduced to 0.

## Vision

A form of undead; see *Phantom*.

## Weasel, Giant

Armor Class: 7  
Hit Dice: 4 + 4 (L)  
Move: 150' (50')  
Attacks: 1 bite + special  
Damage: 2d4  
No. Appearing: 1d4 (1d6)  
Save As: F3  
Morale: 8  
Treasure Type: V  
Intelligence: 2  
Alignment: Neutral  
XP Value: 125

**Monster Type:** Giant Animal (Common).

A giant weasel is 8'-9' long and covered with a richly colored fur of white, gold, or brown. These quick and vicious predators hunt singly or in groups. Once they bite, they will hold on and suck blood, doing 2d4 points of damage each round until their prey is dead or until they are killed.

Giant weasels have infravision to 30' and can track parties by scent. They will pursue wounded prey in preference to all other. They live in tunnels underground.

**Terrain:** Cavern, Ruins, Woods.

**Load:** 2,000 cn, full speed; 4,000 cn, half speed.

## Were(creature)

See *Lycanthrope*.

## Wight\*

Armor Class: 5  
Hit Dice: 3\* (M)  
Move: 90' (30')  
Attacks: 1  
Damage: Energy drain  
No. Appearing: 1d6 (1d8)  
Save As: F3  
Morale: 12  
Treasure Type: B  
Intelligence: 5  
Alignment: Chaotic  
XP Value: 50

**Monster Type:** Undead, Enchanted (Common).

A wight is an undead spirit living in the body of a dead human or demihuman. A wight looks much as its body appeared in life, but bone-white and thin, with hollow, lifeless eyes. Its burial garments will be tattered and filthy.

Wights can only be hit by silvered or magical weapons. They are greatly feared, as they drain life energy when striking a victim. Each hit drains one level of experience or Hit Die. Any person totally drained of life energy by a wight will become a wight in 1d4 days, and will be under control of the slayer.

**Terrain:** Barren Lands, Ruins.

## Whales

	Killer	Great	Narwhal
Armor Class:	6	6	7
Hit Dice:	6 (L)	36* (L)	12 (L)
Move, Swim:	240' (80')	180' (60')	180' (60')
Attacks:	1 bite	1 bite	1 horn
Damage:	2d10	3d20	2d6
No. Appearing:	0 (1d6)	0 (1-3)	0 (1d4)
Save As:	F3	F18	F12
Morale:	10	10	8
Treasure Type:	Nil	Nil	Nil
Intelligence:	2	2	4
Alignment:	Neutral	Neutral	Lawful
XP Value:	275	12,000	1,250

**Monster Type:** Killer Whale: Normal Animal (Common); Great Whale: Giant Animal (Very Rare); Narwhal: Monster (Rare).

**Killer Whale:** These are 25' long and are found mainly in cold waters. They live by hunting other sea creatures. Creatures of halfling size or smaller will be swallowed whole if the killer whale scores a 20 on its hit roll. Those swallowed take 1d6 points of damage per round and will drown in 10 rounds unless freed.

**Great Whale:** This huge whale is about 60' long on the average. It preys on the most feared denizens of the deep (such as the giant octopus and giant squid). Man-sized or smaller creatures will be swallowed whole on a die roll that is 4 or more than the score needed to hit. A swallowed creature will take 3d6 points of acid damage per round. Great whales will sometimes (10%) attack ships, attempting to ram. The monster whale does 6d6 hull points of damage in a successful ram.

Extremely rare great whales might grow to double or triple this size, with a corresponding increase in Hit Dice and damage. There are rumors of monster whales large enough to swallow an entire harbor of ships!

**Narwhal:** The narwhal is 15' long, gray to white in color, and has an 8' long spiral horn on its head (like that of a unicorn). It is an intelligent magical creature, very independent and secretive. It is rumored that their horns vibrate in the presence of evil. Their horns are worth from 1,000 to 6,000 gold pieces each for their ivory.

**Terrain:** Ocean.

## Wolf

	Normal Wolf	Dire Wolf
Armor Class:	7	6
Hit Dice:	2 + 2 (M)	4 + 1 (M)
Move:	180' (60')	150' (50')
Attacks:	1 bite	1 bite
Damage:	1d6	2d4
No. Appearing:	2d6 (3d6)	1d4 (2d4)
Save As:	F1	F2
Morale:	8 or 6 (see below)	8
Treasure Type:	Nil	Nil
Intelligence:	2	4
Alignment:	Neutral	Neutral
XP Value:	25	125

**Monster Type:** Wolf: Normal Animal (Common); Dire Wolf: Giant Animal (Rare).

Wolves are large, intelligent canine carnivores, and hunt in packs. Though they prefer the wilderness, they may occasionally be found in

caves. Captured wolf cubs may be trained like dogs (if the DM permits), but with difficulty. If three or fewer wolves are encountered, or if a pack is reduced to less than 50% of its original numbers, their morale is 6 rather than 8.

**Dire Wolves:** Dire wolves are larger and more ferocious than normal wolves, and are semi-intelligent. They are fierce enemies and usually hunt in packs. They are found in caves, woods, or mountains. They are sometimes trained by goblins to be used as mounts. Captured dire wolf cubs can be trained like dogs (if the DM permits), but they are even more savage than normal wolves.

**Terrain:** Woods.

**Load:** Normal Wolf: 500 cn at full speed; 1,000 cn at half speed. Dire Wolf: 1,000 cn at full speed; 2,000 cn at half speed.

**Barding Multiplier:**  $\times 1/2$ .

## Wraith\*

Armor Class: 3  
Hit Dice: 4\*\* (M)  
Move: 120' (40')  
Flying: 240' (80')  
Attacks: 1 touch  
Damage: 1d6 + energy drain  
No. Appearing: 1d4 (1d6)  
Save As: F4  
Morale: 11  
Treasure Type: E  
Intelligence: 7  
Alignment: Chaotic  
XP Value: 175

**Monster Type:** Undead (Rare, Enchanted).

A wraith is an undead monster with no physi-

cal body, appearing as a pale, almost transparent, manlike figure of thick mist. A wraith is a spirit of the unhappy dead, selfishly holding itself to the Prime Plane by draining life from the living. Wraiths dwell in deserted lands or in the dwellings of creatures they have slain or driven away.

Wraiths are immune to *sleep*, *charm*, and *hold* spells. A wraith can only be hit by silver or magical weapons, but silver weapons will only do half damage. The touch of a wraith is an energy drain of 1 level, in addition to causing 1d6 points of damage. A victim slain by a wraith will become a wraith in one day, under the control of the slayer.

**Terrain:** Barren Lands, Ruins.



## Wyvern

Armor Class: 3  
Hit Dice: 7\* (L)  
Move: 90' (30')  
Flying: 240' (80')  
Attacks: 1 bite/1 sting  
Damage: 2d8/1d6 + poison  
No. Appearing: 1d2 (1d6)  
Save As: F4  
Morale: 9  
Treasure Type: E  
Intelligence: 3  
Alignment: Chaotic  
XP Value: 850

**Monster Type:** Monster, Dragon-Kin (Rare).

A wyvern looks like a two-legged dragon with a long tail. Unlike dragons, wyverns are mostly brown, red, or rust-red in hue. These beasts prefer to live on cliffs or in forests, but may be found anywhere.

In combat, the wyvern will bite and arch its tail over its head to hit opponents in front of it. Those stung by the tail must make a saving throw vs. poison or die.

Like most dragon-kin, wyverns are carnivores. They prefer the taste of large herd-beasts such as elk and moose, but will attack humans they encounter and eat the remains if they are victorious.

**Terrain:** Mountain, Woods.

**Load:** 3,500 cn at full speed; 7,000 cn at half speed.

**Barding Multiplier:** × 3.

## Yellow Mold

Armor Class: Can always be hit  
Hit Dice: 2\* (L)  
Move: 0  
Attacks: Spores  
Damage: 1d6 + special  
No. Appearing: 1d8 (1d4)  
Save As: F2  
Morale: Not applicable  
Treasure Type: Nil  
Intelligence: 0  
Alignment: Neutral  
XP Value: 25

**Monster Type:** Lowlife (Common).

This deadly fungus covers an area of 100 square feet (a 10' × 10' area counts as one monster, and many may be found together). Yellow mold can only be killed by fire: a torch will do 1d4 points of damage to it each round. It can eat through wood and leather but cannot harm metal or stone. It does not actually attack, but if it is touched, even by a torch, the touch may (50% chance per touch) cause the mold to squirt out a 10' × 10' × 10' cloud of spores. Anyone caught within the cloud will take 1d6 points of damage and must make a saving throw vs. death ray or choke to death within 6 rounds.

**Terrain:** Cavern, Ruins.

## Zombie

Armor Class: 8  
Hit Dice: 2 (M)  
Move: 90' (30')  
Attacks: 1 claw or 1 weapon  
Damage: 1d8 or by weapon  
No. Appearing: 2d4 (4d6)  
Save As: F1  
Morale: 12  
Treasure Type: Nil  
Intelligence: 1  
Alignment: Chaotic  
XP Value: 20

**Monster Type:** Undead, Enchanted (Common).

Zombies are mindless undead humans or demihumans. They are empty corpses animated by an evil magic-user or cleric. They are often used as cheap labor and cheap soldiers by evil rulers. They can be turned by clerics but are not affected by *sleep* or *charm* spells. They can be harmed by normal weapons. Zombies are often placed to guard treasures, since they make no noise. They are slow fighters, and always lose initiative (no roll needed).

**Terrain:** Ruins.

